ATLANDICE



A game by Scott Huntington and Shaun Graham.

The cataclysm flooding the Atlantis under the ocean has just begun. The last city of the mythical island is about to sink.

You, as the last of the Atlanteans,are trying to save all that can be saved, before fleeing the fury of the elements. The clock is ticking. You do not have much time to gather the wealth of Atlantis.

The following rules are for 3 and 4 players. For 2-player games, see page 8.

Goal of the Game

Visit Atlantis areas using the open gates. Use the infrastructures of the city to your advantage in order to get as many resources as you can. Keep an eye on the Districts, emptying themselves of their resources, and on the clock, as it shows how much time is left before the end of the game.

Earn prestige by collecting more resources than your opponents, at the key-moments of the game and at the end.

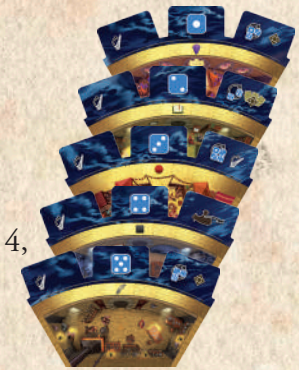
Contents



- 1 central board made of two zones *(the Black Market and the Clock)*.

Before your first game, make sure to attach the central board to the Clock hand using the plastic clip.

- 15 District tiles, split into 5 categories:



  – 3 Jewellers, numbered 1,
  – 3 Libraries, numbered 2,
  – 3 Inns, numbered 3,
  – 3 Engineering Works, numbered 4,
  – 3 Blacksmiths, numbered 5.

- 9 dice *(the gates of the city)*.



- 5 sets of resources (60 resources):
  – 12 Gems,
  – 12 Books,
  – 12 Provisions,
  – 12 Tools,
  – 12 Weapons.



- Victory points.



- 1 First Player (front) / Neutral player (back) token.



- 1 Submarine pawn (to be assembled).



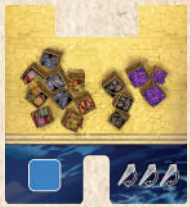
Setup

Place the central board in the centre of the table, with the Clock hand pointed at the first space (with the arrow).



Sort the District tiles by category. Make 5 stacks of 3 District tiles of the same kind (same die number). Shuffle each stack and place them around the central board, in ascending order.

Take 3 resources of each type and place them on the Black Market on the central board.



Place a number of resources depending on the number of players, in their corresponding District.

Number of players	**2/3**	**4**
Number of resources	7	**9**



The Gems go on the Jewellers.



The Books go on the Libraries.



The Provisions go on the Inns.



The Tools go on the Engineering Works.



The Weapons go on the Blacksmiths.



Take a number of dice depending on the number of players:



Number of players	2/3	4
Number of dice	7	9

Put the Victory Points next to the board in a common pool.



Place the Submarine pawn next to the Engineering Works stack (numbered 4).



You can place any remaining resources and the remaining dice back into the box. They won't be used.

Determine the First Player randomly, and give them the First Player token and the dice.





You are now ready to play.



Playing the Game

The game is played in rounds. Each round, the following steps areperformed in order.

1 - Open the Gates.

2 - Visit the Areas, check the stocks and possibly award Victory Points.

3 - Move the Clock hand forward and apply the effect of the space it is pointing at (if there is one).

4 - Change the First Player.

1 - Open the Gates

The First Player rolls all the dice and places them next to the corresponding numbered District, i.e. the "1" dice go next to the stack of Jewellers, the "2" dice next to the stack of Libraries, etc.

Because of the cataclysm, the gates of the city open randomly. Not all the areas of the city may be reachable.

Black Market: The dice numbered **6** are always placed next to the Black Market, as are the dice corresponding to an empty stack of tiles.



2 - Visit the Areas

Starting with the First Player, and going clockwise, each player must:

a) choose an Area (one of the Districts or the Black Market) where there is at least one die, taking the die,

b) take one of the resources present on the chosen Area, placing it in front of him. It might not be the one corresponding to the District.

c) and finally, apply the effect of the chosen Area (see page 6/7).



Keep taking turns until each player has taken **two dice**. There will be one die left on an Area.

Important

- **You cannot visit an Area where there is no die.**
- **If the Submarine token is in the Area you are visiting, take one more resource from this Area, if there are any.**



Example
a) Alex chooses the Blacksmith and takes the "5" die in front of her.
b) Then, she takes one Weapon and one Gem, because the Submarine token stands next to the Blacksmith tile.
c) Finally, she applies the effect of the Blacksmith (cf. p.7): she rolls the die and gets 6. She thus takes another Weapon from the Blacksmith.

You enter the gates and visit the areas of the city. You make the most of the opportunity, and get as many resources as possible.

Empty District

When a District is empty of resources after step c) of a player's visit, award Victory Points. Proceed as follows:

- Give the empty District tile to the player having the most of the corresponding resource. It is worth 3 Victory Points at the end of the game. Give the player having the second most of the corresponding resource 1 Victory Point from the common pool.
  - If there is a tie for first place, give the District tile to one of the tied players and 3 Victory Points to all the other tied players.
  - Players having the second most resources get nothing in this case.
  - If there is a tie for second place, give 1 Victory Point to all the tied players.

The District tile underneath will thus be revealed (if there is one) and show different effects.

- Then, **all players** return all of their corresponding resources. Refill the Black Market until there are 3 tokens of that resource there. Place all the remaining resources on the new District tile. *There may be some resources of this kind in other Districts. These resources remain where they are.*

When the third District tile of a stack is given, the stack is depleted. **All** the corresponding resources are removed from game. There will be no Victory Points awarded for this resource anymore.
At step "1 - Open the Gates", the dice corresponding to this District will be placed next to the Black Market.

Example
The Library is empty of resources. There is 1 Book at the Black Market and 1 Book at the Inn. Anna has 3 Books, Bruno has 3 Books too, Eric has 1 Book and Lola has no Books. Anna takes the empty Library tile. Bruno gets 3 Victory Points. Eric gets nothing. Anna, Bruno and Eric give their 7 Books back. 2 are placed on the Black Market (to refill back to 3). The other 5 are placed on the new Library tile. The one Book at the Inn remains there.

3 - Move the Clock hand forward

Time is moving on announcing the end of Atlantis.

The number of Clock hand icons in the Area with **the remaining die** is how far the Clock hand moves. Move the Clock hand that many spaces. If it is now pointing to a special icon, trigger the related event (Survey or Donation see below).

In the example on page 4, after Alex's turn, there is only one die left, next to the Engineering Works. The Clock hand is moved by 3 spaces, since there are 3 Clock hand icons on the tile.
The Clock hand now points a Donation space. This event is triggered.

Survey

It is time to see who has worked the hardest.

The player who has the most matching resources

or the most resources in total

earns one Victory Point from the common pool.

In case of a tie, all tied players get one Victory Point.

After this event is triggered, do NOT put the resources back in the District. Keep all the resources you have.

Donation

You decide to give some resources to the rest of the group.

Each player, in turn order, can spend 2 resources of any kind to get 1 Victory Point. This can be done multiple times. Put the resources you spend back in the corresponding District (see page 2).

4 - First Player



Give the First Player token to the player to the left of the current First Player. They become the new First Player for the next round.

End of the Game

The game ends **immediately** at the end of step "3 - Move the Clock hand forward", if the hand has reached the last space of its track (with the waves). A final scoring is triggered.

Final Scoring

For each type of resource, check which player has the most of that resource (even if there are still resources of this type on the Areas).

Each player with the most resources of a type gets 3 Victory Points from the common pool. Players having the second-most resources of a type get 1 Victory Point.
In case of a tie for the first place, every tied player gets 3 Victory Points and there is no reward for having the second-most resources.



The player with the most Victory points is the winner.

Reminder: each District tile you get during the game is worth 3 Victory Points at the end of the game.



In case of tie, all tied players win the game.

Areas' effects

Each area works in its own way.



Jewellers

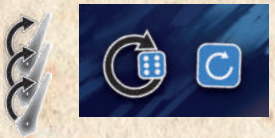


Roll the die you've just chosen. If you get a 1, 3 or 5, take one more resource from the Jeweller.



Swap one resource of any kind present on the Jeweller with one resource from another District.

Example: Anna takes the "1" die next to the Jeweller tile. First, she takes a Gem from this tile. Then she exchanges a Gem from the Jeweller with a Weapon from the Blacksmith.



Roll the die you've just chosen. If you get a 6, roll it again and visit the Area corresponding to the new result, applying the effect of the new Area.

Example: Bruno takes the "1" die next to the Jeweller tile. He takes one Gem from this tile. Then he rolls the die. He gets a 6. He thus re-rolls the die and gets a 6 again. He therefore visits the Black Market, where he takes another Gem. There is no effect on the Black Market.

Libraries



Roll the die you have just chosen. If you get a 5 or 6, take one resource from any other District.



Move one resource of any kind from the Library to the Black Market.



If the die you have just taken is the second die you take during this round, take one extra resource on the Library.

Inns



Roll the die you have just chosen. If you get 1, 2, 3 or 4, move the Clock hand forward one space.
Do not apply the effect of the possible event (Survey or Donation) of the new space.

[Note: If the hand reaches the last space after this move, carry on with the round until the end of the step "2 - Visit the Areas".]



Move one resource from the Black Market to any other Quarter (not the Inn).



Change the value of any die and place it next to the related Area.

Engineering Works



Move the Submarine pawn from the Area where it is to any other Area.
If you move it to the Area you are visiting, you do not get an extra resource.

Example: Eric takes a "4" die next to the Engineering Works. He takes a Tool on this tile and then moves the Submarine pawn from the Library to the Black Market.

There are three different Engineering Works with 1, 2 or 3 Clock hand symbols, but they all have the same effect.

Blacksmith



Roll the die you've just chosen. If you get a 2, 4 or 6, take one extra resource from the Blacksmith.



Move one resource of any kind from the Blacksmith to any other District.



Roll the die you've just chosen. If you get a 6, take one resource from the Black Market.

Black Market



There is no special effect here. You just have a bigger selection of resources to choose from.

2-player game

In a 2-player game, the players will control a third, neutral player. The neutral player will collect resources and win Victory Points. This neutral player is represented with the back side of the First player token.



Since 7 dice are displayed at the beginning of each round, each player picks three of them, **alternatively**. One of the three dice must be given to the neutral player by each player.
When a player gives a die to the neutral player, they pick one resource of their choice from the related Area and place it on the neutral player token. Then they apply the effect of the Area as normal in favor of the neutral player.
If the Submarine pawn is present on the visited Area, the neutral player gets one additional resource from the Area.



When you give a die to the neutral player, place it next to the neutral player token, on your side, as a reminder you have done it for the round.

The die you give to the neutral Player can be the first one, the second one or the third one you choose this round.

During step 3, step 4 and at the end of the game, the neutral player competes for majorities in scoring. You can choose to give them Victory points if you wish, although you don't have to.
The human player with the most victory points is the winner.

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Icons


Any District other than the one you are visiting.


The Black Market.


Take one resource of any kind on the District you are visiting.


Take one resource of any kind on a different District than the one you are visiting.


Take one resource of any kind on the Black Market.


Move from an Area to another Area.


Re-roll the die and try to get the indicated value.


The Submarine pawn.


Swap two resources of any kind.

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