
ATRAH
JÉRÉMY DUCRET & JOHANNES GOUPY
CHRIS LEWIS LEE
8+
2-4
PLAYERS
15
MINUTES
CMON

In this forgotten fishing village, fishing is not a profession.
It is a debt to the sea.

Each evening, everyone returns home, crates filled with fish,
and hearts filled with unspeakable stories.

Then, the fishermen gather at the old tavern facing the vast,
silent ocean. They all sit down and begin a game of **Atrah**.

At first glance, **Atrah** *may look like a simple card game. One might even think it is just a pastime. But around the table, the atmosphere grows heavy when certain cards appear. They depict creatures the elders only describe in hushed voices, things seen offshore, between two waves, in the depths where light never glows.*

No one is playing anymore, the game feels real.
People are hoping, praying, and wondering if they will ever encounter these creatures… perhaps tomorrow.

Now, come closer. Take a seat at the table and play.

GAME OBJECTIVE

Atrah is a set collection game in which players try to score as many points as possible by collecting cards from the center of the table.

On their turn, a player chooses a row and adds cards to their collection, while the remaining cards are discarded into a Majority area that will determine, at the end of the game, which families of creatures are worth the most points.

Players should collect wisely to claim Special tiles before their opponents. These tiles provide points or unique ways to progress toward victory.

COMPONENTS



• **85 Creature cards**
(5 families: Shells, Luminous Creatures, Big Teeth, Tentacles, and Big Creatures)



• **2 Reference cards**



• **10 Special tiles**



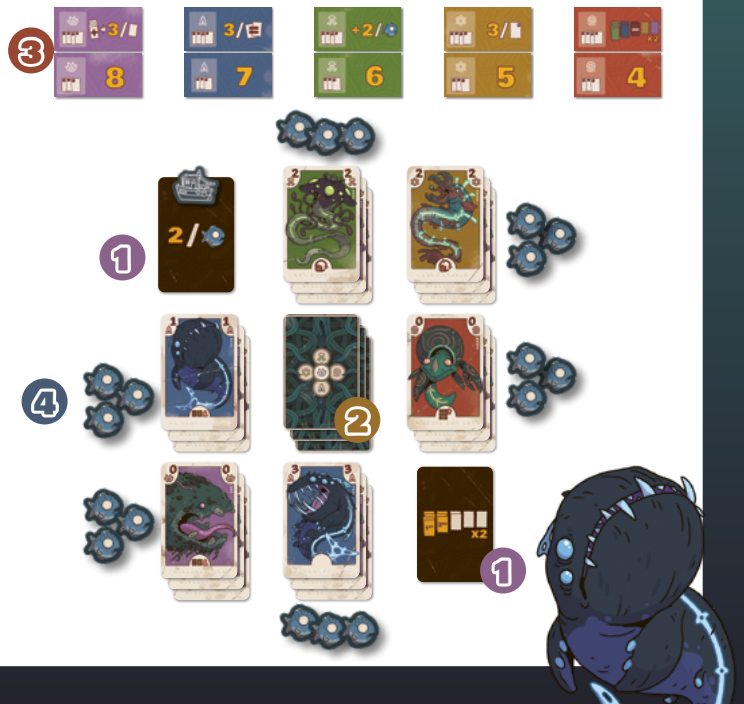
• **2 Boat tokens**
(1 wooden token and 1 cardboard token; players choose only 1 to play with)



• **24 Fish tokens**

SETUP

Example of a 3-player setup:



1. Set up the play area by placing the Reference cards diagonally, as shown in the setup diagram (see page 4). Then place the Boat token on the “Awarded points per Fish token” Reference card.

2. Shuffle the Creature cards and create 6 face-down stacks. Each stack contains a certain number of cards depending on the number of players: 8/10/12 cards per stack for 2/3/4 players. Place them face up on the corresponding spaces in the play area (see page 4).

   Place the remaining Creature cards in the center of the play area to form a face-down draw pile.

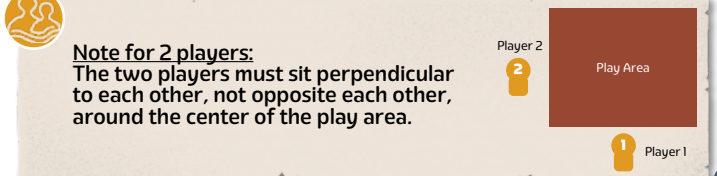
3. Set up the Majority area. Place the 10 Special tiles at the top of the play area. Form 5 columns of 2 tiles of the same color, following the family hierarchy as shown in the setup diagram (from most [left] to least [right] important: purple, blue, green, yellow, red).

   Out of the 10 Special tiles, 5 have two different sides: : randomly choose or decide which side you will use for this game.

4. Place a certain number of Fish tokens next to each Creature stack: 2/3/4 Fish tokens for 2/3/4 players.

5. Randomly determine the first player.

Note for 2 players:
The two players must sit perpendicular to each other, not opposite each other, around the center of the play area.



HOW TO PLAY?

Players take turns in clockwise order until the end of the game is triggered. On their turn, a player performs the following steps in order:

1. Take cards from the play area
2. Resolve card effects
3. Add cards to their collection and the Majority area
4. (Optional) Claim a Special tile

1. TAKE CARDS FROM THE PLAY AREA

- The player MUST choose one of the three rows in front of them, then take all the top Creature cards from that row (1 or 2 cards, depending on whether one of the stacks in that row is empty) and place them in front of them.
- If the Boat token is placed on a card, that card is unavailable until the Boat moves again. In that case, the player only takes 1 card from the row.



Example 1: Let's check one of Irene's turns. She chooses one of the three rows facing her (as shown in the image: A, B, and C). She decides to take the 2 top Creature cards from the top row in front of her (A) and places them in front of her.

2. RESOLVE CARD EFFECTS

The player MUST resolve the effects of the Creature card(s) in front of them, in any order.



Example 2: Irene then resolves the effects of her Creature cards. She moves the Boat token 1 space clockwise and gains 1 Fish token, then moves the Boat token 2 more spaces clockwise and gains another Fish token.

3. ADD CARDS TO THEIR COLLECTION AND THE MAJORITY AREA

Among the cards taken from the last two steps, the player chooses **1 Creature family**, then:

- They add all the cards from that family to their collection. Each card in their collection will score points at the end of the game.
- They place all the remaining cards (if any) in the Majority area, below the tiles matching their color.

THE MAJORITY AREA

The Majority area is where cards are placed to influence the value of the different families. At the end of the game, the two most represented families become more valuable, and they award twice their points when in the players' collection (see "End of the Game" page 10).

IMPORTANT!
Whether in a player's collection or in the Majority area, cards are organized into columns by Creature family, in the order shown.
Only the numbers on the top of each card must remain visible.





Player's collection

Majority area



Example 3: Now that Irene resolved the effects of her Creature cards (see Example 2), she decides to add the Tentacles card to her collection. As a result, the Luminous Creature card is placed in the Majority area. The Luminous Creatures family is now the most represented family, followed by the Big Creatures, then the Big Teeth and finally the Shells (according to the family hierarchy).

4. (Optional) Claim a Special Tile

When a player adds cards to their collection:



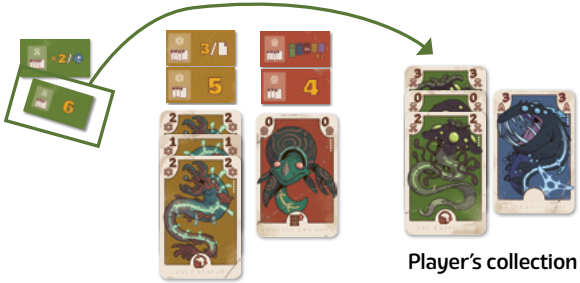
If they have 3 cards with different values in the same family, they may claim the associated Special tile for that family (if it is still available in the Majority area). However, they will no longer be able to claim the other Special tile of that family for the rest of the game. If they decline it at that moment, they cannot claim it later and must instead try to claim the other Special tile of that color in a future turn. It is a choice they must make!



If they have 4 cards with different values in the same family, they may claim the associated Special tile for that family (if it is still available in the Majority area). They will also no longer be able to claim the other Special tile of that family for the rest of the game.

IMPORTANT!
A player may only claim a Special tile when they add a Creature card of the same color in their collection.





Player's collection

Majority area

Example 4: Now that Irene placed the Tentacles card in her collection (see Example 3), she has 3 different Creature cards from the Tentacles family. She may therefore choose to take the associated Special tile from the Majority area or wait to hopefully get the other one later. She chooses to claim the associated Special tile immediately and adds it to her collection.

Once the active player has completed all these steps, the next player begins their turn.

END OF THE GAME

At the end of a player's turn, if 3 stacks are empty in the play area, the game ends immediately and players proceed to scoring.

1. DETERMINE MAJORITIES

Identify the two most represented families in the Majority area by number of cards . Break any tie using the order from left to right (family hierarchy). The cards belonging to these two families award twice their points in each player's collection.

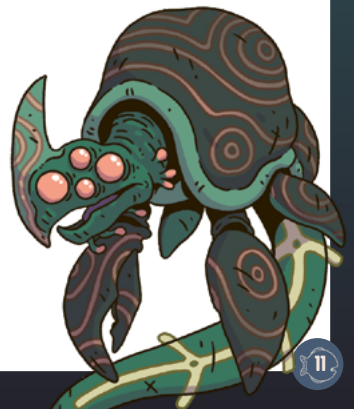
2. COUNT POINTS

For each family, players add up:

- The values of their Creature cards **(doubling those belonging to the two most represented families in the Majority area)**;
- The points from the Fish tokens they have collected (see the "Awarded points per Fish token" Reference card in the play area for scoring details);
- Any points from Special tiles.

The player(s) with the most points are declared the winner(s).

Example 5: The Luminous Creatures family counts double in the Majority area. Big Creatures and Tentacles are tied with 2 cards each, but Big Creatures count double because they are positioned further to the left (family hierarchy).



Majority area



Irene's collection



Irene has collected 4 Fish tokens (2 points per Fish token) and 2 Special tiles. Her final score is as follows:

	Big Creatures (x2)	Big Teeth	Tentacles	Luminous Creatures (x2)	Shells	Fish	Special tiles	Total
Irene	3 x 2 = 6	3	5	6 x 2 = 12	0	2+2+2+2 = 8	6+12 = 18	52

CARD EFFECTS

During step 2, if the player takes 1 or more cards with a card effect, they must resolve all the effects in any order they choose.

The player MUST draw a card from the face-down draw pile in the center of the play area. They do NOT resolve the card effect of that card.

The player MUST add all cards from an additional family to their collection at the end of their turn.



Example 6: If the player chooses to take these two cards from the play area, they resolve the Tentacles' effect, which requires them to keep an additional color (if they have drawn one). They therefore add both the Tentacles card and the Luminous Creature card to their collection and thus, in that specific example, they place no card in the Majority area.

The player MUST choose 1 visible card in the play area and add it directly to the Majority area. In this case, they do not resolve the potential effect of that card.

The player MUST take the last Creature card from a column in the Majority area and add it directly to their collection. In this case, they do not resolve any potential effect of that card.

The player MUST move, clockwise, the Boat token a number of spaces equal to the number of arrows shown. Then, if the Boat token ends its movement on a stack that still contains Fish tokens, the player gains 1 Fish token and places it in front of them.

If a player takes 2 cards with this symbol, they resolve their effects one after the other, in any order they choose. In the best case, this may allow them to gain up to 2 Fish tokens.

Toward the end of the game, if some stacks have no cards or no Fish tokens left, the Boat token still moves as normal. If the Boat token ends its movement on a Reference card, nothing happens.

ADDITIONAL CONTENT

Have you noticed the ancient symbols on the Creature cards? If you are a true fisherman, we leave it to you to decipher the message for each family, and piece everything together… Then scan the QR code to access additional content!

A few clues:



SPECIAL TILE SCORING

8	This tile is worth 8 points at the end of the game.
3RD X2	The player doubles the points of the cards in their collection that belong to the family ranked third in the Majority area.
6/	The player scores 6 points per set consisting of one card from each of the 5 families in their collection, regardless of their value.
3/	The player scores 3 points per 0-value card in their collection.
12 5 / 8 6+	The player scores 12 points if they have exactly 5 cards with a value of 0 in their collection, and 8 points if they have 6 or more.
+2/	The player scores 2 additional points per Fish token they own.
12 6 / 8 7+	The player scores 12 points if they have exactly 6 Fish tokens, and 8 points if they have 7 or more.
3/	The player scores 3 points per pair of identical cards (same color and value) in their collection.
7/	The player scores 7 points per set of three identical cards (same color and value) in their collection.
+3/	The player scores 3 points per card from the most represented Creature family in their collection.
1/	The player scores 1 point per card in their collection.

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