

# ATLANTICA

A game by Christian Fiore and Knut Happel

for 2 to 5 players from 8 years old

Game lasts: 30 to 60 minutes

*Atlantis, the mythical island kingdom that is supposed to have sunk deep into the sea many hundreds of years ago. The number of legends surrounding it is virtually as large as the number of scientists who have set off in search of the island kingdom time and time again. Now the secret has been revealed though – Atlantis has been rediscovered.*

*Players take on the role of the leader of a research team that is looking for hidden underwater treasures. They have to hire divers and charter cargo ships to take the precious finds to the world's museums. At the central research station, scientists obtain more new findings that will be helpful to them in the end. However, they have to get a move on as an approaching hurricane threatens to put an end to the research work early. Who will manage to store the most valuable treasures safely on the cargo ships and acquire the most knowledge?*



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## GAME MATERIAL

### 1 Board

It shows 4 **places**: The *diving boat* (A), the *harbour* (B), the *pub* (C) and the *central research station* (D).

The coloured symbols in each place show how many divers are needed in which colours to be able to carry out an action in that place.



### 78 diver cards

There are 13 diver colours in each of the colours white, yellow, red, green, blue and purple. They are used to be able to carry out actions.



### 57 treasure cards

There are treasure cards in 7 different colours, between 5 and 12 cards depending on the colour. The treasure cards are collected by players and score victory points (VP) at the end of the game. *After the game instructions, it is explained exactly how often the treasure cards are available and how many VPs can be scored with them.*



### 1 Hurricane card

The hurricane card counts as a treasure card and signals the end of the game.



### 24 ship cards

There are 8 ship cards each for *cargo boats*, *cargo barges* and *transport ships* for the A, B and C card areas in the harbour. 1 to 5 wooden crates are shown on the ships. The players need the wooden crates to store their collected treasures.



### 30 research cards

There are 11 different research cards, 2 or 4 cards depending on the type. Research cards are a good opportunity to score more VPs in addition to the collected treasure cards. *After the game instructions, it is explained exactly how VPs can be scored with the individual research cards.*



## GAME PREPARATION

The **board** is placed in the middle of the table.

The **diver cards** are shuffled and each player is dealt 5 cards. The rest of the diver cards are placed on the appropriate area in the pub as a face-down stack to draw from.

The **treasure cards** are shuffled. 26 random cards are removed with 2 players, 18 with 3 players and 9 with 4 players and then placed back in the box. All 57 cards are left in the game with 5 players.

10 cards are removed face down from the treasure cards remaining in the game. The **hurricane card** is shuffled among these 10 treasure cards. These 11 cards are placed on the *diving boat's* hurricane area as a face-down stack. The rest of the treasure cards are placed on the appropriate *diving boat* area as a face-down stack to draw from. The top 6 cards are drawn and placed face up on the *diving boat's* 6 treasure card areas 1-6.

The **ship cards** are shuffled separately by category A *cargo boat*, B *cargo barge* and C *transport ship* and are placed on the *harbour's* matching ship card area as a face-up stack.

The **research cards** are shuffled and placed on the appropriate field in the *research station* as a face-down stack to draw from. The top 4 cards are drawn and placed face up on the *research station's* 4 card areas 1-4.



## GAME RULES

Atlantis is then played in a clockwise direction. The youngest player starts. The person whose turn it is can opt for up to 3 of the actions 1 to 4 or miss a go and use action 5 *Draw breath*. Then it's the next player's turn.

1. **Diving boat** – take one or more treasure card(s)
2. **Harbour** – take a ship card
3. **Pub** – take diver cards or any other two cards
4. **Research station** – take one or more research card(s)
5. **Draw breath** – miss a go and take diver cards

### Diver cards:

With all actions except *Draw breath*, players have to lay diver cards to be able to carry out actions at different places on the board.

**Note:** A maximum of 3 diver cards can be played every turn.

A player **may** split their 3 played diver cards **over several places** but they can only carry out one action at each place.

**Special feature:** If a player doesn't have a diver card of a certain colour in their hand, they can lay 2 cards of another colour instead of the missing card (like a joker). As an exception, they are therefore laying up to 4 diver cards this turn. This is only allowed once per turn.

The played diver cards are placed on a discard pile in the middle of the board.

### Possible actions:

#### 1. DIVING BOAT – take one or more treasure card(s):

*Divers can find some of Atlantis' treasures just below the water's surface. However, to recover as much treasure as possible, daredevils have to dive down further into the dark depths. 6 treasure cards are laid out in a row on treasure card areas here and they can be collected. Players lay collected treasure cards face up in front of them until the end of the game.*



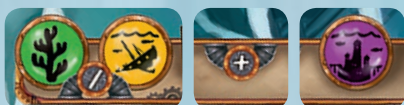
### Dive just below the water's surface

This is possible when 1 green or 1 yellow diver card is played. The player may then take the treasure card from the 1st card area in the row and places it face up in front of them.



### Dive a bit deeper

This is possible when 1 green or 1 yellow **and** 1 purple diver card are played. The player can choose any 2 treasure cards from the first 3 card areas in the row.



### Dive dangerously deep

This is possible when 1 green or 1 yellow **and** 1 purple **and** 1 white diver card are played. The player can choose any 3 treasure cards from all 6 card areas in the row.



## 2. HARBOUR – take a ship card:

*New and bigger and bigger ships have to be chartered to take Atlantis' treasures to museums all over the world.* One wooden crate on a ship card is required at the end of the game for every collected treasure card, otherwise the treasure card has to be discarded.

### Charter a small cargo boat

This is possible when 1 white or 1 red diver card is played. The player may take the top ship card from the A cargo boats stack on the left and place it face up in front of them.



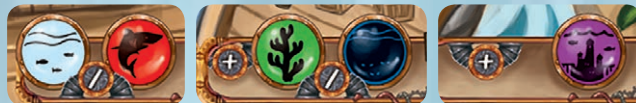
### Charter a large cargo barge

This is possible when 1 white or 1 red **and** 1 green or 1 blue diver card are played. The player may take the top ship card from the B cargo barges stack in the middle. More wooden crates are often shown on the cargo barges than on the cargo boats.



### Charter a huge transport ship

This is possible when 1 white or 1 red **and** 1 green or 1 blue **and** 1 purple diver card are played. The player may take the top ship card from the C transport ships stack on the right. There is often even more space for wooden crates on the transport ships than on cargo barges.



**Note:** At the end of the game, the collected treasure cards only score VPs if there is a wooden crate on a cargo boat, cargo barge or transport ship for each card. This does not mean though that a player has to make sure they have enough wooden crates on the ships before they can draw treasure cards during the game. The treasure cards may be distributed randomly over the ship cards during the game and at the end of the game. Treasure cards of the same colour don't have to be accommodated on the same ship!

## 3. PUB – take diver cards or any other 2 card:

*New divers are hired at the pub. And anyone who buys all the divers a drink at the pub doesn't just bring new rumours to the surface ... Players receive new diver cards here.*

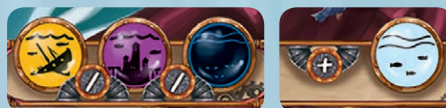
### Hire a small team of divers

This is possible when 1 yellow or 1 purple or 1 blue diver card is played. The player may draw 3 diver cards from the stack and place them in front of them face down.



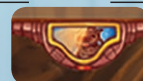
### Hire a large team of divers

This is possible when 1 yellow or 1 purple or 1 blue **and** 1 white diver card are played. The player may draw 6 diver cards from the stack and place them in front of them face down.

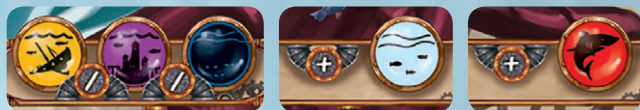


### Buy all divers a drink

This is possible when 1 blue or 1 purple or 1 yellow **and** 1 white **and** 1 red diver card are played. The player may take 2 cards of their choice from the areas with a pub symbol.



These cards **must** be from two different places though.



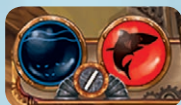
**Important:** The drawn diver cards can only be added to your hand at the end of the turn. There is no limit to the number of diver cards in your hand!!

#### 4. RESEARCH STATION – take one or more research card(s):

*The Heads of the research team gain more knowledge about lost Atlantis and obtain useful hints about where the treasures can be found at the central research station. Extra victory points can be scored with research cards at the end of the game.*

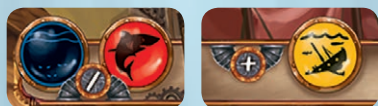
##### Make a random discovery

This is possible when 1 blue or 1 red diver card is played. The player may then take the research card from the 1st card area in the row and places it face up in front of them.



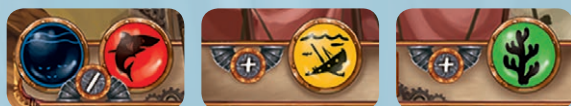
##### Make a valuable discovery

This is possible when 1 blue or 1 red **and** 1 yellow diver card are played. The player may take one research card from any of the 4 areas in the row.



##### Make two sensational discoveries

This is possible when 1 blue or 1 red **and** 1 yellow **and** 1 green diver card are played. The player may take **two** research card from any two of the 4 areas in the row.



**Note:** Extra VPs can be scored at the end of the game with research cards but some only in combination with treasure, ship, diver or other research cards. How the individual research cards work is explained in more detail after the game instructions. Wooden crates are not required on ships for research cards!

#### A player may hold more than one of the same research card.

Any possible **requirements** on the cards (e.g. collecting specific treasures) **only have to be completed once** by the player holding more than one of the research card. They do score several VPs for them. The other players therefore have to make sure that a player does not score lots of VPs too easily as a result!

**Stocking up the cards:** Treasure and research cards are only moved left on the board at the end of a player's turn. Any areas left empty after this are topped up with new cards from the stacks. With the treasure cards they must be topped up first from the stack that does NOT contain the hurricane card. The cards are only topped up from the hurricane area once this stack has been exhausted.

A player may also only pick up the diver cards they took from the pub at the end of their turn.

#### 5. Draw breath – miss a go and take diver cards from the deck to draw from:

*Even the most daring divers occasionally need some rest and relaxation. The player does not draw a card but opts to miss a turn. They can draw 5 diver cards from the stack and add them to their hand straight away.*

## END OF THE GAME AND SCORE

*An approaching hurricane forces the research team to hurry. The ships loaded with Atlantis' precious treasures have to start their voyage before the hurricane arrives.*

If the hurricane card is revealed when topping up the treasure card areas after a player's turn, that player places the **hurricane card** in front of them face up. Now every player takes one more turn including the player with the hurricane card. The taken cards are topped up as usual. Then the scores are added up:

Players receive VPs for their collected treasure cards which they can load in wooden crates on ships. For this, every player first of all counts how many treasure cards they have and then the number of wooden crates on their ships. If the player does not have a wooden crate for a treasure card, they have to discard the treasure card; they may however choose which treasure card(s) to discard.



**The more treasure cards a player has collected in one colour the more VPs they are worth.** After the game instructions, it is explained exactly how many VPs can be scored with the individual treasure cards.

**After** the treasure cards have been discarded, for which there are no more wooden crates available on the ship, the players count the VPs for their research cards.

**A reminder:** Wooden crates are not required on ships for research cards!

Finally, the players add the VPs for their treasure and research cards together. The player with the most VPs wins. If there is a tie, the person with the most treasure cards wins.

### Example of how to score a game with three players:

#### Maja scores 40 VPs in total:

10 VPs for 3 pink treasure cards, 15 VPs for 4 yellow treasure cards and 15 VPs for the research cards (9 VPs for the cards +2, +3, +4, 2 VPs for the two ship cards, 4 VPs for the 4 collected yellow treasure cards). She does not score any VPs for the orange and blue treasure card because she doesn't have a wooden crate available on a ship for these two treasures.

#### Andreas scores 50 VPs in total:

4 VPs for the purple treasure card, 13 VPs for 5 blue treasure cards, 16 VPs for 4 red treasure cards and 17 VPs for the research cards (7 VPs for the cards +3, +4, an extra 5 VPs for 5 blue treasure cards, 5 VPs for the three treasures in different colours).

#### Christian scores 55 VPs in total:

9 VPs for 2 purple treasure cards, 12 VPs for 3 orange treasure cards, 1 VPs for the yellow treasure card, 10 VPs for 3 red treasure cards, 18 VPs for 4 green treasure cards and 5 VPs for 2 pink treasure cards. Christian has also collected more than 3 treasure cards in different colours for which he receives an extra 5 VPs for the research card.

Christian wins the game as he has collected the most VPs.



If you have any questions or suggestions about "Atlantica", please contact us at:  
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## OVERVIEW OF THE TREASURE AND RESEARCH CARDS AND HOW MANY VP PLAYERS SCORE WITH THEM AT THE END OF THE GAME:

### THE TREASURE CARDS

The 57 treasure cards represent Atlantis' diverse culture.

There are 7 kinds of treasure and between 5 and 12 cards depending on the kind of treasure:



Each treasure card contains the following information:



**Example 1:** If a player has 1 pink *amphorae* treasure card at the end of the game, they score 2 VPs for this. If they have 2 pink treasure cards they score 5, with 3 cards 10 and with 4 a fantastic 16 VPs. In fact, if they have collected 5 pink treasure cards they score 16 VPs for the first 4 cards and another 2 VPs for the 5th pink treasure card.

**Example 2:** A player has just 1 orange *inscriptions* treasure card at the end of the game. Unfortunately, there are 0 VPs for this. However, if they have collected 2 orange treasure cards, they would score 6 VPs.

**Example 3:** A player has 4 green *statues* treasure cards at the end of the game. They score 15 VPs for 3 cards and the first value on the card again for the 4th green treasure card, which is 3 VPs resulting in 18 VPs in total.

VPs are of course only scored at the end of the game if there is a wooden crate available on a ship for a treasure card.

**Don't forget:** 26, 18 or 9 random treasure cards must be removed from the game before the game starts with 2, 3 or 4 players!



## THE RESEARCH CARDS



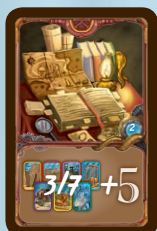
This research card is worth 2 VPs.



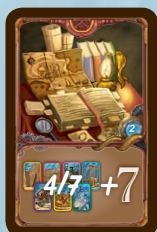
This research card is worth 3 VPs.



This research card is worth 4 VPs.



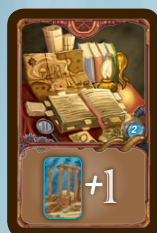
This research card is worth 5 VPs if its holder has collected treasure in at least 3 different colours and if they also have a wooden crate available for them on a ship.



This research card is worth 7 VPs if its holder has collected treasure in at least 4 different colours and if they also have a wooden crate available for them on a ship.



The holder of this research card also scores 1 VP for any collected treasure cards of one kind. They can choose the kind of treasure. The treasure has to be stored in wooden crates on ships.



The holder of this research card scores 1 VP for every blue architecture treasure card collected if there is a wooden crate available on ships.



The holder of this card also scores 1 VP for all the research cards collected during the game and for this card too.



The holder of this research card also scores 1 VP for every ship card collected.



The holder of this research card scores 6 VPs if they have chartered ships with 12 or more wooden crates in total.



This research card can be laid with any kind of treasure. It is then valid as a treasure card of this kind for scoring the treasure cards and other research cards. However, it cannot be used as the only card for this kind of treasure. A wooden crate is NOT required on a ship for this card!