

English Rules of Play

INTRODUCTION

Atlanteon is a two-player game in which each player controls a group of mighty undersea warriors fighting to control Atlanteon, the capital of the Sunken Kingdoms. One player controls the vicious Marauders, who are trying to capture the city, while the other player controls the heroic Guardians, who are trying to defend their home.

Object of the Game

By strategically placing tiles on the board, you and your opponent are trying to take control of key locations in the city. When you control a tile, you place a control marker on it. The first player to place 11 control markers and his King tile wins.

You may also win by capturing all three *towers* or your opponent's *King* tile (see below for details).

Components

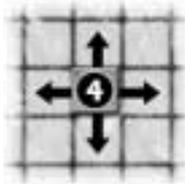
- **Game Board:** This represents the city of Atlanteon.
- **Tiles:** These represent each player's forces fighting to control Atlanteon. The 22 tiles are divided into two colors (11 blue Guardians and 11 white Marauders). Each color includes tiles numbered 0-9 and one special *King* tile. The number on each tile indicates how much *influence* it exerts over all orthogonally (but not *diagonally*) adjacent tiles (see the "Example of Influence" diagram). Note that the "0" tile and King tile exert *no* influence.
- **Control Markers:** There are 22 wooden control markers in two colors (11 blue for the Guardians and 11 white for the Marauders). When you *control* a tile (either your own or your opponent's), you place a control marker of your color on that tile to show that you control it. (Controlling tiles is explained later in these rules.)
- **Towers:** These three towers represent the key locations in Atlanteon. The two white towers represent the Emperor's palace and Neptune's temple; the black tower represents the castle of the treacherous sea hag. (The towers and their importance are explained later in these rules.)
- **Tower Tiles:** These three tiles correspond to each of the three towers. At the beginning of the game, these tiles are placed on the board beneath their corresponding towers. (See the "Example of Tower Placement" diagram.)

SETUP

1. Before the game begins, randomly choose one player to play the Marauders (white). The other player plays the Guardians (blue).
2. Take the tiles and control markers of your color and place them in front of you so that your opponent can see them.
3. Place the board between both players.
4. The Guardian (blue) player chooses one of the three towers and places it, on top of its tower tile, on any square on the board.
5. The Marauder (white) player chooses one of the remaining two towers and places it (and its tower tile) on an empty square on the board. He may not place it *orthogonally* adjacent to the tower already on the board, but may place it *diagonally* adjacent.
6. The Guardian (blue) player

EXAMPLE OF INFLUENCE

The tile in this example exerts 4 influence over each tile orthogonally adjacent to it.



places the last tower (and its tower tile) on an empty square on the board. He may not place it *orthogonally* adjacent to either tower already on the board, but may place it *diagonally* adjacent to one or both of them.

PLAYING THE GAME

The Marauder (white) player takes the first turn. When that player's turn is over, the Guardian (blue) player takes a turn. Play passes back and forth in this fashion until one player wins.

During your turn, you must do the following:

- 1) Place one of your tiles on an empty square on the board.
- 2) After placing your tile, check the board to see if any tiles or towers are *surrounded*.
 - If one or more tiles are surrounded, they are immediately *scored*.
 - If one or more towers are surrounded, they are immediately *captured*. (Surrounding, scoring, and capturing are explained below.)

After all surrounded tiles and towers are resolved, your turn is over.

Surrounding

If all the squares orthogonally adjacent to a tile or tower are occupied by other tiles, that tile or tower is *surrounded*. (Note that a tile or tower may be surrounded by fewer than four tiles if it is adjacent to the edge of the board or a tower.)

Scoring a Tile

When a tile is surrounded, it is immediately *scored*.

To *score* a tile, count up the influence being exerted by all tiles orthogonally adjacent to that tile *and the influence of the tile itself*. The player whose tiles exert the most influence over the tile now *controls* the tile and places one of his control markers on that tile.

If both players are tied for influence over a tile, the player who owns the tile in question wins the tie.

Note: *Tiles with control markers on them still exert their influence normally.* For example, if a blue tile with 4 influence has a white control marker on it, that tile still exerts 4 influence for the blue player.

Controlling a King

If you control your opponent's King tile, you win the game at the end of your turn.

Capturing a Tower

When a tower is surrounded, it is immediately *captured*. How a tower is captured depends on whether it is a *white* tower or a *black* tower.

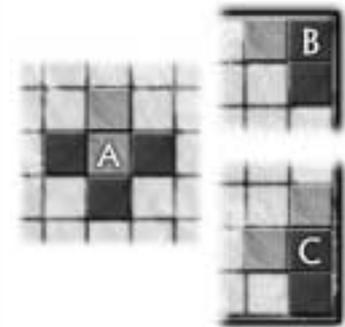
Capturing a White Tower

To *capture* a white tower, count up the influence being exerted by all tiles orthogonally adjacent to that tower. The player whose tiles exert the most influence over the tile now *controls* the tower. If there is a tie for influence, the player who did *not* place the last tile to surround the white tower wins the tie.

If you control a white tower, remove the white tower from the board and place it in front of you, leaving the white tower tile on that square. Do *not* place a control marker on the white tower tile. For the rest of the game, neither player may place a control marker on this square.

EXAMPLE OF SURROUNDED TILES

In this example, tiles A, B, and C are all *surrounded*. Tile A is surrounded by four other tiles. Tile B is surrounded by two tiles and two edges of the board. Tile C is surrounded by three tiles and one edge of the board.



EXAMPLE OF TOWER PLACEMENT

During setup, place the tower counter on the board, and the tower on top of the tower counter.



Capturing the Black Tower

To *capture* a black tower, count up the influence being exerted by all tiles orthogonally adjacent to that tower. The player whose tiles exert the *least* influence over the tile now *controls* the tower. If there is a tie for influence, the player who did *not* place the last tile adjacent to the black tower wins the tie.

If you control the black tower, remove it from the board and place it in front of you, leaving the black tower tile on that square. Then place one of your control markers on the black tower tile.

Hints for Capturing Towers

Note that while you win the game if you capture all three towers, there is no *immediate* benefit to capturing a single white tower. On the other hand, capturing the black tower not only gains you one of the three towers you need to win, but also allows you to place one of the 11 control markers you need to win.

GAME END

You win the game immediately if, at the end of *your* turn:

- you control your opponent's King tile, or
- you have captured all three towers, or
- you have 11 control markers *and* your King tile in play.

We recommend that you play two games. Each player should play the Guardians once and the Marauders once.

The winner of each game receives one point for each of his opponent's control markers *not on the board*.

After two games, the player with most points wins.

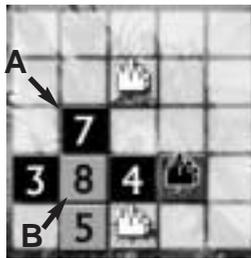
PLAY EXAMPLES

Note that in the examples below, the players are represented by black and gray instead of white and blue.

Example 1: In this example, Black has just placed tile A. Now tile B is surrounded and scored.

Black now controls tile B because he exerts 14 (3+7+4) influence over the tile, while Gray exerts only 13 (8+5) influence.

Black will place a control marker on tile B.

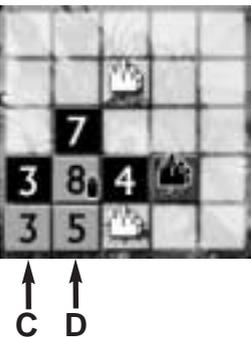


Example 2: On his turn, Gray has just placed tile C. Now tile D is surrounded (by two tiles, a tower, and the edge of the board) and scored. Tile C is also surrounded and will also be scored.

Gray now controls tile D because he exerts 16 (8+5+3) influence over it, while Black exerts none. Gray will place a control marker on tile D.

Gray now controls tile C because he exerts 8 (3+5) influence over it, while Black exerts only 3 influence.

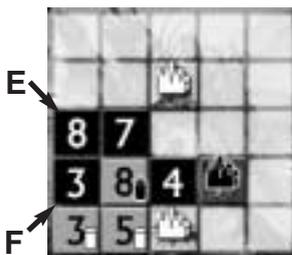
Gray will place control markers on both tiles C and D.



Example 3: On his next turn, Black has just placed tile E. Now tile F is surrounded and scored.

Black now controls tile F because he exerts 11 (8+3) influence over the tile. While Gray also exerts 11 (8+3) influence, ties are won by the owner of the tile in question.

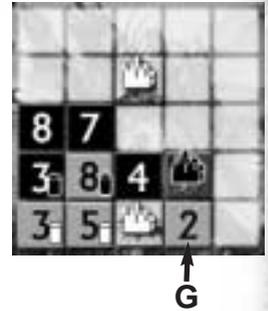
Black will place a control marker on tile F.



Example 4: On his next turn, Gray has just placed tile G. Now the white tower is surrounded and captured.

Gray now controls the white tower because he exerts 7 (5+2) influence over it, while Black only exerts 4 influence.

Gray will remove the white tower from the board and place it in front of him, and will *not* place a control marker on its square.



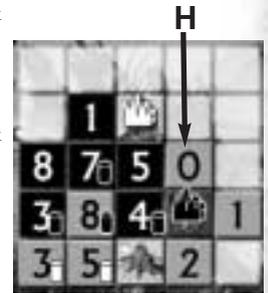
Example 5: Two turns have passed. Black has already placed his "1" tile and his "5" tile, which caused his "7" and "4" tiles to be surrounded and scored. Gray has already placed his "1" tile.

Gray has just placed tile H. Now the black tower is surrounded and captured.

Gray now controls the black tower because he exerts 3 (0+1+2) influence over it, while Black exerts 4 influence.

(Remember, control of the black tower goes to the player with the *least* influence over it.)

Gray will remove the black tower from the board and place it in front of him, then place a control marker on its square.



GAME VARIANT

For a more challenging game, try the following variant that allows you to control tiles and capture towers *even before they are surrounded*:

At the end of your turn, you may claim control of any tile or capture any white tower if your opponent has *no unplayed tiles* capable of exerting more influence over that tile or tower than you do.

Example: You have three tiles (of influence 1, 2, and 3 for a total of 6 influence) adjacent to a white tower. There is one empty space also adjacent to the tower. Your opponent would have to place a tile of influence 7 or greater in order to capture the tower. If your opponent does not have an unplayed tile of influence 7 or greater at the end of your turn, then you capture the tower (even though it is not surrounded).

Conversely, you may claim control of the *black tower* at the end of your turn if you have *no unplayed tiles* capable of exerting *more* influence over the black tower than your opponent.

That is, even if you played your highest-influence tile adjacent to the black tower, you would still have the *least* influence over the tower.

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