

END OF ATLANTIS

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RULES



END OF ATLANTIS

THE WORKERS MOVED ABOUT THE DOCKS LIKE ANTS IN AN ANTHILL – FROM THE WINDOWS OF ARISTOBANES’ TOWER THEY EVEN LOOKED LIKE ONES. SHIP HULLS WERE COVERED IN LABYRINTHINE SCAFFOLDINGS, HUGE CRANES LIFTED LARGE COMPONENTS FROM BARGES WHILE SMALLER ONES UNLOADED AUTOMATED CARRIAGES AND FILLED CARGO HOLDS. THE PROCESSION OF REFUGEES COMING FROM THE CITY CENTER WAS ENDLESS – A WIDE, COLORFUL RIVER OF LIFE. THE PHILOSOPHER KNEW THAT NOT ALL OF THEM WOULD MAKE IT. THERE WAS NO EVACUATION PLAN, NO TIMETABLE, NO PASSENGER LIST, NO PUBLIC LOTTERY. THE SHIPS WERE BOARDED EVEN AS THEY WERE BUILT, AND SOME WEAK-MINDED CAPTAINS TRIED TO LEAVE PORT BEFORE THE CONSTRUCTION WAS FINISHED. SOMETIMES PASSENGERS WERE THROWN OUT TO MAKE ROOM FOR THE ARISTOCRACY; SOMETIMES OFFICIALS CONDUCTED UNANNOUNCED INSPECTIONS AND REMOVED ALLEGED DISSIDENTS AND SABOTEURS. ARISTOBANES SMOOTHED HIS ROBE. TODAY HE WOULD SPEAK IN THE SENATE ON BEHALF OF THE SAPATAN HOUSE. HE HOPED HE WOULD CONVINCE THE ASSEMBLY.

IN THE BEGINNING OF TIME, WHEN THE ATLANTEANS ONLY STARTED TO BUILD THEIR EMPIRE, THE OLD ONES CREATED THREE GARGANTUAN OBELISKS AND, AS THE STORY GOES, PROPHESIED THE END OF ATLANTIS. NOW, WHEN DARK CLOUDS ARE GATHERING OVER THE KNOWN WORLD, THE PROPHECY IS ALIVE AGAIN IN THE MINDS OF THE PEOPLE: “WHEN THE LAST OF THE PILLARS FALLS TO DUST, ATLANTIS SHALL PERISH.” THE PROPHECY CANNOT BE WRONG. THE DAYS OF ATLANTIS ARE NUMBERED, SLIPPING INTO NOTHINGNESS LIKE GRAINS OF SAND IN A NOBLE’S CLENCHED FIST. BRIGHT LIGHTS IN THE SKY, EARTHQUAKES AND HURRICANES... EVERYTHING SPELLS THE IMPENDING DOOM. PEOPLE ARE ABANDONING THEIR BELONGINGS, RUSHING TO THE ATLANTEAN PORT, WHERE THEIR ONLY HOPE AWAITS – THE SECRETLY BUILT SALVATION FLEET. THE SHIPS ARE FEW AND THE MASSES INNUMERABLE. THOSE, WHO WON’T BOARD THE SHIPS, WILL BE LEFT IN AN OVERCROWDED, LOOTED CITY, WHICH SOON ENOUGH SHALL BECOME THEIR TOMB.

OVERVIEW

End of Atlantis: Revised Edition is a board game about the great escape from the mythological island for 3 to 5 players. In *End of Atlantis: Revised Edition* each player becomes a leader of one of the royal houses and his task is to save as many of his kinsmen as he can. To this end he will have to use his wit to manipulate the Senate, anticipate his rivals’ moves and forge alliances with the Factions of Atlantis.

In *End of Atlantis: Revised Edition* not everything goes according to plans – half-empty ships prematurely leave the port, saboteurs destroy vessels at sea, and treacherous agents throw your kinsmen overboard. In the face of extinction, even a civilization as proud as the Atlanteans shows its darker side.

OBJECT OF THE GAME

At the end of the game the player with the most Victory Points (VP) wins. VP may be gained by transporting refugees to the New Land and masterfully using card effects.

GAME COMPONENTS

End of Atlantis: Revised Edition includes the following components:

1 Game Board



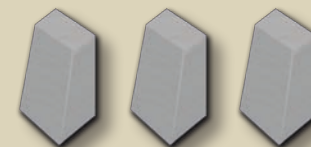
1 Support Tile
(with spaces for
placing cards)



5 Player Screens



3 Wooden Doom Markers



100 Wooden Cubes (Influence Tokens and Refugees)

20 Yellow



20 Green



20 Red



20 Blue



20 Purple



10 Neutral Refugee Tokens
(grey cubes)



10 Player Markers (2 per color)



5 Ship Tiles



7 Faction Tokens



18 Bonus VP Tokens



5 VP Tokens (1 per color)



120 Cards

80 Politics Cards



25 Special Cards



10 Event Cards



5 Reference Cards



The following rules are intended for 3-4 players. For rules for 5-player, see page 9.

SETUP (4-player)

- Unfold the **game board** and place it in the center of the play area. Place the **Support Tile** next to the board – it will hold different card decks.
- Shuffle the **Politics Cards** and **Special Cards** separately and form the Politics Deck and Special Deck accordingly. Place those decks facedown on their spaces on the Support tile.
- Now you should prepare the Event Deck. In order to do this, separate the **3 Doom! Event Cards** (with a colored image of a comet) from the rest of the Event Cards and set them aside. Then shuffle the other Event Cards and randomly draw **1** of them. Place this card faceup on the space of the Support Tile showing the front of an Event Card. Next, draw **2** more cards, shuffle them together with the 3 Doom! Event Cards to form the Event Deck and place the deck facedown on the space of the Support Tile showing the back of an Event Card. Put any unused Event Cards into the box without looking – you won't need them this time.



- Place the Faction tokens on their respective spaces above the Senate. Each token should be placed on the bust with its likeness.



- Each player chooses one color (blue, red, green, yellow or purple) and takes **20 cubes**, **2 Player Markers** and **1 Player Screen** in that color. Also, each player takes **1 Reference Card**. Then, players place their screens in their play areas and hide their cubes behind them.
- Each player draws **7 Politics Cards** and **2 Special Cards** from the respective decks. Players may look at their own cards, but should not reveal them to the other players.
- Each player places one of his Player Markers on the **"0" space** of the Victory Points Track. It will serve as the player's Victory Points Marker.



- Shuffle the rest of the player markers and place them randomly on the Faction spaces of the board (starting from the left).



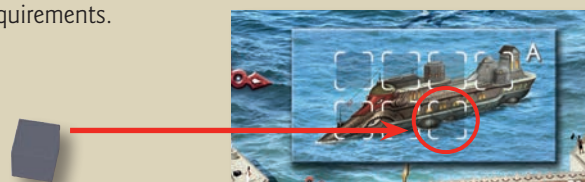
- Place the **3 Doom Markers** on the Doom spaces at the top of the board.

- Place the **5 Ship Tiles** on the five Port of Atlantis spaces of the board, going alphabetically from left to right (i.e. the "A" ship should be placed on the first space from the left, the "B" ship should be placed on the second space from the left and so on). Be sure to place the ships with their starting side (marked with a letter without a circle) faceup.



- In the above order (starting from the player whose marker is on the first Faction space on the left), each player places **1 Refugee** (1 cube – see the box below) in his color on any of the ships in the Port of Atlantis.
- Then, in reverse order (starting from the player whose marker is on the Faction space farthest to the right), each player places **1 more Refugee** in his color on any of the ships in the Port of Atlantis.
- Finally, return any unused game components (cubes, markers, screens) to the box.

- Place as many **neutral Refugee Tokens** as shown on the starting Event Card on the Ship Tiles. Start from the left and place 1 Refugee Token on each Ship Tile until you meet the card's requirements.



- Place any **unused neutral Refugee Tokens** on the Refugee Camp space in the middle of the board.

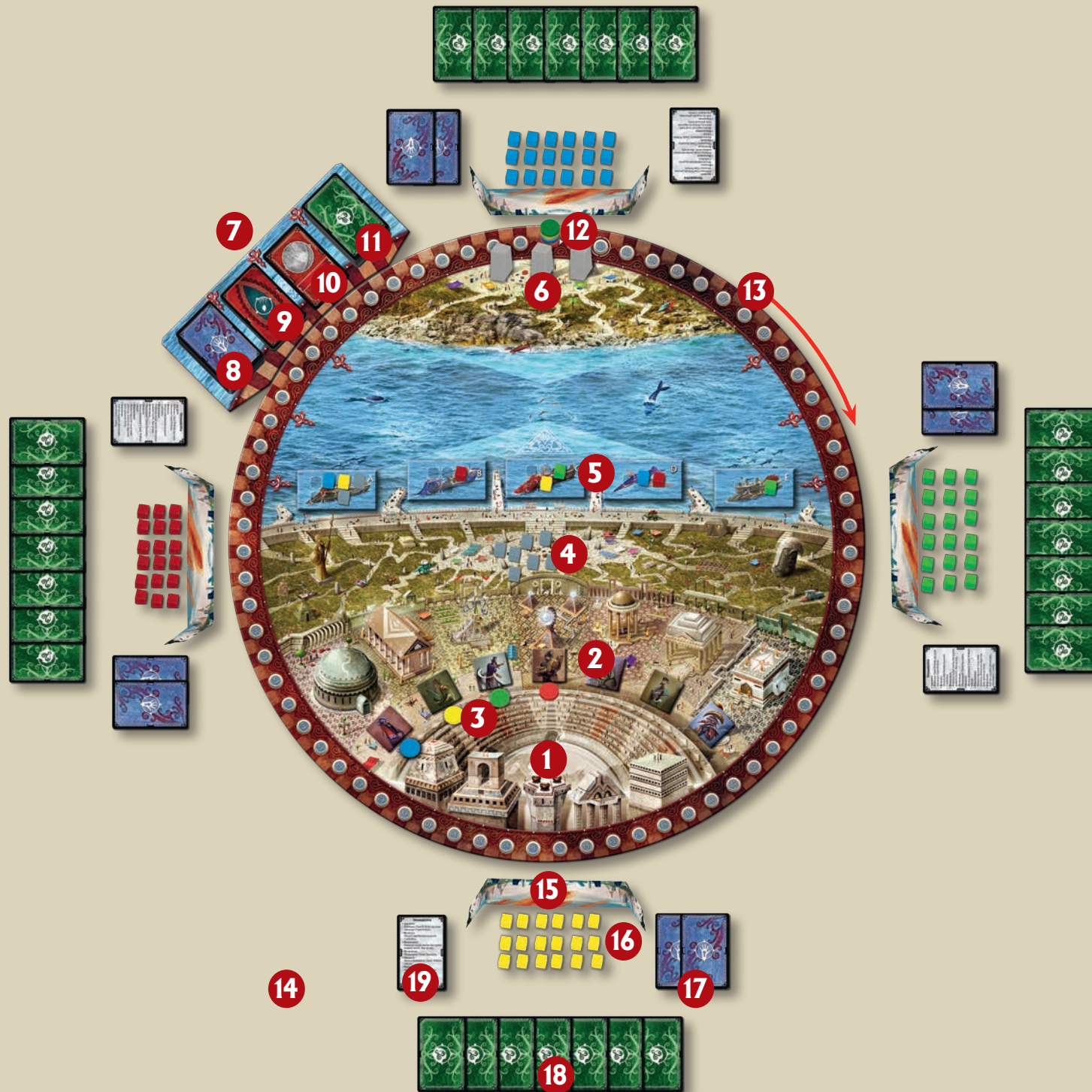


**PLAYER CUBES:
INFLUENCE TOKENS AND REFUGEES**

Depending on the way players use their cubes, they are called differently:

- **Influence Tokens:** Those are the cubes that are placed in the Senate Pool and used for voting.
- **Refugees:** Those are the cubes that are placed on the Ship Tiles and transported to the New Land.

EXAMPLE OF THE PLAY AREA AFTER 4-PLAYER SETUP



- | | |
|---|--|
| 1. Senate Pool | 11. Politics Deck |
| 2. Faction Tokens | 12. Player Markers on the Victory Points Track |
| 3. Player Markers on Faction spaces | 13. Victory Points Track |
| 4. Neutral Refugee Tokens in the Refugee Camp | 14. Player Area |
| 5. Starting Ship Tiles with Refugees | 15. Player Screen |
| 6. Doom Markers | 16. Influence Tokens |
| 7. Support Tile | 17. Special Cards |
| 8. Special Cards Deck | 18. Player's Hand (Politics Cards) |
| 9. Event Deck | 19. Reference Card |
| 10. Current Event Card Space | |

PLAYING THE GAME

End of Atlantis: Revised Edition is played over several game turns (from 4 to 6), each consisting of the following four phases:

1. Senate Phase
2. Factions Phase
3. Voting Phase
4. Doom Phase

Every turn is played according to this order.

1. SENATE PHASE

During this phase, players can strengthen their positions in the Senate by sending followers who will influence the Assembly.

Each player **secretly** takes any number (he can even take none) of his available Influence Tokens into his hand, hiding them in a closed fist. Once all players are ready, they simultaneously reveal their bids by opening their hands. Then each player places his tokens in the Senate Pool, with the player who bid most placing his tokens near the left-most column and so on.



The number of tokens in the Senate Pool dictates the order of players called the **Senate order**. The player with a higher position in the Senate order wins all ties against players in lower positions (i.e. with all other players who have less Influence Tokens in the Senate Pool than him). If 2 or more players have the same amount of tokens in the Senate Pool, ties are won by the player whose Player Marker is on the Faction space closer to the left side of the board (ex. the player with the Basileus token would win a tie with a player holding the Demiurgos token).

All Influence Tokens remain in the Senate Pool for the duration of the turn – players will recover them during the Doom Phase.

2. FACTIONS PHASE



During this phase players can forge alliances with different Atlantean Factions. The Factions provide players with different abilities.

In the Senate order, each player takes 1 Faction Token. The player with the highest number of tokens in the Senate Pool goes first, then the player with the second highest number of tokens and so on, until each player has chosen 1 Faction Token.

When a player acquires a Faction Token, he takes it and places it in his Player Area. Then, he moves his Player Marker to this Faction Token's space.

A player may choose the same Faction Token he chose in the previous turn (if it's still available).

At the end of the Factions Phase place 1 Bonus VP Token on each of the Faction Tokens not chosen in this phase. During the next Factions Phase any player who chooses a

Faction with Bonus VP Tokens immediately gains 1 VP for each of those Bonus VP Tokens. All Bonus VP Tokens from this Faction are then discarded. There is no limit to the number of Bonus VP Tokens that can be placed on one Faction Token.

For a detailed description of the Factions and their abilities, see page 10, **Factions of Atlantis**.

3. VOTING PHASE

During this phase, players try to influence the Atlantean Assembly, hoping that it will take actions favorable to them.

From the 7 Politics Cards he has in his hand, each player chooses 5 cards and places them in front of himself facedown in a chosen order, from left to right. It should be clear in what order the cards have been placed. It is important, because the cards will be voted upon in that order – first, players vote on the left-most cards, then the second cards from the left and so on. It may be a good idea to slide the first card a little forward to show where the chain of voting starts.

Once all players are ready they reveal their cards simultaneously. They cannot change their order any more. Players are advised to check what Politics Cards have been chosen by their rivals as it may influence the way they will cast their votes this phase.

Now players vote on the chosen cards. First, they vote on the left-most cards, then cards next to the left-most cards and so on. As before, players should slide the cards being voted on a little forward to indicate this.



Example: In the diagram above players are voting on the second Politics Card. To indicate this the card was slid slightly forward.

The symbol on the Event Card drawn for the current turn dictates the voting type for the whole Voting Phase. There are two voting types: **open voting** and **hidden voting**.

Important: During the first turn of the game players should use the symbol from the starting Event Card drawn during the game setup. Its lasting effect, the number of neutral Refugees and the voting type influence all phases of the first turn.

During each voting (players vote five times during each Voting Phase, once for each Politics Card) each player votes on his own card. Only the **two best players** in a given voting have a chance to resolve their cards. Players resolve their cards immediately, right after finishing one voting but before starting the next one.

Additionally, the player who took the first place in a voting receives a bonus: he can resolve his card or a card of **a player to his left**. If a player chooses to resolve the card of the player to his left, he does not resolve his own card.

Important: If the player to the left of the winning player also won the voting (he took second place), the first player cannot resolve his card. In such a case he can resolve the card of the next player to the left (skipping the player who took second place).

For a detailed description of Politics Cards see page 10, **Politics Cards**.

Resolving a card is always optional. In other words, players who won a voting by taking the first and the second place can resolve their cards but they are not forced to do so – if they do not want to play their cards, they can pass. However, if they **do** decide to resolve their cards, they must fully apply their effects. If they cannot do so, they cannot resolve their cards.

Example: A player chose a Refugees (2) Politics Card and won the voting. If he wants to resolve his card he must place two Refugees on a chosen ship. If he can only place one Refugee – either because he does not have enough tokens or there is not enough room on the ships – he cannot resolve the card and he places no Refugees.

All Influence Tokens used in a given voting are placed on the Politics Cards that the players were voting on. It doesn't matter if a player won that voting or not; all Influence Tokens are considered used.

Important: All players must discard the Influence Tokens used in a voting – even the ones who didn't win the voting or can't resolve their cards!

4. DOOM PHASE

During this phase, players perform the following actions as described below:

1. Check Refugee Majority: The player with the most Refugees on the New Land space this turn gains 2 VP. If there is a tie, the points go to the player with a higher position in the Senate order. If the first player ties in the number of tokens with neutral Refugees in the New Land, no one gains VP for the Refugee majority.

2. Check Senate Majority: The player with the most Influence Tokens in the Senate Pool this turn gains 2 VP. If there is a tie, the points go to the player with a higher position in the Senate order.

3. Move Ships: Three of the five ships are moved forward (see **Moving ships during the Doom Phase** on page 7). If any ships reach the New Land, players gain VP as normal.

4. Reveal Event Card: Players draw a new Event Card from the Event Deck and place it faceup over the previous Event Card.



If the previous Event Card had a **delayed effect**, players should resolve it now. If the previous Event Card had a **lasting effect**, it ceases to affect the game now. If the previous card was a **Doom!** Event Card, players should remove the next Doom Marker from the board and resolve any actions connected with it (see **Resolving Event Cards** on page 8).

Any delayed effects of the new Event Card will be resolved during the next Doom Phase. Any lasting effects of the new Event Card will start to affect the game from the beginning of the next turn.

A voting icon of the Event Card just drawn indicates the type of voting for the next turn, while Refugee icons inform the players how many grey cubes they should immediately place on the ships in the Port of Atlantis.

Example: The new Event Card drawn at the end of this turn is the Senators' Wisdom which is placed on top of the Favorable Winds card from the previous turn. First, the lasting effect of the previous card ends (cards moving ships no longer move 1 additional ship) and the first Doom Marker is removed from the board. This forces the players to flip the two Ship Tiles marked with "A" and "B" letters to their advanced sides. Then, the players check the effect of the new Event Card. Its delayed effect states that during the next Doom Phase the first and the second player in the Senate order will draw 1 Special Card each. Additionally, as this is one of the Doom! cards, the second Doom Marker will be removed and the other three Ship Tiles will be flipped.

5. Clean the Game Board: Each player returns his Faction Token to the board, placing it on its original space (but leaves his Player Marker on that space, as it is used to establish the Senate order). Next, each player takes all of his Influence Tokens from the Politics Cards used during this turn and hides them behind his Player Screen. The Politics Cards themselves are discarded to the discard pile next to the Politics Deck. Then, each player takes all of his Influence Tokens from the New Land, the Senate Pool and the discarded tokens lying in front of his Player Screen and hides them behind his screen. Finally, all neutral Refugee Tokens from the New Land should be placed on the Refugee Camp space. **Important:** All Influence Tokens (Refugees) that are currently placed on Ship Tiles stay in their places!

6. Draw Politics Cards: Each player draws new Politics Cards until he has 7 cards in his hand. Special Cards belonging to a player are not part of his hand and they do not limit his hand size.

ENDING THE GAME

The game ends at the beginning of step 4 of the Doom Phase when the effects of the third Doom! Event Card are resolved, causing the third Doom Marker to be removed from the board. It means that players resolve steps 1, 2 and 3 of this phase normally (they add VP for the Refugee majority and the Senate majority, then move ships and add any VP for them, too). Then, each player reveals his Special Cards and adds any additional VP to his final score.

The player with the most VP is declared the winner. Use the Senate order to break any ties.

TYPES OF VOTING

Hidden voting



Each player secretly takes any number of his available Influence Tokens into his hand, hiding them in a closed fist. Once all players are ready, they simultaneously reveal their bids by opening their hands. A hidden voting is won by the player who bid the most Influence Tokens (the first player) and the player who bid the second-most Influence Tokens (the second player). If there is a tie, it is resolved according to the Senate order.

Example: In a 3-player game Paul has 16 Influence Tokens, Leopold 14 and Michael 12 – all hidden behind their Player Screens. They all secretly choose a number of tokens, hide them in their fists and then simultaneously reveal them. Paul bid 4, Leopold also 4 and Michael 5. Michael is the winner of the voting, taking first place. Paul and Leopold bid the same amount of tokens, but Paul is higher in the Senate order, so he takes second place. It means that Michael and Paul have the option to resolve their Politics Cards. Michael resolves his card first – he may pass, play his own card or play Leopold's card. Once he has finished, Paul will be able to resolve his own card. Leopold will not play any cards, but he still discards 4 Influence Tokens used during this voting and places them on his Politics Card.

Open voting



Each player, in the reverse Senate order (the player who has the least amount of tokens in the Senate Pool goes first and so on), openly states his bid or passes (a bid of 0 Influence Tokens is considered passing). A player's bid must be different than the bids previously declared by other players i.e. it can be higher or lower, but not the same.

Exception: More than one player may pass, meaning a few players may legally declare 0 Influence Tokens.

An open voting is won by the player who bid the most Influence Tokens (the first player) and the player who bid the second-most Influence Tokens (second player). If there is a tie (which is possible only between players who bid no tokens), it is resolved according to the Senate order. As before, all Influence Tokens used for voting are placed on the cards that are being voted upon.

OTHER RULES

STARTING AND ADVANCED SHIPS

There are 5 double-sided ships in *End of Atlantis: Revised Edition*:

The **Ark** (A) with 7 spaces

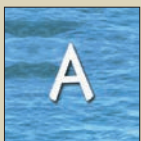
The **Science Vessel** (B) with 5 spaces

The **Royal Barge** (C) with 5 spaces

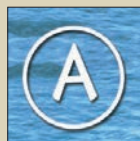
The **Airship** (D) with 3 spaces

The **Warship** (E) with 3 spaces

During play at some point each of those ships will be upgraded from its starting version to the advanced version. The advanced versions of the ships are marked with the same letters as the starting ones but circled and can be found on the backs of their respective Ship Tiles.



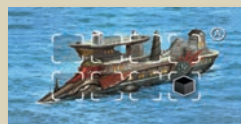
Starting ship



Advanced ship

The starting ships vary only in size as they have a different number of spaces for Refugee Tokens. The advanced ships gain unique special abilities:

- **The advanced Ark** has 8 spaces, including one which is permanently occupied by a neutral Refugee. The neutral Refugee appears on the ship as soon as it is upgraded (even if the ship is on the Ocean space) and every time the ship returns to the Port of Atlantis. Any time this happens you should take 1 neutral Refugee Token from the Refugee Camp and place it on the indicated space of the Ship Tile. This neutral Refugee can be targeted by Politics Cards like the *Aristocracy* and Special Cards like the *Empath* or the *Alliance*.
- **The advanced Science Vessel** has 5 spaces and the technology carried onboard is very valuable. The player whose card effect brings the advanced Science Vessel from the Ocean space to the New Land gains 2 bonus VP.
- **The advanced Royal Barge** has 5 spaces and thanks to the dignitaries and officials onboard the player whose card effect brings the advanced Royal Barge from the Ocean space to the New Land additionally draws 1 Special Card.
- **The advanced Airship** has only 3 spaces but is extremely fast. It can travel from the Port of Atlantis to the New Land in half the time needed for ordinary ships. In other words, a player needs to move this ship only once and it immediately reaches the New Land (causing players to count VP for Refugees, if any). This means the advanced Airship always skips the Ocean space (if the Airship became advanced when it was on the Ocean space, it immediately moves to the New Land).



Important: Players cannot move the advanced Airship using the *Royal Ship* Politics Card!

- **The advanced Warship** has only 3 spaces but the security on board is impeccable. It is immune to any effects of red Politics Cards (i.e. the *Betrayal* and the *Sabotage*).



MOVING SHIPS

All ships move across the game board using three spaces:

- 1 **The Port of Atlantis:** Here players can normally place Refugees on ships.
- 2 **The Ocean:** A transitory space.
- 3 **The New Land:** When a ship reaches this space, players gain VP for any Refugees that are on a given ship.

Some Politics Cards (*Ships*, *Royal Ship*, a few *Refugees* cards), the For the Common Good Special Card and the special ability of Demagogos enable players to move one or more ships forward. Each ship begins its voyage in the Port of Atlantis space, then moves to the Ocean space and ends at the shores of the New Land.

Important: The advanced Airship moves directly from the Port of Atlantis to the New Land.

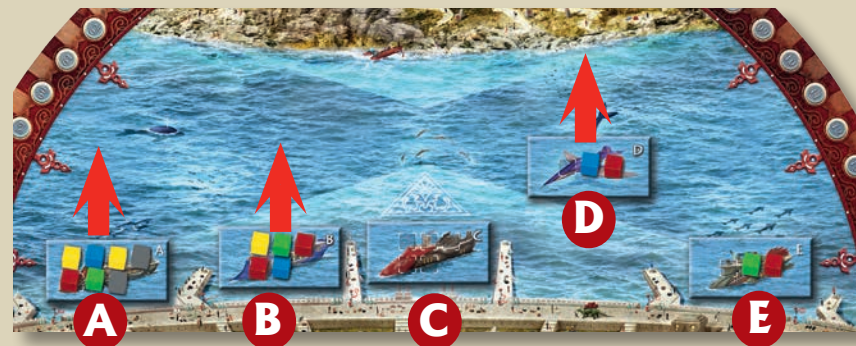
When a ship reaches the New Land players count VP for any Refugees that are on board, moving their Refugee Tokens from the Ship Tile to the New Land space. Then, the ship immediately returns to its space in the Port of Atlantis.

Important: Players can never move empty ships or move ships back in the direction of Atlantis – ships move only towards the New Land!

MOVING SHIPS DURING THE DOOM PHASE

Players can move ships in the Voting Phase, but some of the ships also move on their own during step 3 of every Doom Phase. Normally, players move 3 out of 5 ships following the rules below:

- Players move the ships that are completely full (i.e. each of its spaces is taken by a Refugees token) first.
- If, after moving all of the full ships, players have not moved 3 ships, they should move the ship with the most Refugees on board next. If they still have not moved three ships, they move the ship with the second most Refugees on board next and keep repeating this process until 3 ships are moved.
- If there are more than 3 completely full ships or there are more than 2 ships with the same amount of Refugees on board, players should move the ships that are closer to the left side of the board first (marked with an earlier letter of the alphabet).
- Players must never move empty ships. If they have not moved 3 ships, but the rest of the ships are empty, no more ships are moved this turn.



Example: Ships A and B are completely full, ship C is empty and ships D and E have 2 Refugees on board each. In this situation players should move ships A and B (because they are completely full) and ship D (ships D and E have the same amount of refugees on board, but ship D is closer to the left side of the board). If ships A, B and C were empty, players would only move ships D and E.



VICTORY POINTS TRACK

The Victory Points Track encircles the main part of the game board. Whenever players gain VP, they move their Player Markers along this track to reflect the changes. Each space on the track is equal to 1 VP. If a player ever gains more than 70 VP so that his Player Marker crosses the “0 VP” space, this player should take the VP Token in his color with “70” on it to indicate that his score is 70 plus any VP shown on the track.



COUNTING VICTORY POINTS

Whenever a ship reaches the New Land, players gain VP for Refugees that are on board:

- If a ship reaches the New Land as a consequence of resolving a *Ships* or *Refugees* Politics Card, Demagogos' special ability or by automatically moving during a Doom Phase, players gain VP for the Refugees of their own color according to the following chart:

	Number of Refugees of your color on a ship				
	1	2	3	4	5
Victory Points	1	3	6	10	15

Players cannot gain VP for more than 5 Refugees.
All additional Refugees are ignored.

- If a ship reaches the New Land as a consequence of resolving the *Royal Ship* Politics Card, players gain VP for Refugees of their own color according to the following chart:

	Number of Refugees of your color on a ship				
	1	2	3	4	5
Victory Points	1	5	9	14	20

Players cannot gain VP for more than 5 Refugees.
All additional Refugees are ignored.

- Each player gains 1 bonus VP for each other color of Refugees on board the ship (this includes neutral Refugees but excludes the player's own color).
- The player who moved the ship, causing it to reach the New Land gains 1 bonus VP. It doesn't matter if the ship reached the New Land as a consequence of a resolved Politics Card or by Demagogos' special ability and it also doesn't matter whether the player had any of his own Refugees on this ship. If a ship reaches the New Land during a Doom Phase (as a result of step 3), nobody gains the bonus VP.
- The player who moved the advanced Science Vessel, causing it to reach the New Land gains 2 bonus VP (giving him 3 VP altogether). He gains the bonus VP even if he didn't have any of his own Refugees on this ship. If the advanced Science Vessel reaches the New Land during a Doom Phase, nobody gains the bonus VP.

After gaining VP for Refugees, players move their cubes from the Ship Tile to the New Land space. They remain there until the Doom Phase.

All ships that reach the New Land return to the Port of Atlantis immediately after the VP for the Refugees that were on board are awarded.

Example: In a 3-player game Martin resolved a *Ships Politics* Card and as part of his action moved a ship from the Ocean space to the New Land space. Michael has 3 Refugees on this ship, Paul has 2 Refugees, and Martin has only 1 Refugee. There is also a neutral Refugee on board. Now, the players count their points. Michael gains 9 VP (6 VP for his 3 Refugees and 3 VP for other colors), Paul gains 6 VP (3 VP for his 2 Refugees and 3 VP for other colors) and Martin gains 5 VP (1 VP for his only Refugee, 3 VP for other colors and 1 VP for moving the ship to the New Land with his Politics Card).

Please note that Refugees that reach the New Land during step 3 of the Doom Phase are not taken into account in step 1 of this Doom Phase when VP for Refugee majority are awarded.

RESOLVING EVENT CARDS

In step 4 of every Doom Phase players draw the top card from the Event Deck, reveal it and resolve its effects.

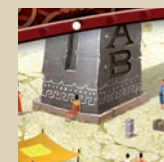
Event Cards describe two types of effects: **lasting** and **delayed**.

Any description of a lasting effect starts with the phrase: “While this Event Card is in play...”. A lasting effect affects the game **from the moment the Event Card was drawn until the moment a new Event Card is revealed** (the moment the old Event Card is covered by the new Event Card).

Any description of a delayed effect starts with the phrase “At the beginning of step 4 of the next Doom Phase...”. A delayed effect is **resolved during step 4 of the next Doom Phase right before revealing a new Event Card** (which will overlay the old one).

Event Cards are also differentiated by the **color** of the Doom icon (the comet). If a card has a colored Doom icon, it is considered a *Doom!* card. Each *Doom!* Event Card represents the crumbling of one of the mysterious pillars, heralding the imminent cataclysm that will destroy Atlantis. Such a card has an additional Doom effect, also starting with the phrase: “At the beginning of step 4 of the next Doom Phase...”. If such a card is revealed, during the next Doom Phase (the moment the old *Doom!* Event Card is covered by the new Event Card) players should remove from the board one of the Doom Markers and put it in the box.

Removing a Doom Marker forces players to take certain actions. Removing the first Doom Marker reveals letters A and B. This means that players should immediately upgrade the Ark (A) and the Science Vessel (B) to their advanced versions by flipping their respective Ship Tiles to their back sides. Any Refugees that are on those ships stay in their places.



Removing the second Doom Marker reveals letters C, D and E. This means that players should upgrade the Royal Barge (C), the Airship (D) and the Warship (E) to their advanced versions. Any Refugees that are on those ships stay in their places. Removing the third Doom Marker **immediately ends the game** and forces players to count their final scores.



Important: The order of resolving card effects is as follows – lasting effects go first, then delayed effects and finally the doom effects. This means that for example any bonus VP gained thanks to delayed effects would be resolved before removing the third Doom Marker and ending the game.

Important: Ships are upgraded to their advanced versions even if they are on the Ocean space.

Important: The first Event Card of the game is always revealed during the game setup. It is treated as if it was drawn in “the previous (zero) turn” i.e. its lasting effect is considered in play from the beginning of the first turn and its delayed effect will be resolved during step 4 of the first Doom Phase (this Doom Phase).

As mentioned earlier, Event Cards also indicate:

- 1 The number of neutral Refugee Tokens placed on ships in the Port of Atlantis.
- 2 The type of voting used during the next turn.



To sum up, players start by checking the symbol of the new Event Card just drawn so that they know what effect will influence the next turn or what effect will be resolved during the next Doom Phase.

Then they check how many neutral Refugees board the ships currently in the Port of Atlantis. Every single grey cube icon shown on the Event Card indicates 1 neutral Refugee that should be placed in the ships in the Port of Atlantis. The first neutral Refugee Token should be placed on a free space on the biggest ship in the Port of Atlantis (the one furthest to the left), the second one should be placed on a free space on the next biggest ship etc. If players have already placed 1 neutral Refugee on every ship in the Port of Atlantis and there are still neutral Refugees to be placed, they should start placing them from the biggest ship again, and continue to do so until there're no more neutral Refugees to place or there's no more space on the ships in the Port of Atlantis. Any neutral Refugee Tokens that cannot be placed are returned to the Refugee Camp space.

Finally, players check the voting icon on the Event Card. If the voting icon is black, all voting during the next phase will be conducted using the hidden voting method, and if it is white, all voting will be conducted using the open voting method.

NEUTRAL REFUGEES

Neutral Refugees take precious free space on ships making the game harder for players. They can also deny players the 2 VP awarded for Refugee majority in the New Land (if there are at least as many neutral Refugee Tokens there as the tokens belonging to the first player). Additionally, when a ship reaches the New Land, neutral Refugees provide 1 bonus VP for their color (grey). Finally, some Special and Event Cards provide players with an opportunity to gain VP from neutral Refugees or use them in other ways.

DISCARDING REFUGEES AND INFLUENCE TOKENS

Whenever a player has to discard Refugees or Influence Tokens, those Refugees or tokens are placed in front of their owner's Player Screen (in case of player tokens) or in the Refugee Camp space (in case of neutral tokens).

BREAKING TIES

All ties are resolved by checking the Senate order. A player with a higher position in the Senate order wins ties against a player in a lower position. In other words, a player wins all ties with other players who have less Influence Tokens in the Senate Pool than him. If 2 or more players have the same amount of tokens in the Senate Pool, the tie is won by the player whose Player Marker is on the Faction space closer to the left side of the board.

GAME VARIANTS

5-PLAYER GAME

In a 5-player game players change one important rule: **during the Voting Phase three players (instead of two) with the highest bids resolve their Politics Cards.** Still, only the first player has the option to resolve a card belonging to a player to his left who does not resolve his card.

LONG GAME

If players expect more varied gameplay and are ready for a longer game they may choose to play using more Event Cards. In that case, during setup they should draw and reveal 1 starting Event Card as normal and then form the Event Deck from 3 *Doom!* cards and 3 other Event Cards (instead of 2). This variant causes the game to last 4-7 turns.

TIPS

Cooperation is the most important aspect of *End of Atlantis: Revised Edition*. A player who fills a ship with his own Refugees only and then tries to move that ship to the New Land will most likely fall victim to harmful cards used by other players.

Sometimes it is beneficial to move even those ships that carry more enemy Refugees than our own. The player who can adapt to actions of others will win the game.

Players should not underestimate the power of the Senate. The Senate majority makes winning votes easier, provides bonus VP and much more. Sometimes it is good to add 1 more Influence Token to the Senate Pool to secure its advantages.

Colors of Politics Cards suggest their general purpose – green cards are beneficial to the player who plays them and almost always allow to place Refugees on ships, blue cards move ships and red cards harm other players.

Players should try to reach the New Land before the end of the Voting Phase and should not rely on the automatic move during the Doom Phase as they gain bonus VP for bringing ships to the New Land and protect themselves from some Event Cards, such as the *Wrath of the Ocean God!*

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FACTIONS OF ATLANTIS

Atlantis is home to seven Factions. Each Faction grants the player who chose it a special ability. Players can acquire Factions during the Factions Phase. Using a Faction's special ability is always **voluntary**. All special abilities can be used **once per turn**. The seven Factions are as follows:

Archont (The Judge)

The Archont oversees meetings of the Senate and the just distribution of goods. In time Atlantean Houses started to appoint their supporters as Archonts, so the distribution of goods would remain just – for them. When you choose this Faction draw 5 Politics Cards from the Politics Deck, then choose and discard 5 Politics Cards from your hand.



Basileus (The King)

In ancient times Atlantis was ruled by a king. When the tyranny was overthrown, Basileus was demoted from the "Gods' chosen" to a hereditary official. Today his duties include the administration of refugee camps. When you choose this Faction immediately place 1 of your Refugees on any ship in the Port of Atlantis. You must follow the standard rules of placing Refugees (there must be a free space etc.).



Demagogos (The Firebrand)

Despised by the nobles, loved by the people. Demagogos exhibits powerful psychic abilities that allow him to control moods of the masses – or thoughts of individuals, such as captains of escape ships.

When you choose this Faction immediately move 1 ship from the Port of Atlantis. You must follow the standard rules of moving ships (it cannot be empty etc.).

Important: This special ability is not influenced by the Favorable Winds Event Card effect (i.e. Demagogos always moves 1 ship and only from the Port of Atlantis).



Demiurgos (The Craftsman)

Demiurgos is the most talented of the orichalcum forgers. Through the ages the workshops of Demiurgos were the birthplace of such wondrous inventions as airships and automated carriages.

When you choose this Faction immediately draw 1 Special Card from the Special Cards Deck.



Oraklos (The Prophetess)

A relic of the old, gods-fearing Atlantean culture. Oraklos is the vessel of the gods, a prophetess that can read the future from the night sky. Only Oraklos can decipher the glyphs that cover the ancient obelisks.

At the start of the Voting Phase, when everyone reveals their Politics Cards, you can leave 2 of your cards facedown. You reveal each of those cards after the voting for that card is finished (i.e. other players do not know what Politics Card you chose).



Philosophios (The Philosopher)

A thinker and an advisor. Philosophios does not take sides. He knows that the continuing existence of Atlantis hinges on the cooperation of the royal Houses.

If you don't resolve a Politics Card during a voting (because you didn't win or because you decided not to resolve your card), you regain up to 2 of the Influence Tokens used for that voting. Place the tokens back behind your screen.



Strategos (The Tactician)

The supreme commander of the Atlantean army. During his overseas' campaigns he learned how to keep insolent crowds in check. Now he uses that experience to intimidate weak politicians with his military might. At the end of the Voting Phase, after resolving all players' Politics Cards, you choose and resolve 1 of your Politics Cards without any Influence Tokens on it according to standard rules (as if you took the second place during a voting).



CARD DESCRIPTIONS

POLITICS CARDS

Each Politics Card shows an icon, which refers to this part of the rulebook. Here you can find information about all the effects of a resolved card and how it should be used.



Important: Card effects must be resolved **completely** or **not at all** (i.e. if a player cannot resolve some part of the effect, he cannot use a given Politics Cards).

Refugees

You place 1, 2 or 3 (depending on the card) of your Refugees on any ship(s) in the Port of Atlantis, provided there are still free spaces left. If a card allows you to place 1 or 2 Refugees, you must place them on one or two ships (as shown on a card). If a card allows you to place 3 Refugees, you must place 2 of them on one ship and 1 on another ship. Some Refugees cards have additional effects that allow you to:

- draw 1 Special Card from the Special Cards Deck (as per Demiurgos' special ability)
- move 1 ship according to standard rules (it cannot be the same ship you placed your Refugees on)
- gain 1 VP



Aristocracy

You place 1 of your Refugees on a ship in the Port of Atlantis (or 2 Refugees on 2 different ships). If there are no free spaces on the ship you wish to place your Refugee on, you can discard 1 enemy (other player's) or neutral Refugee and place your Refugee on the freed space. You can only discard Refugees of players with more VP than you.



Ships

You move 2 or 3 ships according to standard rules.



Royal Ship

You move 1 ship according to standard rules. If, as a result of this move, the ship reaches the New Land, each player gains VP according to the royal ship's chart.

Important: This card cannot move the advanced Airship.

Important: If the *Favorable Winds* Event Card is currently in play, the second ship moved by this card is treated as a standard ship (not royal), which means that any VP gained from it are calculated using the standard ship's chart.



Support

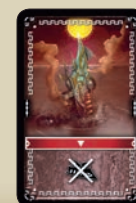
You draw 2 Special Cards from the Special Cards Deck (as per Demiurgos' special ability).



Sabotage

You choose and remove one of the ships currently on the Ocean space. The chosen ship immediately returns to the Port of Atlantis and all Refugees that were on board are discarded. Additionally, you gain 1 VP for each discarded Refugee Token belonging to a player with more VP than you.

Important: The advanced Warship is immune to this card's effects.



Betrayal

When you play this card, choose **one**:

- Discard up to 4 Refugees from 1 ship in the Port of Atlantis. You choose the ship and which Refugees are discarded. Additionally, you gain 1 VP for each discarded Refugee Token belonging to a player with more VP than you.

Important: The advanced Warship is immune to this card's effects.

OR

- Discard up to 4 Refugees belonging to 1 player from the Senate Pool.

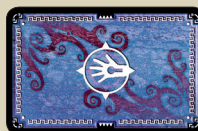


SPECIAL CARDS

Special Cards are used to change standard rules of the game or give players bonus VP. Each Special Card shows an icon, which refers to this part of the rulebook. Here you can find information about all the effects of a played card and how it should be used. Some cards can only be used during a certain phase of the game and others only after resolving a certain Politics Card. Some Special Cards may influence effects of a Politics Card just used, while others completely replace them.

Players can receive Special Cards by:

- choosing the Demiurgos Faction
- resolving some Politics Cards
- moving the advanced Royal Barge (C) to the New Land
- resolving the delayed effect of the *Senators' Wisdom* Event Card



Pursuit Ship

Play before placing your Refugees. You can place them on a ship currently on the Ocean space.



Empath

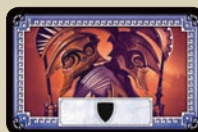
Instead of resolving the effects of your Refugees Politics Card, you can choose 1 ship in the Port of Atlantis and exchange up to 3 neutral Refugees on board for the same number of your Refugees.



Guards

If a ship with your Refugees on board is targeted by the *Betrayal* or *Sabotage* Politics Card, all effects of that card are cancelled and the card is discarded.

Important: You must decide whether to use *Guards* before the player resolving the *Betrayal* card chooses whose Refugees will be discarded from the ship.



Alliance

Play after a ship with neutral Refugees on board reaches the New Land. For this ship, you gain VP based on the number of neutral Refugees on board (even if you have your own Refugees on board, too). More than one player can use this card on the same ship.



Hidden Holds

Play before placing your Refugees. You can place them on a completely full ship. Those Refugees do not take any actual space on a ship so they cannot be discarded using the *Aristocracy* Politics Card. *Betrayal* and *Sabotage* cards affect them normally.



Unexpected Intervention

Instead of resolving the Politics Card you just voted on you may choose and resolve a different Politics Card from your hand.

Important: You still need to be able to resolve the card i.e. you must be the first or the second player in a given voting (or the third in a 5-player game).



For the Common Good

Play when placing your Refugees. You can discard 1 of your Refugees just placed on a ship to move this ship according to standard rules.

Important: This card allows you to move only the ship from which you discarded your Refugee Token. It is not influenced by the *Favorable Winds* Event Card effect.



Shapeshifting Spy

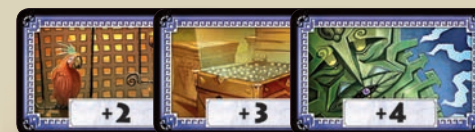
Play after finishing a voting. This card counts as 1 additional Influence Token (you add it to your bid). If you play this card after an open voting, you can tie with another player (use the Senate order to break all ties as usual).

Important: Normally, you cannot tie with another player during an open voting unless you bid 0 Influence Tokens.



Exotic Birds, Orichalcum, Key of Atlantis

Reveal this card at the end of the game, before counting your final score. You immediately gain 2, 3 or 4 VP (depending on the card). There is no limit to the number of Special Cards you can reveal this way. Record the change by moving your Player Marker forward along the Victory Points Track.



EVENT CARDS

Event Cards direct the flow of the game, count time till its end and introduce global effects. Each Event Card shows an icon which refers to this part of the rulebook. Here you can find information about the delayed and lasting effects of a revealed card and how it should be used.

Senators' Wisdom (Doom!)

Delayed Effect: At the beginning of step 4 of the next Doom Phase the first and the second player in the Senate order draw 1 Special Card each.

Doom Effect: At the beginning of step 4 of the next Doom Phase remove 1 Doom Marker from the board. If this reveals any letters, flip the respective Ship Tiles to their advanced sides. If there are no more Doom Markers on the board, the game immediately ends.

The Flood of the Poor (Doom!)

Lasting Effect: While this Event Card is in play, each Refugees Politics Card that allows a player to place his Refugees on a ship allows him to place 1 additional Refugee. This is optional. If a card allows a player to place Refugee groups on different ships, only 1 of those groups can benefit from this effect.

Doom Effect: At the beginning of step 4 of the next Doom Phase remove 1 Doom Marker from the board. If this reveals any letters, flip the respective Ship Tiles to their advanced sides. If there are no more Doom Markers on the board, the game immediately ends.

Favorable Winds (Doom!)

Lasting Effect: While this Event Card is in play, each resolved Politics Card that allows a player to move ships moves 1 additional ship (treat this card as if there was 1 more standard ship icon on it).

Doom Effect: At the beginning of step 4 of the next Doom Phase remove 1 Doom Marker from the board. If this reveals any letters, flip the respective Ship Tiles to their advanced sides. If there are no more Doom Markers on the board, the game immediately ends.

Important: When using the *Royal Ship* Politics Card, only 1 ship brings more VP. The second one is considered a standard ship.

Important: This card does not influence Demagogos' special ability or the effects of *For the Common Good* Special Card.

The Senate Pays Its Debts

Delayed Effect: At the beginning of step 4 of the next Doom Phase the first player in the Senate order gains 5 VP and the second player in the Senate order gains 3 VP.

Wrath of the Ocean God!

Delayed Effect: At the beginning of step 4 of the next Doom Phase remove all ships currently on the Ocean space. All of those ships immediately return to the Port of Atlantis and all Refugees that were on board are discarded.

We're All In This Together

Delayed Effect: At the beginning of step 4 of the next Doom Phase each player in the Senate order can place up to 3 Refugees on ships in the Port of Atlantis using any of his Influence Tokens left after the Voting Phase. Players place 1 Refugee at a time until there are no empty spaces left on ships, they run out of tokens or everyone has placed 3 Refugees.



Chaos Spreads!

Lasting Effect: While this Event Card is in play, players skip the Senate Phase and the Factions Phase of this turn. Players retain their Faction Tokens (they can use them again this turn) and do not remove any Influence Tokens from the Senate Pool (the Senate order does not change). Do not place any Bonus Tokens on the Faction Tokens from the board.



Gifts of the Gods

Lasting Effect: While this Event Card is in play, at the beginning of the Senate Phase players draw 5 Politics Cards from the Politics Deck and place them faceup next to the board: this is the gods' hand. In the Voting Phase after each voting the first player can decide whether to resolve his Politics Card (or a card of a player to his left, as usual) or to choose and resolve 1 Politics Card from the gods' hand. If he chooses the latter, the chosen card is discarded immediately after use and he places all Influence Tokens used to win the voting on the card he originally voted on.

If the winner of the voting does not wish to resolve one of the cards from the gods' hand, the second player has a choice between his Politics Card and one of the cards in the gods' hand.

Important: If, in a 5-player game, both the first and the second player decide not to use the cards from the gods' hand, the third winning player can choose between his card and the ones in the gods' hand.



Under The Senate's Leadership

Lasting Effect: While this Event Card is in play, only the Influence Tokens from the Senate Pool can be placed on ships as Refugees – players cannot use the tokens taken directly from their hands.



We're All Doomed!

Delayed Effect: At the beginning of step 4 of the next Doom Phase each player loses 2 of his cubes (Influence / Refugee Tokens) for each Doom Marker removed from the board until this time. All cubes lost this way are **permanently** removed from the game and returned to the box. They are left in the box until the end of the game. The removed cubes may be taken from any place on the board (each player decides for himself).

