| Game: | **ESCAPE FROM ATLANTIS** | **v1** |
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| Page 1: | **Rules summary** | **Jun 2011** |

Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

# ESCAPE FROM ATLANTIS

## Setup

Place the **Acropolis** in the centre of the board. All other island pieces are placed without looking at the symbols on their bases. Shuffle them and, starting from the Acropolis, build out rings of **citadel pieces**, followed by **land pieces**, and finally the **rock pieces**.

In a 2 player game, place 2 **ships**, each at opposite sides of the furthermost rock pieces. For more than 2 players, place 4 ships, as above and with 2 more equidistant (see diagrams in the rules).

Each player chooses a colour and his matching set of **Atlantean figures**.

## Playing the Game

Starting with the youngest player, each player in turn, going clockwise, places one of their Atlanteans on the island. Each island piece can hold up to 3 Atlanteans.

Keep taking turns until all 12 of your tribe are on the island.

Then, starting with the youngest player and going clockwise, each player's turn consists of 3 steps:

### 1. Move Your Atlanteans and/or Ships

**Make a total of 3 moves by:**

Moving 1 Atlantean 3 spaces *or*

Moving more than 1 Atlantean up to a combined total of 3 spaces *or*

Moving more than 1 ship up to a combined total of 3 spaces

You may make a combination of the above moves, but may not move more than a combined total of 3 moves.

### 2. Sink an Island Piece

**Remove 1 of the island pieces from play**.

The island sinks region by region: all rock pieces must be removed before all land pieces, and all land pieces before all citadel pieces, and finally the Acropolis.

Turn the piece over and show all players the symbol on the base, then replace the island piece with the playing piece that matches the symbol.

Any Atlanteans that were standing on the piece are left swimming in the sea.

If the piece reveals a **whirlpool**, all Atlanteans, sea monsters, sharks, octopuses, dolphins and ships (manned and unmanned), plus any island pieces in the 6 spaces immediately surrounding the whirlpool, are all destroyed.

When there are no pieces left, skip this step.

### 3. Roll the Dice

**Roll both dice to move the creatures around the board**.

One die shows which creature you should move, and the other shows you how far you can move, or if you can **dive**.

You may not move more than one sea creature on your turn. If there isn't a creature on the board that matches what you rolled, end your turn.

If you roll the **dive symbol** during your turn, you can move the creature you rolled to *any* sea space on the board.

## Atlantean Swimmers

Atlanteans become **swimmers** by diving from an island piece into an adjacent sea space; jumping overboard from a ship onto the same sea space when a ship is sunk; or being left in the sea when an island piece sinks. New swimmers cannot move to another sea space until their next turn.

Swimmers can only swim one space on any turn, and cannot climb back onto an island piece. Swimmers can, however, climb aboard a passing ship in the same space, which counts as one move. Once aboard, the ship can be moved; the Atlantean is no longer a swimmer.

## Sea Creatures

Sea creatures may all share spaces with each other, but none may move onto land.

### Shark

When a shark moves into a sea space occupied by one or more swimmers, the swimmers are all devoured and removed from play.

A shark cannot attack a ship, but may share a space with one.

### Octopus

When an octopus moves into a sea space occupied by a manned ship, the crew are tossed overboard and become swimmers.

An octopus does not harm swimmers. The ship, however, is sunk and removed from play. An octopus cannot sink an unmanned ship.

If a shark also occupies the same space, the swimmers are immediately devoured and removed from play.

### Sea Monster

When a sea monster moves into a sea space occupied by swimmers, the swimmers are all devoured and removed from play.

Any ship in the space, manned or unmanned, is also removed from play.

### Dolphin

When a dolphin moves into a sea space occupied by a swimmers (or vice versa), the swimmer is safe from any attack.

A dolphin can only protect one swimmer at a time, but may share the same space as a ship.

A dolphin/swimmer combination can only move one space per turn and must do so during the *Move* step of your turn.

If you throw the dolphin symbol during the *Roll the Dice* step, you can only move the dolphin on its own.

## Ships

Any player may move an unmanned ship.

If a ship is manned by one Atlantean, only the player whose Atlantean is on board can move that ship.

If the majority of the crew on a ship belongs to one player, that player has control of the ship.

When a ship is crewed by 2 or 3 Atlanteans, each of a different colour, control of the ship is shared between the players concerned.

Ships may not move into or pass through a sea space occupied by another ship, an octopus or a sea monster, but may share a space with a shark or a dolphin.

You can move one of your Atlanteans onto any ship as long as it is in a space directly next to the island space and there is a free space on board.

Atlanteans can hop from ship to ship in adjacent spaces.

## Reaching the Coral Islands

To land on an island, a ship or swimmer must first reach the red space.

On your turn you can then make one final move to get your Atlantean ashore.

If your swimmer reaches the red space with a dolphin and walks ashore, the dolphin stays on the red space until move on you or another player's next turn.

## Winning the Game

The game ends when all players have got their surviving Atlanteans to the coral islands.

**The winner is the player with the most surviving Atlanteans**.

**For a shorter game**, play only continues until the citadel part of the island sinks; at that point, the player with the most Atlanteans on the coral islands wins the game.