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Game: **ATLANTIS RISING (2ND EDITION)**

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Page 1: **Rules summary front**

Page 2: **Play reference x2**

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ATLANTIS RISING

SETUP

4-7 players

Set up the island of Atlantis by laying out its tiles as shown in the rulebook. Place the **mystic barriers** (in plastic stands), the **resources** (ore, Atlantium, gold, and crystal), **mystic energy**, and **dice** near the island. Resources are unlimited; if you run out, use replacement pieces of your choice.

Place the **cosmic gate board** beside the island.

Shuffle the **artifact cards** (stone backgrounds) and draw 4 (return the rest to the box). Shuffle them with the other library cards (parchment backgrounds) to form the **library deck**. Place this deck facedown near the **library peninsula** of the island.

Choose a game difficulty and include the corresponding number of *Calm Seas* and *Controlled Flood* cards in the **misfortune deck** (return the rest to the box). Shuffle the misfortune deck and place it facedown beside the island.

Place the **wrath of the gods track** near the misfortune deck and place the **wrath token** on the 0 space.

Take the **power core** and choose the **component tiles** you are using depending on the chosen level of difficulty (return the rest to the box). Lay out these component tiles in a row to form the **blueprint**.

Each player chooses a **councilor board** (or assign randomly), then chooses a color and takes the 2 **followers**, the **leader**, and the **player token** of that color. Each player also takes 2 **mystic energy**.

Place 2 **followers** of each selected color, as well as the small gray **volunteers**, in the supply area of the wrath of the gods track. Return any unused player pieces to the box.

The player who most recently went swimming is the starting player and takes the **starting player marker**.

Unless indicated by the ability, card, or effect, nothing may interrupt the resolution of anything else.

GAME ROUND

I. PLACE ATLANTEANS

Players must place all of their Atlanteans from their councilor's pool onto empty spaces on the island or cosmic gate board. Players may place Atlanteans in whatever order they choose; there is no turn order. If there is ever a dispute, the starting player decides.

Each island tile (except the center tile) supports a limited number of Atlanteans, indicated by the number of spaces on the tile. Except in the cities, each space represents 1 opportunity to take the action of that tile. The center **mystic power source** tile may support any number of Atlanteans.

2. SUFFER MISFORTUNES

Beginning with the starting player and proceeding clockwise, **each player must draw and resolve 1 misfortune card**.

Fully resolve each before proceeding to the next. If a misfortune card requires a choice, all players may discuss the decision, but the player who drew the misfortune has final authority.

When a misfortune card tells you to **flood** a tile, you must flip over the un-flooded tile that is farthest from the center on the indicated peninsula. Any Atlanteans on a flooded tile are returned to their owners' pool and will not be able to perform their planned actions this round.

If a peninsula would flood but all of its tiles are already flooded, you must flood 2 tiles instead (from the same or 2 different peninsulas of your choice).

If there are no tiles remaining in peninsulas when a tile should be flooded, you must flood the center tile, and players lose the game.

3. TAKE ACTIONS

All remaining Atlanteans now take the actions associated with their placement spaces.

Players may resolve the actions of their Atlanteans in whatever order they choose; lay down each Atlantean after their action has been completed. If there is a dispute, the starting player decides.

A player's **leader** takes actions just like followers, but each also has a special ability that can be used while performing actions.

Once all actions are resolved, return all Atlanteans to the councilor's pool of the corresponding player.

4. ENDURE THE WRATH OF THE GODS

Players choose and **flood** (flip over) tiles equal to the number shown on the current level of the wrath of the gods track. If players cannot decide which tile(s) to flood, the starting player chooses.

The starting player then moves the wrath counter up 1 level (do not move the counter if the track is already in the final space).

The starting player then passes the starting player marker to the next player clockwise.

GAME ACTIONS

WILD PENINSULAS

MOUNTAINS. HILLS. FORESTS

Roll 1 die for each of your Atlanteans placed here; for each success, take 1 resource according to your Atlantean's location: **mountains = ore; hills = gold; forests = crystal**.

You succeed by rolling equal to or higher than the target number on the tile. You only collect 1 resource of that type.

After the die is rolled, **mystic energy may be spent to add 1 to the result**. You may spend any number of mystic energy in this way, increasing the result by 1 for each spent. Only the player who rolled the die is able to spend mystic energy in this way.

CIVILIZED PENINSULAS

CITIES

Atlantean cities tiles are marked by a double space and require a pair of Atlanteans, from the same or different players, to activate.


Roll 2 dice, 1 for each worker (if 2 players share the tile, they both roll a die). Mystic energy may be spent by any involved players to increase the result of the roll.

When rolling for success in the cities, add the current value of the wrath of the gods track to the sum of your die roll.

If the result is equal to or higher than the target number for the tile, you successfully recruit 1 new follower. **This new follower must be the same color as one of the Atlanteans used to activate the space.**

If 2 players share the tile, they decide which of them takes an Atlantean of their color from the supply and places it in their pool.



LIBRARIES

For each Atlantean placed here, draw 2  library cards, then keep cards as shown on the tile:



Keep both cards.



Keep 1 card and  discard the other or  place the other card on the bottom of the deck.

You may spend 1 mystic energy to keep the second card instead of placing it in the discard pile or on the bottom of the deck.

If the library deck runs out of cards, do not reshuffle the discard to create a new deck (some effects may allow you to do so).

Players have a maximum hand limit of 4 library cards. If you have more than 4 cards in your hand at any time, you must immediately play or discard until you reach your hand limit.

You may play library cards at any time, but not to interrupt another effect or action.

If you keep an **artifact**, place it on the table in front of you. Each artifact provides a permanent, ongoing benefit for as long as your control that artifact. Otherwise, artifacts are treated like other library cards, including counting against your hand limit.

FORGES

For each Atlantean placed here, **exchange 1 ore for 1 or more Atlantium**. You may convert ore to Atlantium at the rate shown on the corresponding tile.

Each Atlantean placed here may convert only 1 ore into Atlantium (a player with multiple Atlanteans on a forges tile may convert multiple ore into Atlantium, 1 for each Atlantean present).

MYSTIC POWER SOURCE (CENTER TILE)

For each Atlantean placed here, take 1 mystic energy.

MYSTIC ENERGY

Mystic energy can be used to:

- Add 1 to a die you just rolled (per 1 energy)
- Keep 1 additional library card after drawing (per 1 energy)
- Place a **mystic barrier** during the Place Atlanteans or Take Actions phase (4 energy)
- Unflood a flooded tile (5 energy). Select a peninsula then flip the flooded tile closest to the center of the island.

Multiple players may simultaneously contribute mystic energy towards placing a mystic barrier or unflooding a flooded tile.

Players may not contribute mystic energy to increase another player's die roll or allow them to keep additional library cards.

MYSTIC BARRIERS

Players may gain access to **mystic barrier** tokens. Once gained, a mystic barrier token must be placed next to any island peninsula.

If a tile in that peninsula would be flooded, instead discard the mystic barrier.

Each peninsula may only support 1 mystic barrier token at a time and only if there is still at least 1 tile remaining in that peninsula.

Controlled Flood misfortune cards overpower mystic barriers. When one is drawn, first remove the barrier, then flood the chosen tile.

COSMIC GATE BOARD

Build components

To build a gate component, players must place Atlanteans on one of the spaces in the center of the **cosmic gate board**.

The space on this board (and on completed components) marked with **5+** means these spaces are *only* available when playing with 5 or more players.

When resolving a space on the cosmic gate board, each player with an Atlantean on the same space may contribute resources to build the same, single component. All then return their Atlanteans to their pools.

If the players contributing Atlanteans to the build do not have the necessary resources to create any component, they spend no resources and must return their Atlanteans to their pools, with their actions wasted.

Once a component is built, take it from the **blueprint** and place it on the cosmic gate board, flipping it from its **unbuilt** (parchment) side to its **built** (blue) side. Some components provide a one-time benefit when built, and others provide new action spots where Atlanteans can be placed on future rounds.

The D components have double spaces that require 2 Atlanteans to activate.

The power core

You cannot build the **power core** until you have built all other components in the blueprint.

Each player must place their leader on the same build space, and each must contribute at least 1 resource or mystic energy towards the building cost of the power core. If any player is unable to do this, the power core cannot be built this turn.

VOLUNTEER ATLANTEANS



Volunteers are special workers that last for only 1 round and then are returned to the Atlantean supply. During that round they belong to the player who recruited them.

They take actions like other Atlanteans, but are not considered leaders or followers for effects that specify these types of Atlanteans.

RESOURCES AND LIBRARY CARDS

If an effect refers to **resources**, it only affects Atlantium, crystal, gold, and ore. Mystic energy is not a resource, even though it is required to build the cosmic gate.

Resources and mystic energy are not limited by the game's component; should you run out, use replacement pieces of your choice.

END GAME

If every tile, including the **mystic power source**, floods before all 10 components of the cosmic gate are built, you immediately lose.

DIFFERENT PLAYER COUNTS

If playing a 1-3 player game, only red, blue, and yellow may be chosen as player colors.

4-7 players: No changes to setup or gameplay.

3 players: During setup, each player receives 4 Atlanteans of their color (3 followers and 1 leader), and puts another 3 into the Atlantean supply. Players may control up to 6 total followers.

During the Suffer Misfortunes phase, after each player has drawn and resolved a misfortune, the starting player draws and resolves an additional misfortune.

2 players: During setup, each player receives 5 Atlanteans of their color (4 followers and 1 leader), and puts another 3 into the Atlantean supply. Players may control up to 7 total followers.

During setup, the starting player takes the **hologram** piece in addition to their starting followers.

During the Suffer Misfortunes phase, the first player draws and resolves 2 misfortunes, one at a time, then the second player does the same.

SOLO VARIANT

During setup, take 5 Atlanteans of one color (4 followers and 1 leader), and put another 3 into the Atlantean supply. You may control up to 7 total followers. Take the **hologram** and **automaton** pieces and place them with the rest of your starting Atlanteans.

At the beginning of each turn (including the first), take 1 mystic energy. Place these on the rounds spaces of the wrath of the gods track as a reminder.

During the Suffer Misfortunes phase, draw and resolve 4 misfortunes, one at a time.

THE HOLOGRAM



During setup, shuffle and create a stack of the unused councilor boards, called the **councilor stack**. Each round the starting player receives the **hologram**.

The hologram is a special leader that also counts as your Atlantean for the round. To determine the hologram's power for the round, the starting player reveals the top 2 boards of the councilor stack, chooses one to use, and places the other in a discard pile.

At the end of the round, place the hologram's councilor board into the hologram discard pile. If the councilor stack ever runs out, reshuffle this discard pile to form a new stack.

The hologram takes actions as normal, and has the special ability of the councilor you chose (but not of your own councilor).

If the hologram collects resources, mystic energy, or library cards, they are taken by the player controlling the hologram and placed into their reserve.

THE AUTOMATON



The automaton is a special worker that counts as one of your Atlanteans (but not as a follower).

The automaton may never be placed on a tile by itself, but must always accompany at least 1 other Atlantean (including the hologram).

The automaton does not take actions, and never collects resources, mystic energy, or library cards. Instead, it has the special ability of granting a **+2 to the die rolls of other Atlanteans placed with it**.

ADJUSTING DIFFICULTY

To adjust the difficulty of the game, players can vary setup as shown below. Select or randomly choose components from each of the indicated types, in addition to the power core.

For your first game, start on Level 1 and select the *Mystic Siphon (B)*, *Matter Converter (B)*, *Numinous Beacon (C)*, and *Entropy Drive (C)*, in addition to the A components and power core.

More experienced gamers may wish to start at a higher difficulty level.

Level 1

Components: 5xA, 2xB, 2xC

Calm Seas: 9

Controlled Flood: 3

Starting Mystic Energy: 2 per player

Level 2

Components: 3xA, 3xB, 3xC

Calm Seas: 9

Controlled Flood: 6

Starting Mystic Energy: 1 per player

Level 3

Components: 3xA, 3xB, 3xD

Calm Seas: 6

Controlled Flood: 6

Starting Mystic Energy: 1 per player

Level 4

Components: 3xA, 3xC, 3xD

Calm Seas: 3

Controlled Flood: 9

Starting Mystic Energy: 1 per player

Level 5

Components: 3xB, 3xC, 3xD

Calm Seas: 0

Controlled Flood: 9

Starting Mystic Energy: None

ATLANTIS RISING

GAME ROUND

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Players must place all of their Atlanteans from their councilor's pool onto empty spaces on the island or cosmic gate board.

2. SUFFER MISFORTUNES

Beginning with the starting player and proceeding clockwise, each player must draw and resolve 1 misfortune card.

When a misfortune card tells you to **flood** (flip over) a tile, the un-flooded tile must be farthest from the center on the indicated peninsula. Any Atlanteans on a flooded tile are returned to their owners' pool before they talk their actions.

If a peninsula would flood but all of its tiles are already flooded, you must flood 2 tiles instead (from the same or 2 different peninsulas of your choice).

If there are no tiles remaining in peninsulas when a tile should be flooded, you must flood the center tile, and players lose the game.

3. TAKE ACTIONS

All remaining Atlanteans now take the actions associated with their placement spaces. Players may resolve their actions in whatever order they choose; lay down each Atlantean after their action has been completed. A player's **leader** also has a special ability that can be used while performing actions.

Once all actions are resolved, return all Atlanteans to the councilor's pool of the corresponding player.

4. ENDURE THE WRATH OF THE GODS

Players choose and **flood** (flip over) tiles equal to the number shown on the current level of the wrath of the gods track.

The starting player then moves the wrath counter up 1 level and passes the starting player marker to the next player clockwise.

GAME ACTIONS

WILD PENINSULAS

Mountains, hills, forests

Roll 1 die for each of your Atlanteans placed here; for each success, take 1 resource according to your Atlantean's location: mountains = ore; hills = gold; forests = crystal.

You succeed by rolling equal to or higher than the target number on the tile. You only collect 1 resource of that type.

After rolling, mystic energy may be spent to add 1 to the result.

CIVILIZED PENINSULAS

Cities

Atlantean cities tiles require a pair of Atlanteans, from the same or different players, to activate. Roll 2 dice, 1 for each worker. Mystic energy may be spent by any involved players to increase the result of the roll.

Add the current value of the wrath of the gods track to the total.

If the result is equal to or higher than the target number for the tile, you successfully recruit 1 new follower, who **must be the same color as one of the Atlanteans used to activate the space.**

Libraries

For each Atlantean placed here, draw 2 library cards, then keep cards as shown on the tile:

Keep both cards.

Keep 1 card and discard the other or place the other card on the bottom of the deck.

You may spend 1 mystic energy to keep the second card.

Players have a maximum hand limit of 4 library cards.

Forges

For each Atlantean placed here, exchange 1 ore for 1 or more Atlantium. You may convert ore to Atlantium at the rate shown on the corresponding tile.

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Each peninsula may only support 1 mystic barrier token at a time and only if there is still at least 1 tile remaining in that peninsula.

When a *Controlled Flood* misfortune card is drawn, first remove the barrier, then flood the chosen tile.

COSMIC GATE BOARD

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