

ARK OF ATLANTIS

By Nathanael Mortensen



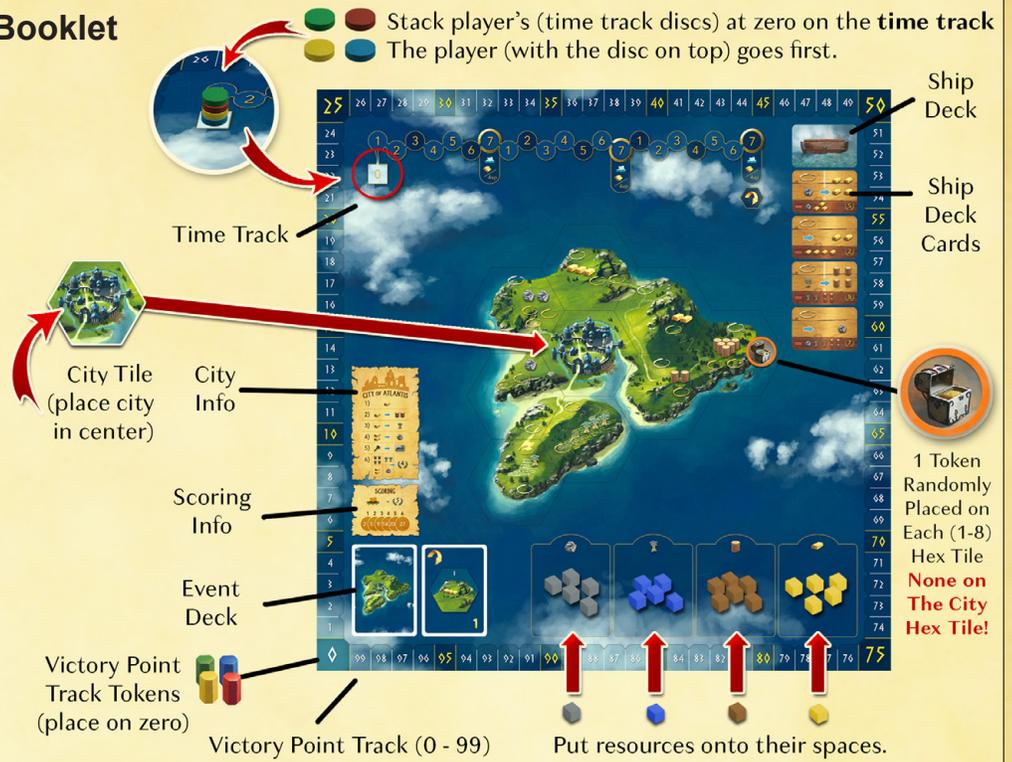
ARK OF ATLANTIS

Ark of Atlantis is a worker placement game where players are trying to collect resources while the island is sinking. Players are racing against time to build an Ark large enough to save all of their workers. The goal of the game is to save as many workers, animals, artifacts and treasures as you can before Atlantis sinks to the bottom of the ocean.

WHAT'S INSIDE

See Glossary On Back of Booklet

- 1 Game Board
- 1 Rule Book
- 30 Mini Ship Cards
- 18 Event Cards
- 24 Item Tokens (+ 1 bag)
- 9 Island Hex Tiles
- 4 Time Track Tokens
- 4 Victory Track Tokens
- 20 (Gray) Ore Cubes
- 25 (Yellow) Gold Cubes
- 25 (Blue) Flax Cubes
- 30 (Brown) Wood Cubes



BOARD SETUP

- 1) Set the game board in the middle of the table.
- 2) Put the victory point markers at zero on the victory track.
- 3) Stack the time track markers on top of each other and place them at zero on the time track.
- 4) Place the four types of resource (ore, flax, wood, and gold) on their designated areas on the board.

5) SHIP DECK SETUP

Shuffle the ship deck and place it on its designated area in the upper right-hand corner of the board. Next, draw 4 cards and place them (face side up) next to the draw pile. (See image above.)

6) EVENT DECK SETUP

Follow steps (A - G) to set up the event deck.

A) Look through the deck and pull out both earthquake cards.



B) Shuffle the remaining deck.

C) Randomly draw two cards (from the deck) and put them aside. DO NOT LOOK AT THESE CARDS.



D) Now split the deck into two even halves.



E) Next, shuffle one earthquake card into each half.



F) When putting the deck back together, (put the two cards you set aside earlier) between the two halves. DO NOT MIX THE DECK AFTER THIS POINT.



G) Now place the finished deck in the lower left-hand corner of the board (on its designated area.)

7) ISLAND SETUP

Follow steps (A - C) to set up the island tiles. PLACE ALL TILES FACE-SIDE-UP, KEEP THE SINKING SIDE FACE-DOWN.

A) First, put the “city tile” in the center of the board on the designated hex shape.



B) Then, set the “#1” island tile directly above the city tile.



C) Next, place the remaining tiles around the city tile. Tiles are placed around the city clockwise in ascending order. (See instructional image below.)



8) TREASURE TOKEN SETUP

First, mix the treasure tokens in a bag. Then, randomly pull one out at a time, and place it on a tile. Place 1 token (face side up) on each tile, (DO NOT PLACE A TOKEN ON THE CITY TILE).

Important: When placing tokens, always place them in ascending order. Place the first token on tile 1, the second token drawn on tile 2, the next token on tile 3, etc.



BREAKDOWNS AND OVERVIEWS

GAME OBJECTIVE

The goal of the game is to acquire more victory points than any other player. Players receive victory points for building ship cards, collecting treasure tokens, and selling resources. Players lose victory points for each swimming worker they have at the end of the game. (See Scoring for details.)

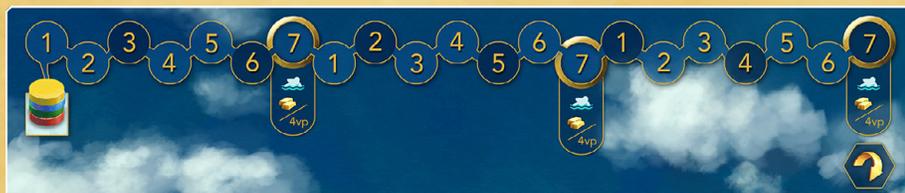
TIME TRACK OVERVIEW

The purpose of the time track is to track turn order. It also shows when an event card will be drawn. Whenever a player places a worker, (or a group of workers), they must move their time track marker equal to the number of workers they placed. (See phase 2 for more detail.)

VERY IMPORTANT: Players will play through the time track twice. After all players have reached the end of the time track, they move their markers back to the beginning of the time track and place them on zero. Players will repeat the time track for a second and final time. Move the markers without disturbing the player order. The player with the marker on top starts the second half of the game.

Important: When all markers have reached the end of the time track for the first time, flip the city tile to demonstrate that the game is half over. The next time all the players reach the end of the time track the game will be finished.

(Example: In the example below, the top image shows that all the players have reached the end of the time track for the first time. Next, the city tile is flipped over showing that the game is now half over. In the bottom image, the time track markers have been moved back to zero, and players are ready to start the second half of the game.)



Important:

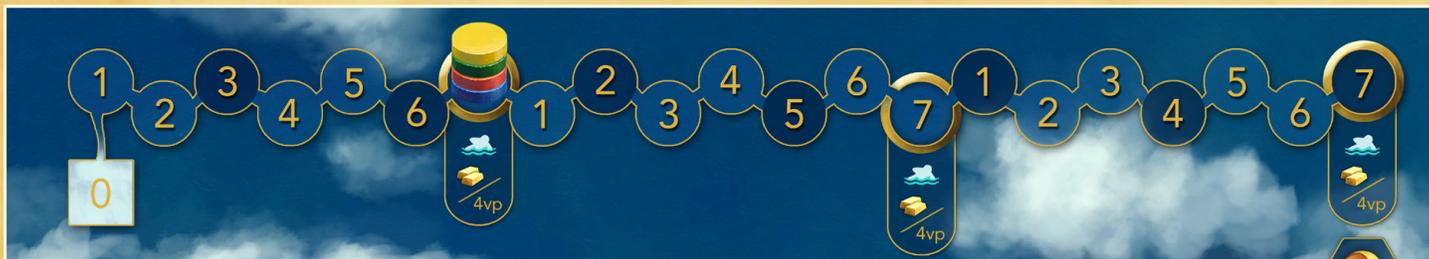
The hex symbol at the end of the time track, with the flip icon on it, indicates the need to flip the city tile. Flip the city tile each time all of the markers reach the end of the time track and the current round is over. The second time the city tile is flipped the game is over.

ROUND OVERVIEW

There are three rounds visible on the time track. Players will play through the time track 2 times, (a total of 6 rounds). Each round is comprised of 7 spaces. During each round, players take turns placing workers until each player has placed all 7 of their workers.

ENDING THE ROUND

The last space of each round has a gold ring around it. The round is over once all players have placed all 7 of their workers, and all their markers are stacked on the #7 space. Players then collect their workers back and prepare the board for the next round.



(Example: The first round is over because all the markers are on the last space of the round.)

Important: If a player has any swimming workers at the end of the round, they must pay the penalty. Players pay **2 gold** to receive **all** of their swimming workers back. If they don't have 2 gold, they must deduct -4 victory points from their victory track. Players who don't have swimming workers, pay no penalty.

(Example: At the end of the round, the yellow player has 3 swimming workers. In order to retrieve her 3 workers back, she must pay 2 gold. If she doesn't have 2 gold she will deduct -4 victory points from her victory point track. The red and blue players do not have to pay the penalty.)



SETTING UP FOR THE NEXT ROUND

At the end of each round after all players receive their workers back, place one treasure token on each number tile which doesn't already have a token on it. Always place the tokens in ascending order, starting with the lowest number tile first. Finally, the player whose time track marker is now on top will start the next round.

TURN ORDER

The turn order in Ark of Atlantis changes constantly. The player with the marker in last place always goes first. If there are multiple players in last place, the player with the marker on top goes first.

(Example: At the beginning of the game all players are tied in last place. Because the yellow marker is on top, yellow goes first.)



Important: A player can take multiple turns in a row until their time track marker is no longer in last place.

(Example: In the example below the yellow player takes two turns in a row. The first turn she takes she places one worker and moves her marker 1 space. In the middle image the yellow player is still in last place because her marker is on top of the green player's marker. On her second turn, the yellow player places 2 workers and then moves her marker up 2 more spaces. The yellow player's turn is now over because the green player is now in last place.)



TURN OVERVIEW

Each turn has two phases. Complete phases 1 and 2 before passing the turn to the next player, or before taking another turn.

Phase 1: Placing Workers

First, you will place 1 - 3 workers, and then either collect resources or build a ship card.

Phase 2: Moving Your Time Track Marker

After you have finished phase 1, move your time track marker equal to the number of workers you placed during phase 1. If your time track marker triggers an event, draw an event card and immediately resolve it.

Important: After finishing phase 2, if your time track marker is still in last place you immediately get another turn. Repeat phases 1 and 2, until your time track marker is no longer in last place.

ON YOUR TURN

PHASE 1

During phase 1: A player will place 1-3 workers and complete only one of the following options before continuing on to phase 2.

Quick Overview of the Options

- Option 1) Collect resources from an island tile
- Option 2) Collect a treasure token from an island tile
- Option 3) Collect resources from a ship card
- Option 4) Take 1 of the 6 actions on the city tile

Option 1) Gather Resources from an Island tile

To gather resources from an island tile, you **must** place 1 worker on each of the **gold rings** shown on that tile. After collecting the resources shown on the tile, continue to phase 2.

(Example: The yellow player **must** places 2 workers **at the same time** on the 2 gold rings In order to collects the 6 wood.)



Important: Opponents can't place workers on the same tile unless it's the city tile. Therefore, once you place a worker on a gold ring, you lock that tile making it impossible for another player to collect the treasure token on that tile.

(Example: The yellow player placed 2 workers on the gold rings. Her opponents can't place a worker on the silver ring and collect the treasure token from this tile during this round.)



Option 2) Collect a Treasure Token

To collect a treasure token from an island tile, place a worker on the silver ring and then collect the token on that tile. After collecting your treasure token, continue to phase 2.

Important: You may only collect a treasure token from a tile where you already have workers present.

(Example: Because the yellow player already has workers on the #3 tile, she can place another worker on the silver ring and collect the treasure token.)



Option 3) Gather Resources from a Ship Card

To receive the resources displayed on the right-hand side of a ship card, place a worker on the silver ring. (If there are resources indicated on the left-hand side of the card, you must discard them in order to collect the desired resources shown on the right.) After collecting your resources, continue on to phase 2.

Important: Players can only collect resources from ship cards they have built.

(Examples 1: The yellow player places 1 worker on the silver ring and collects 1 ore.)



(Examples 2: The card below requires the yellow player to trade the recourse shown on the left for the ones on the right.)



Option 4) The City Tile

Placing a worker on the city tile allows you to take a special action. To take 1 of the 6 actions shown on the city banner, simply place a worker on the city tile. Once you have taken your 1 action, continue to phase 2.

Important: The city tile is unique because all players can place workers on it. There is no limit to how many workers can occupy the city tile at one time.



Action 1) Place 1 - 3 workers on the city tile, then collect 1 gold for each worker you placed. (Then continue to phase 2.)

Example: The yellow player places 2 workers on the city tile. She takes “action 1” and collects 2 gold.



Important: Actions 2 – 6 can be taken multiple times per round, but only once per turn. **Example:** place only 1 worker on the city tile, then take 1 of the 2 - 6 actions. After you take your action, continue to phase 2.

Action 2) Spend 1 gold for 2 wood

Action 3) Spend 1 gold for 1 flax

Action 4) Spend 2 gold for 1 ore

Action 5) Build a ship card. See Building a ship card below

Action 6) Trade 1 of the 4 groups of resources for 4 victory points

CITY OF ATLANTIS

1) 

2)  → 

3)  → 

4)  → 

5)  → 

6)

 → 

BUILDING A SHIP CARD

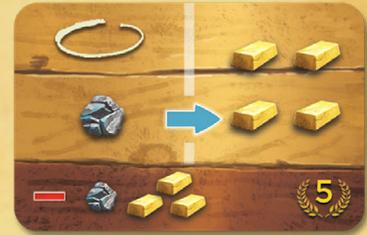
To build a ship card, a player must first place a worker on the city tile. Next, they will need to pay the cost to build the ship card. The cost is displayed next to the minus sign on the bottom of each ship card. Once a player has done both of those steps, the player takes the card and places it in front of himself.

Important: Don't forget to award yourself the victory points for building a ship card. Immediately after you build a ship card, add the victory points shown on the ship card to your victory point track.

(**Example:** How to build a ship card.)



Place 1 worker on the city tile. Then take action #5 on the city banner. Finish by discarding the resources shown on the bottom of this ship card.



To build the card on the right discard 1 ore and 3 gold.



Important: Every time a player builds a ship card, another ship card is immediately drawn to replace it on the board.

PHASE 2

After you have completed phase 1, start phase 2. In phase 2, you will first move your time track marker equal to the number of workers you placed in phase 1. If an event is triggered, draw an event card and resolve it.

Important: If your time track marker is still in last place after finishing phase 2, you will immediately get another turn.

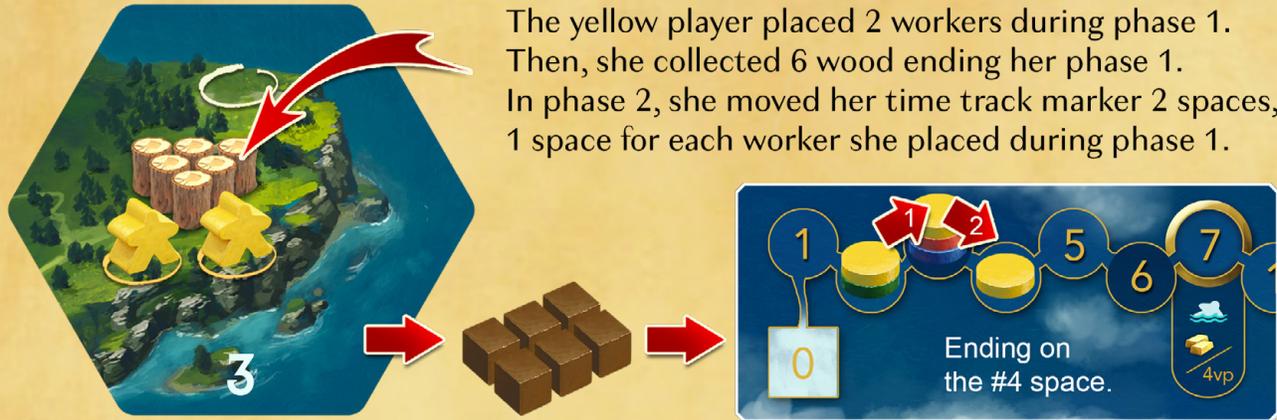
TIME TRACK BREAKDOWN

The time tracks purpose is to track turn order. It is also used to monitor when event cards are drawn. The time track is located along the top half of the game board.

TIME TRACK MARKERS

After completing phase 1, move your time track marker equal to the number of workers you placed during phase 1. For example; if you placed 2 workers during phase 1, move your time track marker 2 spaces forward. If there are any opponent markers in front of you, move your marker over them.

(Example: The example below shows the yellow player playing through phase 1 and 2.)



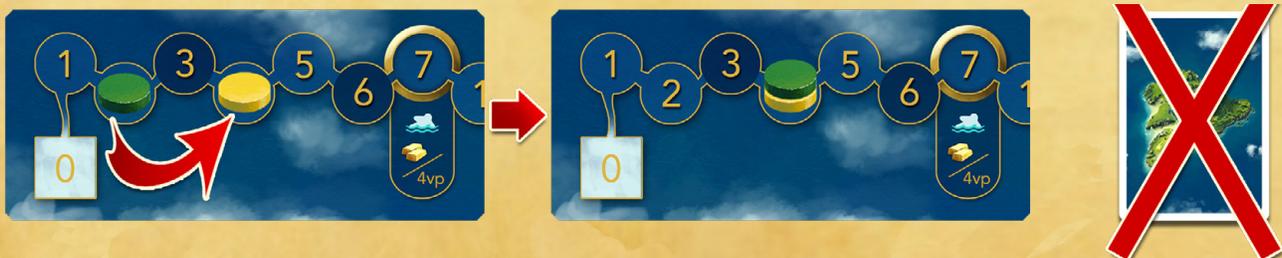
Very Important: Only when a player's marker is the **first** to land on or pass over an event space, draw an event card and immediately resolve it. If a player passes over an event space which has already been passed over, **DO NOT DRAW ANOTHER EVENT CARD.**

Important: Event spaces are represented by darker blue spaces on the time track.

(Example 1: During the yellow players turn, she moves her marker 2 spaces on the time track. 1 of the spaces she moves over is an event space. Because she is the first to pass over that specific event space she draws an event card.)



(Example 2: In the second example it is the green player's turn. He moves his maker over an already passed over event space, and lands on top of the yellow marker. Because the event space was already passed over by the yellow player, the green player does not have to draw an event card.)



RESOLVING EVENT CARDS

After you draw an event card, flip over the island tile that matches the number on the card. First, temporarily remove any workers or tokens from the tile. Next, flip the tile over so the sinking side is now facing up. Lastly, replace all workers and the token back onto the tile. This island tile is now “sinking.”

(Example: Because the #4 event card is drawn, the #4 tile is flipped. The worker and the token are placed back onto the now sinking tile.)



Removing tiles: When an event card comes up with the number of an already sinking tile, this tile is permanently removed from the game. Any workers that were active on that tile go “swimming” until the end of the round (at that point they need to be rescued for a payment of 2 gold). All tokens from the sinking tile are permanently lost at sea, (removed from the game).

(Example: The #4 event card is drawn for a second time during the game. Because the #4 tile is already sinking, the tile is removed from the game. The token is also removed, and the worker becomes swimming and must be saved at the end of the round.)



Important: If a player does not have 2 gold at the end of the round in order to save their drowning workers, they must deduct -4 victory points to retrieve their workers.

Resolving the Earthquake Card

When an earthquake card is drawn, draw two additional cards from the event deck and resolve both of them.



ENDING YOUR TURN

Take one turn at a time, repeating phases 1 and 2, until your time track marker is no longer in last place. Once your time track marker has passed another player's marker on the time track, your turn is over.

ENDING THE GAME

When all the tiles have sunk the game is over. Remember, all players need to play through the time track **2 times**. At the end of the 6th and final round, after all players have retrieved their workers and paid any dues, the city tile is finally removed from the game. When the city tile is removed the game is over.

SCORING

DEDUCTING POINTS FOR SWIMMING WORKERS

At the end of the game, place one of your workers on each ship card you acquired during the game. Any leftover workers who are not on a ship card are now swimming. Deduct -5 victory points for each swimming worker you have.

(Example: The yellow player built 5 ship cards during the game. She places 5 workers, one on each ship card. Next, she deducts -10 victory points, -5 for each of her swimming workers.)

Deduct -5 points for each swimming worker

-5 victory points

-5 victory points

HOW TO SCORE TREASURE TOKENS

Scoring Guide

Lastly, players are rewarded points for the treasure tokens they collected during the game. Points awarded are determined by the number of tokens collected in a set. Use the scoring banner on the lower left-hand corner of the board to see how many points to award each player. Finish by adding these points to each player's total on the victory track.

(Example: During the game, the yellow player collected 3 green tokens, 2 blue tokens, and 1 orange token. After calculating her bonus points, she adds 16 points to her victory point track.)



1 token = 2 victory points



2 tokens of the same set = 5 victory points



3 tokens of the same set = 9 victory points



4 tokens of the same set = 14 victory points



5 tokens of the same set = 20 victory points



6 tokens of the same set = 27 victory points

RESOURCES FOR POINTS

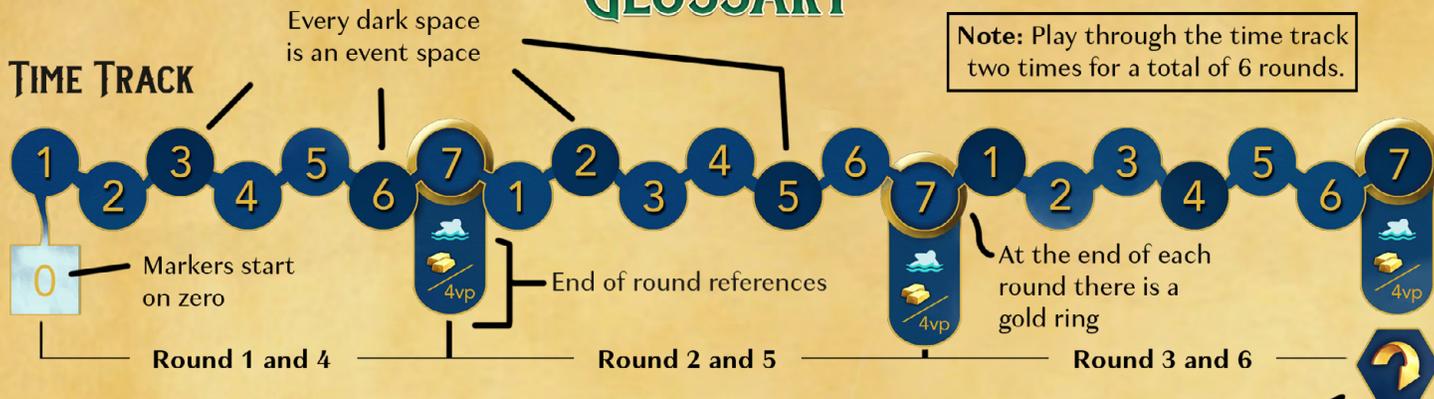
At the end of the game, each gold is worth 1 victory point. All other resources do not score.

Important: Players can't have more than 10 resources of the same type during the game.

FINDING A WINNER

Once all points are deducted and awarded, the player who has the most points on the victory track wins the game!

GLOSSARY



TILES

City tile Standard tile Sinking side of tile

Silver rings on tiles are connected to treasure tokens

Resources displayed on tile

Gold rings on tiles are connected to the resources

This hex shape means: Flip over the city tile. Next, reset the markers to zero for the final play through.

SHIP CARDS

Back of card Basic ship card Ship card with trade

Trade the resources on the left, for the ones on the right.

Add these points to your victory track, after you build the ship card

Discard the resources on the bottom of the card to build it

On this card, there is no trade needed

RESOURCES



EVENT CARDS

Back of card Normal card Earthquake card

Flip the tile that corresponds with the card

Draw two more event cards and resolve them

GAME PIECES

Worker

Victory Track Marker Time Track Marker

TREASURE TOKENS

Collect tokens in sets for bonus victory points

Potions Animals Treasures Knowledge