

# The King of Atlantis

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# of players: 4-6 (4 recommended)

Suggested age range: 10+

Estimated play time: 1 hour

You are living in the underwater city of Atlantis, a place of political unrest as the **Prince** tries to overthrow the **King** of Atlantis. The **Princess** has learned of the **Prince's** plan and is working to prevent it, but is distracted by the **Vendor**, who in a protest of the **King's** new policies, has stolen important royal artifacts. You will play as a **Thief**, **Assassin**, **Knight**, **Sorcerer**, **Orphan**, or **Debtors**, trying to complete various tasks and retrieve items.

After his mother's death, the **Prince** began to dabble in sorcery in an attempt to bring her back. He became corrupted and created an alliance with the **Sorcerer**. They have made devious plans to murder the **King** and take over Atlantis. While the **Sorcerer** has the ability to cast powerful spells, his magical items have been lost. In order to eliminate the **King**, they must either find a subtle **Poison** for the **Prince** to use, or the **Sorcerer** must find his lost **Spellbook** and **Staff** so he can use magic to kill the **King**.

The **Thief** is part of a guild led by the **Vendor** that stole from the **King** to protest the new tolls. In order to force the **King** to remove the tolls, the thieves guild plans to steal the **Crown**, **Signet Ring**, **Trident** and **Gold Water Lily** as they are all representations of the **King's** power. Other thieves in the guild stole these items from the palace, but were captured by the guards. The **Thief** has been tasked with finding these items hidden around the city and bringing them to the **Vendor** at the market.

The **Orphan** is part of the **Princess'** network of spies spread throughout the city. She has uncovered both the **Prince's** plan to murder the **King**, and the **Vendor's** plan to blackmail the **King** into removing the tolls. The **Princess** has tasked her with finding out who's involved with these different groups, and with recovering some of the lost royal items (**Trident/Crown/Signet Ring/Gold Water Lily**).

The **Knight** is part of the **Princess'** trusted personal guard and has fallen in love with her. Due to his devotion, she trusts him greatly and has asked him to protect the **King** from the **Prince's** plan. He is made aware of both the **Prince's** plan to poison the **King**, and the **Sorcerer's** plan to assassinate the **King** using magic. The **Knight** has to prove to the **Princess** that he is worthy of her trust, and her love, by protecting the **King** and returning the **Princess'** stolen items (**Pearl/Sapphire Necklace/Water Lily Sculpture**).

The **Assassin** was hired by the **Princess** to kill the **Prince** due to his corruption and sorcery. The **Prince** has gained a lot of power from his experiments with magic and the only known way to kill him is to use an ancient enchanted weapon made to kill sorcerers. There have been rumors of a **bronze dagger** hidden somewhere in the city that would be able to get past the **Prince's** magical defenses, so the **Assassin** must first recover the dagger and then use it to kill the **Prince**.

The **Debtors** has lost much of his money due to the new tolls set up on the **King's** road. He took out loans from the **Vendor** in order to pay for necessary supplies, but now he has to pay back the money he borrowed. Unfortunately, with interest, there's no way he can make the money back in time. A friend of his tells him about a potential solution: somewhere in the city is a hidden stash of **treasure**. He must find the **treasure** and give it to the **Vendor** before his debt gets any larger.

As players progress through the game, they must complete various tasks in order to accomplish their endgame. Players interact with and work against each other in order to win. Players may also prevent other characters from obtaining their desired objects or want to kill/save other players since some have conflicting goals.

## Overview

How to play: Players draw a card from a bank of 6 cards to choose their character. Depending on their character, they will have both conflicting and collaborative goals to accomplish. Each character doesn't know who the other characters are which allows for replayability.

Player Characters: Debtor, Knight, Assassin, Sorcerer, Thief, Orphan

Game objectives:

Characters have different ways to gain points. The Player with the most points at the end of the game wins.

These are the varying ways each character can obtain points:

<b>Debtor:</b>  2 pt: sell <b>Pearl</b> to <b>Vendor</b>  2 pts: Trade <b>Spellbook</b> to <b>Sorcerer</b> or <b>Knight</b>  4 pts: Obtain <b>Treasure</b> <ul style="list-style-type: none"><li>- +1 pt: Find <b>Treasure</b> on your own (Don't trade for it)</li><li>- +3 pts: <b>initiate endgame</b></li></ul>	<b>Knight:</b>  3 pts: Keep <b>King</b> alive.  2 pts: Find the <b>Sorcerer</b> .  3 pts: Find one of the above gifts for the <b>Princess</b> <ul style="list-style-type: none"><li>- +1 pt: Find one of the above gifts on your own (Don't trade for it)</li><li>- +3 pts: <b>initiate endgame</b></li></ul>	<b>Assassin:</b>  3 pts: Kill <b>Prince</b> with <b>Bronze Dagger</b>  2 pts: Kill <b>another player</b> while 5 spaces from all others  3 pts: Obtain <b>Bronze Dagger</b> <ul style="list-style-type: none"><li>- +1 pt: Find <b>Bronze Dagger</b> on your own (Don't trade for it)</li><li>- +3 pts: <b>initiate endgame</b></li></ul>
<b>Sorcerer:</b>  2 pts: Give <b>Prince</b> <b>Poison</b>  3 pts: <b>King</b> is dead by end of game  3 pts: Obtain the <b>Staff</b> and <b>Spellbook</b> <ul style="list-style-type: none"><li>- 1 pts: Kill <b>King</b> yourself</li><li>- 3 pts: <b>initiate endgame</b></li></ul>	<b>Thief:</b>  2 pts: Have the most coins at the end of the game  3 pts each (max 6 pts): Obtain the <b>Crown</b> , <b>Signet Ring</b> , <b>Water Lily Sculpture</b> , <b>Trident</b> <ul style="list-style-type: none"><li>- +1 pt: Find both items on your own (Don't trade for them)</li><li>- +3 pts: <b>initiate endgame</b></li></ul>	<b>Orphan:</b>  2 pt: Figure out the identities of two <b>other players</b> before endgame  3 pts: Gift <b>Gold Water Lily Sculpture</b> to <b>Princess</b>  3 pts: Obtain <b>Trident</b> / <b>Crown</b> / <b>Signet Ring</b> <ul style="list-style-type: none"><li>- +1 pt: Find <b>Trident</b>/ <b>Crown</b>/<b>Signet Ring</b> on your own (Don't trade for it)</li><li>- +4 pts: <b>initiate endgame</b></li></ul>

## Game contents:

- Two dice
- Game board
- Non-character pawns

Princess



King



Vendor



Prince



- Character pawns
- Character Guess Tokens (example of blue tokens below)

Knight	Assassin	Sorcerer	Debtors	Orphan	Thief

- Statistic counter

Stamina



Strength



Stealth



- Powerup Card Deck
  - Bodyguard - Guaranteed win for one duel
  - Lucky Dice - Roll 2 dice and pick the best value
  - Forced Relocation - Swap places with one other player
  - Secret Passage - Go to the space on the opposite side of the board
  - Switching Spell - Swap position of two items
  - Influence - Add one point to end of game total
  - Leather Pouch - Holds an extra item but lowers stealth by 2
- Item tokens

Poison +1 Stealth	Tome/Spellbook +1 Stamina	Staff +1 Strength	Pearl +1 Stamina	Water Lily Sculpture +1 Stamina	Sapphire Necklace +1 Stamina
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<b>Signet Ring</b> +1 Stealth	<b>Crown</b> +1 Strength	<b>Trident</b> +1 strength  Stat increase only for player with >1 strength modifier	<b>Treasure</b> +1 Stamina for <u>Debtor</u>  + 1 Strength for <u>other players</u>	<b>Bronze Dagger</b> +1 Stealth for <u>Assassin, Thief</u>  +1 Strength for <u>Orphan, Debtor</u>	<b>Sword</b> +1 Strength  Stat increase only for player with >1 strength modifier
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## ● Character cards

<b>Debtor:</b> Stamina: 4 Strength: 3 Stealth: 2  <b>Endgame:</b> Find <b>Treasure</b> and give to <b>Vendor</b> 2 pts: sell <b>Pearl</b> to <b>Vendor</b> 2 pts: Trade <b>Spellbook</b> to <b>Sorcerer</b> or <b>Knight</b> 4 pts: Obtain <b>Treasure</b> <ul style="list-style-type: none"> <li>- +1 pt: Find <b>Treasure</b> on your own (Don't trade for it)</li> <li>- +3 pts: <b>initiate endgame</b></li> </ul>	<b>Knight:</b> Stamina: 5 Strength: 3 Stealth: 1  <b>Endgame:</b> Gift two of <b>Pearl/Sapphire Necklace/Water Lily Sculpture</b> to <b>Princess</b> 3 pts: Keep <b>King</b> alive. 2 pts: Find the <b>Sorcerer</b> . 3 pts: Find one of the above gifts for the <b>Princess</b> <ul style="list-style-type: none"> <li>- +1 pt: Find one of the above gifts on your own (Don't trade for it)</li> <li>- +3 pts: <b>initiate endgame</b></li> </ul>	<b>Assassin:</b> Stamina: 4 Strength: 2 Stealth: 3  <b>Endgame:</b> Kill <b>Prince</b> with <b>Bronze Dagger</b> 3 pts: Kill <b>Prince</b> with <b>Bronze Dagger</b> 2 pts: Kill <b>another player</b> while 5 spaces from all others 3 pts: Obtain <b>Bronze Dagger</b> <ul style="list-style-type: none"> <li>- +1 pt: Find <b>Bronze Dagger</b> on your own (Don't trade for it)</li> <li>- +3 pts: <b>initiate endgame</b></li> </ul>
<b>Sorcerer:</b> Stamina: 5 Strength: 3 Stealth: 1  <b>Endgame:</b> Kill <b>King</b> while holding the <b>Staff</b> and <b>Spellbook</b> 2 pts: Give <b>Prince Poison</b> 3 pts: <b>King</b> is dead by end of game 3 pts: Obtain the <b>Staff</b> and <b>Spellbook</b> <ul style="list-style-type: none"> <li>- 1 pts: Kill <b>King</b> yourself</li> <li>- 3 pts: <b>initiate endgame</b></li> </ul>	<b>Thief:</b> Stamina: 5 Strength: 1 Stealth: 3  <b>Endgame:</b> Sell 2 royal items ( <b>Trident/Crown/ Water Lily Sculpture/Signet Ring</b> ) to the <b>Vendor</b> 2 pts: Have the most coins at the end of the game 3 pts each (max 6 pts): Obtain the <b>Crown, Signet Ring, Water Lily Sculpture, Trident</b> <ul style="list-style-type: none"> <li>- +1 pt: Find both items on your own (Don't trade for them)</li> <li>- +3 pts: <b>initiate endgame</b></li> </ul>	<b>Orphan:</b> Stamina: 5 Strength: 2 Stealth: 2  <b>Endgame:</b> Bring 2 of <b>Trident/ Crown/Signet Ring</b> to <b>King</b> 2 pt: Figure out the identities of two <b>other players</b> before endgame 3 pts: Gift <b>Water Lily Sculpture</b> to <b>Princess</b> 3 pts: Obtain <b>Trident/ Crown/Signet Ring</b> <ul style="list-style-type: none"> <li>- +1 pt: Find <b>Trident/ Crown/Signet Ring</b> on your own (Don't trade for it)</li> <li>- +4 pts: <b>initiate endgame</b></li> </ul>

## NPC Descriptions:

<b>Prince</b>  Strength: 4  When <b>Prince</b> dies, poison count resets and <b>Prince</b> returns to the courtyard. On first visit, players get +1 stealth boost <ul style="list-style-type: none"> <li>- Move 3 steps closer to the King each round after obtaining the poison</li> <li>- After reaching the King 3 times undefeated, King dies</li> </ul>	<b>Princess</b>  Strength: N/A  Cannot become the target of any kind of violence  On first visit players get +1 Stamina boost <ul style="list-style-type: none"> <li>- Takes 0 steps to enter the garden</li> <li>- Takes 2 steps to leave the garden</li> </ul>	<b>King</b>  Strength: 5  Players can duel with King using their strength, if they lose the duel they will be moved back to the start On first visit players get +1 Strength boost <ul style="list-style-type: none"> <li>- Cannot be killed as long as he has all of Signet Ring/Trident/Crown.</li> </ul>	<b>Vendor</b>  Strength: N/A  Cannot become the target of any kind of violence  Displays the first 3 items in his stock and sells them for 4 coins (for the first item flipped) to 6 coins (for the third item flipped) Will buy items from players for 3 coins  Also sells power up cards for 4 coins
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These descriptions are also displayed on the board for easy reference during game play.

## Rules:

- Players can only hold up to 2 items at a time. If a player has 2 items and wants to pick up another item, they must drop one of the items they currently hold.
- Players always move first, then interact with players, NPCs, or items on the board.
- If a player gains or loses an item (other than gifting to an NPC), they must gain or lose the corresponding statistic counter. For example, if a player sells an item with +1 Strength to the Vendor, they would place their +1 Strength token back in the pile of unused tokens. However, if a player gifts an item with +1 Stamina to the Princess, they would keep the corresponding statistic counter.
- Players may purchase Powerup cards from the Vendor. These cards cannot be used on the same turn that they are purchased, but can be used at any point after that.
- When players use a Powerup card (with the exception of Influence cards and Leather Pouch cards), they must reveal it to the rest of the table and then discard it. Influence cards stay face down until the end of the game. When Leather Pouch cards are used, they are placed face up in front of the player and the item held in the pouch is placed on top of it. If the player ever ends their turn with one of their original two slots empty, the item from the pouch is placed in that slot and the Leather Pouch card is discarded.
- Players may not duel or steal from other players in the Temple (the center of the board).
- If one player successfully steals an item from another player, that player cannot steal said item back until after the stealer has their next turn.
- In addition to the points on their player cards, players can get one point each for initiating a successful trade with another player, selling or buying an item to/from the vendor for the first time, and winning a duel without using a powerup card

## Set-Up:

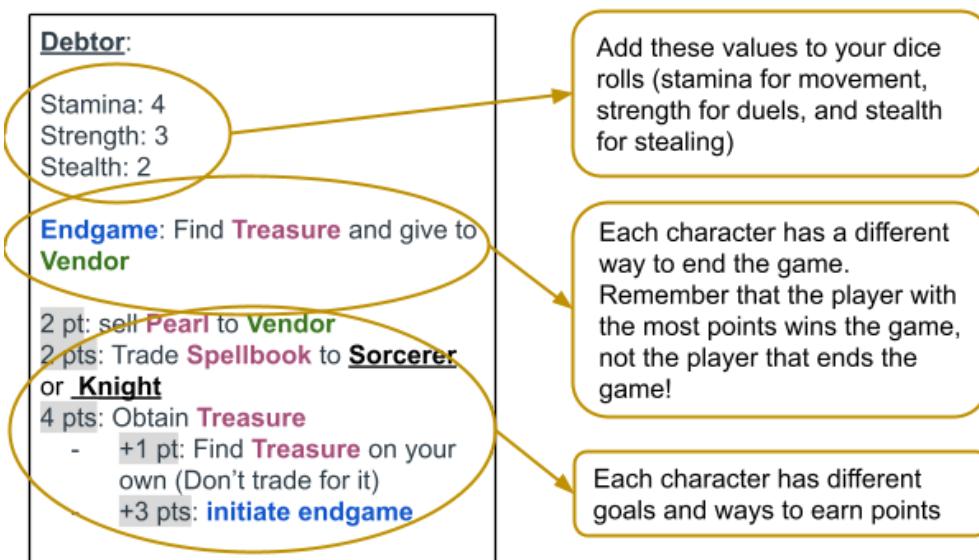


1. Place the board on the table and place the NPC pawns on their designated spots.
  - Princess -> Garden
  - Vendor -> Market
  - King -> Castle
  - Prince -> Courtyard
2. Shuffle the item tokens and place 8 of them face down randomly on the item spots on the board (so the image is hidden). From the leftover items, give one to each player face down and place the rest with the **Vendor**, filling in the prices from cheapest to most expensive and putting any left over items in a pile

face down. Have each player take a statistic counter corresponding to the stat boost from their item.

3. Place each player's pawn on the temple in the middle of the board. This is the start space.
4. Give each player 6 coins.
5. Have each player pick a card from the stack of 6 character cards to select your character. The player characters are the Debtor, Knight, Assassin, Sorcerer, Thief, and Orphan. This card will determine each player's goals for the rest of the game.

*Example Player Card:*



## Game Play:

1. To determine who is the starting player, all players will roll the dice and whoever scores the highest number value will go first. The playing turns will go in clockwise order from the starting player. One round is completed when each player has completed their turn.
2. Each player has a Movement phase and an Action phase.
  - a. During the Movement phase, players move up to the amount on their stamina (A player with 4 stamina could move up to 4 spaces). Players also have the option of hiring a wagon for 1 coin to move an extra space (up to three spaces per turn).
  - b. During the Action phase, players can trade, duel, or steal from other players. They can also gift items to the NPCs and buy or sell Power Up cards and items at the Market with the **Vendor**. For more details on player actions, read [Player Actions](#).
3. Once a player has finished both their Movement and Action phase, play moves on to the next player.
4. At the end of each round, players have the option of guessing or updating their previous guesses of players identities by placing their character tokens face down in front of the other players. Each character token has a character on the bottom that players use to label each player while keeping their guesses secret from the other players. Keep the character tokens for your own character and all characters you think are out of play.
5. Depending on your character, your goal of the game differs. The game will end when one player initiates [endgame](#).

<b>Debtors:</b>  <b>Endgame:</b> Find <b>Treasure</b> and give to <b>Vendor</b>	<b>Knight:</b>  <b>Endgame:</b> Gift two of <b>Pearl/Sapphire Necklace/Water Lily Sculpture</b> to <b>Princess</b>	<b>Assassin:</b>  <b>Endgame:</b> Kill <b>Prince</b> with <b>Bronze Dagger</b>
<b>Sorcerer:</b>  <b>Endgame:</b> Kill <b>King</b> while holding the <b>Staff</b> and <b>Spellbook</b>	<b>Thief:</b>  <b>Endgame:</b> Sell 2 royal items ( <b>Trident/Crown/Signet Ring</b> ) to the <b>Vendor</b>	<b>Orphan:</b>  <b>Endgame:</b> Bring <b>Crown</b> to <b>King</b>

6. After a player initiates the endgame, players finish the rest of the round in their playing order. Players do not update their guesses after the final round.
7. After all turns have ended, players determine how many points they each obtained. The player that guesses the most identities of the other players gets an additional point.
8. The player with the most points wins the game. However, if two (or more) players have the same number of points, the player who has the most items wins the game. If there is still a tie and you require a winner, take a vote on who should win.

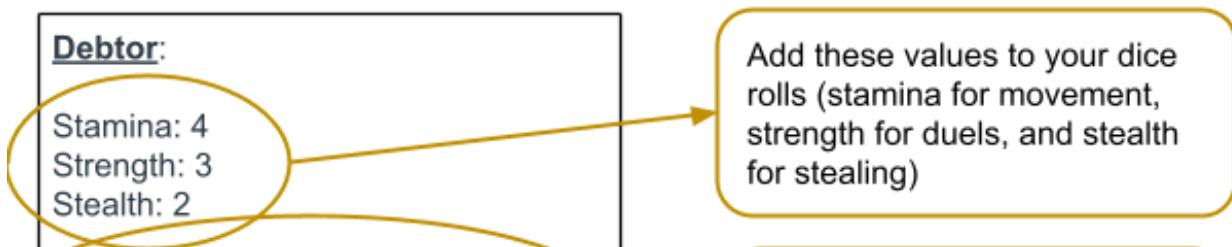
**Important distinction:** Winning means to have the most points as outlined above. This is separate from initiating endgame (though players do get points for initiating endgame).

## Player Actions:

### Dueling

When dueling with another player, each player rolls a dice and gets a number x. Players have the option of adding up to the amount from their character modifier and any items in their possession. The attacker rolls first and declares how high of a modifier they're adding to their roll. The defender then does the same. The player with the highest total strength after modifications wins, with ties being won by the defender.

Ex: The Debtor could add 0-3 from their character modifier, and if they had the Bronze Dagger, he could add up to 4. If they rolled a 4 when they attack the Assassin and decide to add a modifier of 2 and the Assassin rolled a 6, they could choose to not add any modifiers and win the duel.



### Stealing

When stealing items from another player, each player rolls a dice and gets a number x. Players have the option of adding up to the amount from their character modifier and any items in their possession. The attacker rolls first and declares how high of a modifier they're adding to their roll. The defender then does the same. The player with the highest total stealth after modifications wins, with ties being won by the defender.

### Trading

Players could trade with the Vendor using their coins or make offers to other players to trade items for coins or other items. Players are not required to agree to any offers or even required to share information about what items they have to trade.

## Example Turn:

Players start at the same position on the board. Here is what a turn may look like:

- Move Phase: They first move up to the number of their Stamina (4 Stamina for 4 steps forward).
- Action Phase: If the player encounters another player/NPC at their destination they may:
  - Duel with the player/NPC: player who loses the duel drops their items and returns to the start. NPCs can't be interacted with until the next round.
  - Interact with the player/NPC: Buy/Sell/Gift (NPC only)/Steal Items
- Processing Phase: Only the player who is playing this turn could choose to use his/her special ability. For example, the Sorcerer could switch his position with another player. Players would announce the "endgame" in this phase if they have completed their end goal.
- End Phase: Player announces the end of their turn.

Example non-player card:

