

## ATLANTIS: CITY OF SCOUNDRELS

### THE CARDS:

- CAMPAIGN cards:
  - SHINING REPUTATION cards bolster player's resources
  - SCANDAL! cards affect opponents' resources
- INVEST cards:
  - INVEST cards serve several functions: players can either sell them immediately for funds, play them in order to start accruing investments, or sell long-standing investments for funds
- CONQUER cards:
  - CONQUER cards yield military power and military related gain

### PLAYING THE GAME:

1. Each player starts the game with 10 sand dollar coins, one seashell influence point, and draws 7 cards. Each player will keep 5, discarding the other 2 into the discard pile.
2. Players move their pieces to the region of play simultaneously. They may only play the actions of that region for that turn which happen in the phases listed below.. Once the turn ends, pieces move back to the middle.
3. INVEST: Here, players can pay to make investments, play investment cards to gain currency, and cash out investment cards in their tableau. If a player makes an investment, it does not accrue currency until the next turn, and the currency gained while it is in the tableau is placed on top of the card until it's cashed out, at which point it goes into the player's stash. To cash out a card, players must return to the INVEST region on the board. Players can also sell one card per turn when at the INVEST region to gain 2 sand dollar coins. Once the INVEST actions have been completed, the SPY phase begins.
4. SPY: Here, players can draw 3 cards from the draw pile, keeping 2 and discarding 1. (Unless of course they have abilities in the tableau to draw multiple cards.) Players must have 10 or less cards in their hand at the beginning of each round. Once the SPY phase has been completed, the CAMPAIGN phase can begin.
5. CAMPAIGN: Here, players can pay to play either SHINING REPUTATION cards or SCANDAL! cards. Players can play as many of these cards in one turn as they are able to pay for. SHINING REPUTATION cards always take precedence over SCANDAL! cards. Once the CAMPAIGN phase has been completed, players may progress to the CONQUER phase.
6. CONQUER: Here players can play military cards as well as battle other players. Battles cost 5 sand dollar coins, and the winner receives 1 seashell influence points from the loser. Before the battle begins, the challenged player may play any CONQUER cards they may have in their hand and can pay for, thus potentially shifting the tide for the battle. In the event of a tie, no one receives a seashell influence point. Players can play as many CONQUER cards in one turn as they are able to pay for, however, only one battle per player can occur per turn.
7. TABLEAUS: Cards with returning dividends are placed in the tableau, cards that are spent or cashed out go in the discard pile face down.

8. **HAND OF POSEIDON:** The player with the least amount of sand dollar coins at the beginning of the round receives the HAND OF POSEIDON card, which gives them a coin. The holder of this card is reevaluated at the beginning of each round. Additionally, if all players have 10 or more sand dollar coins, no one receives HAND OF POSEIDON. In the event that two players are tied for least amount of sand dollar coins, the person with less seashell influence points will receive the card. If both players are also tied for seashells, a simple coin toss will be used to decided.
9. When the draw pile has been depleted, the discard pile is shuffled and replaces the draw pile.
10. Players cannot have negative balance of sand dollar coins or seashell influence points. If an action taken by another player causes a player to owe a negative balance, the debt will be paid by the bank.
11. Player who reaches 10 seashell influence points first is the winner.

#### REFERENCE CARD:

