

CHANNING JONES

ERA OF ATLANTIS

RULEBOOK



3-5



14+



120

an area-control game with overlapping partnerships in the antediluvian age

Prototype Version 1.51.6

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1 Introduction

Approximately 12,000 years ago, at the end of the last ice age, great civilizations long forgotten ruled the Earth, which also had a different axis then. Antarctica was partially located in temperate latitudes and was called “Atlantis”. Secret societies covertly ruled this great nation and others like it. Often, two of them would control the same powerful

nation and jointly decide its fate. To achieve its goals, each society used the mystical powers of light and darkness. As the era of Atlantis dwindled in the face of impending doom, the conflicts between the great nations became increasingly desperate.

In Era of Atlantis you are a secret society seeking to expand the powerful nations you control during the mythical antediluvian age. You have two of these under your control and share each one with

a rival. You also have a secondary goal trying to bring “light” or “darkness” (or neither) to the world. Working with and against your rivals you must prove to be the most powerful secret society in the world before the Era of Atlantis ends either in glory or in cataclysm.

2 Overview

Objective

The main objective of the game is to expand the power of **both** of the nations you control. You do this by either expanding to new areas or constructing buildings. The lesser Power value of your two nations counts for your final score in victory points (VP).

You can score additional VP by accumulating Virya (mystical energy), controlling the leading nation, and fulfilling secret objectives.

Play

The game is played over a variable number of rounds with each player taking a single turn per round. On your turn you select one action from the action spaces available to you. This can be either an action from your secret society or from one of the two nations you control.

There are two main ways to gain new areas for your nation, either militarily or politically. A nation will grow more successfully the better its two controlling players can cooperate. There is also the possibility of switching control to a different nation during the game.

With almost everything you are doing though you will be helping another player, usually one of your partners with whom you have joint control of a nation.

3 Contents

- 90 warrior minis (military units; 15 small and 3 large in each of the 5 major nation colors: red, green, yellow, blue, black)
- 35 small obelisks (control markers; 7 in each of the 5 major nation colors)

- 10 large pawns (archons, 2 for each secret society in the 5 player colors: white, gray, orange, purple, pink)
- 10 cubes (2 of each player color)
- 18 objective cards
- 15 temples (6 black, 9 white)
- 15 setup cards (3-4 player games only)
- 14 minor nation special action tiles (rectangular)
- 26 rectangular minor nation property counters (14 of them with a round protrusion for the special actions)
- 4 wilderness counters (round)
- 8 small white cubes (Lost Relics)
- 5 square loot counters (1x “+4”, 2x “+3”, 2x “+2”)
- 5 major nation properties counters (pentagonal)
- 5 bidding dials
- 5 wooden bases
- 5 wooden capitols
- 5 wooden factories
- 5 wooden pyramids
- 5 major nation tiles
- 5 player aids
- 5 ring-shaped markers (in the 5 major nation colors; for Power tracks)
- 5 rectangular markers with temple icon (in the 5 major nation colors; for marking the Power totals with bonuses for Temples of Light)
- 5 secret society pads
- 5 small pawns (Virya indicators, one in each secret society color)
- 45 square agent counters (9 for each secret society: 3x “1”, 2x “2”, 1x “3”, 3x “0”)
- 9 major nation objective cards (advanced game only)
- 4 compensation tiles (give Virya at game end)
- black cloth bag
- marker “Chimera Lab” (for special action “Chimeras”)
- marker “Psychic Control” (for special action “Psychotronic Weaponry”)

- marker “Healing Crystal” (for special action “Crystal Healing Grid”)
- marker for blocking control spots on passive major nation (3-player setup only)
- Objective Card Layout pad
- End marker
- rule book
- large black wave miniature (Doom marker)
- setup guide
- scoring pad
- large square counter with a warrior king on one side and high priestess on the other (starting player marker)
- white wooden disc (Round marker)
- world map (board)
- background book

Components are limited as listed above.

4 Concepts

4.1 Map

The map is divided into 29 portions. Of these 25 are land areas, which consist of these types (amount): major nation home areas (5), minor nations (15), wildernesses (5). These are the ones mainly used in the game. In addition to that there are four ocean zones.

The light brown lines are the borders of the minor nations and wilderness areas. The colored lines are the borders of the major nation home areas.

The map is a Mercator projection of Earth with the poles in different positions. The north pole is closer to North America and the South Pole is closer to Australia. This means half of the continent of Antarctica is in ice-free latitudes.

Aztlán and Paititi are considered to be bordering each other (wrapping around the map).

4.1.1 Nations

There are two types of nations in the game: **major** and **minor**.

Each nation area has a name and a Power value shown on the map by



the large number inside a pair of white wings.

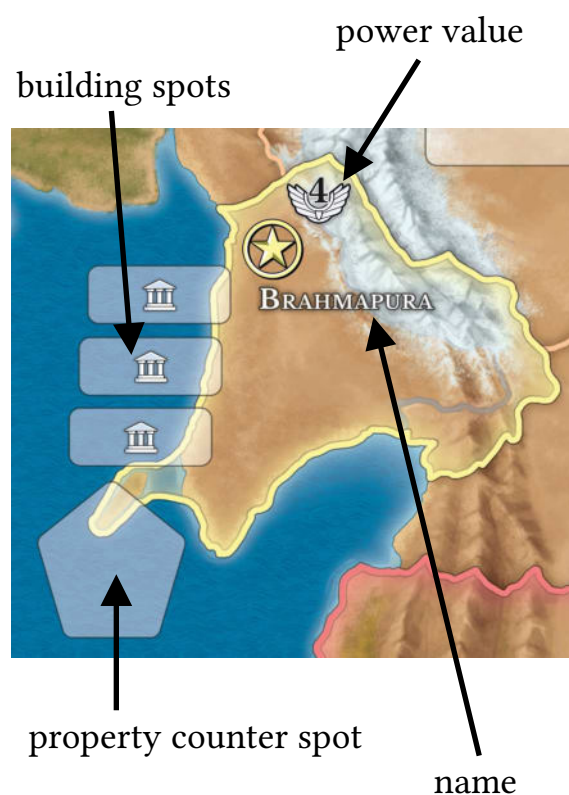
Each of these areas also has some building spots (see example below).



Major Nations:

Major nations are what players control through their secret societies and what determines a large part of their score at game end. They are controlled by two players each. Mark this by placing a secret society control marker (cube) on one of the two square control spots on the right side of the major nation tile (with the puppetmaster icon).

Example major nation (home area):



On the map, they initially consist of only the colored land areas marked with a five-pointed star each (see image above). These are called the **home areas**. A major nation cannot take control of the home area of another major nation.

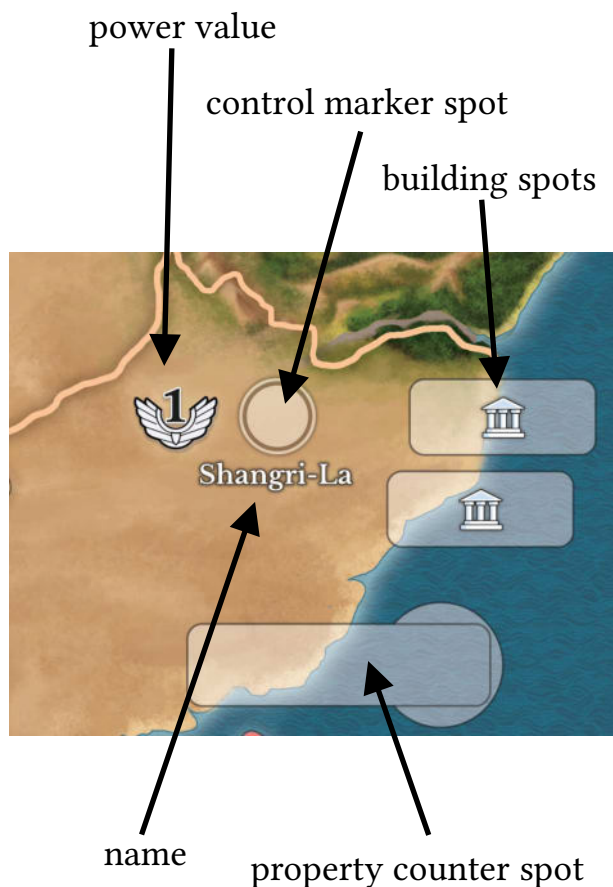
Minor Nations:

Minor nations are the land areas with a name (see image below), that are not a home area of a major nation.

They can become controlled by a major nation, but

as long as they have no control marker (an obelisk mini) they are considered to be “neutral”.

Example minor nation:



A “minor nation property counter” is assigned to each minor nation at setup. There are two types: one rectangular and one also rectangular but with a round protrusion at the right end (see below example images). This counter determines various properties of that minor nation (see chapter 4.5).



Taking Control

Only one major nation may be in control of a minor nation at a time. When taking control of a minor nation, mark this by placing a control marker (obelisk) in the round control spot of the



minor nation on the map while removing any previous marker there.

Once taken control of, the Power value of the minor nation and all of its buildings, building spots and special actions belong to that major nation.

Any special action tile belonging to that minor nation should be placed next to the tile of the newly controlling major nation. To find the right tile, match the icon in the top left corner of the tile with the icon at the right end of the property counter.

Example wilderness area:



4.1.2 Wilderness

Wilderness areas are the land areas on the map without a name but with a wilderness icon (see image). They have no Power value, no building spots and no property counters. Military units may enter these areas. Any wilderness area with units is considered to be under the control of the major nation of those units while they are there.

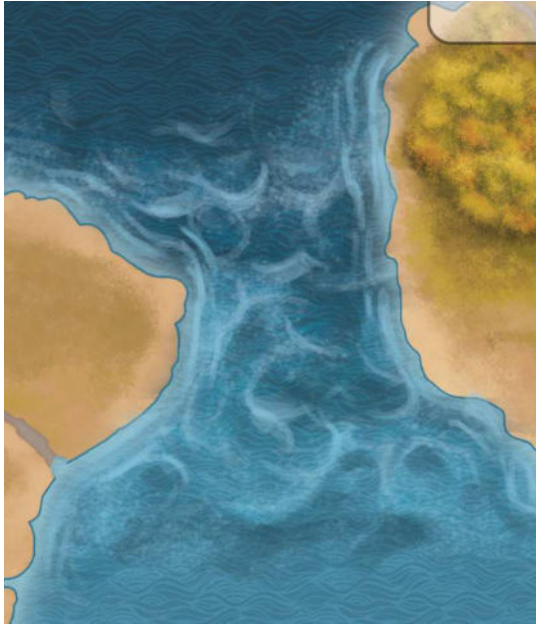
Areas may become wilderness areas during setup by having a wilderness marker placed on them.

4.1.3 Ocean Zones

Ocean zones are the large blue portions of the map between the land masses. The borders of an ocean zone are marked by the stormy waters depictions (see below example image). Each ocean zone also has its own slightly different shade of blue. Ocean zones have no function other than allowing passage by military units in certain circumstances

(see chapter 6.1.7).

Example ocean zone border:



Note: The Mediterranean sea (see image below) is part of the Borean ocean.



Both the Borean and the Murian oceans each are a single zone that wraps around the left and right sides of the map.

4.2 Military Units

The warrior miniatures are used to represent military units. Military units may only stay in land areas.

The small warrior minis count as a single unit, the large ones as five units each. Players may exchange their large minis for five small ones anytime (as long as the effective amount of units in each area does not change).

4.3 Virya

Virya is a mystical energy that the society societies used to manipulate reality.



Players record their Virya using their small pawn on the Virya track of their secret society pad. Virya is used to pay for or to enhance actions in the game. They are also worth VP at the end of the game as indicated by the green numbers on the same track.

Note: You cannot have more than 22 Virya during the game. Any additional Virya you would get then is wasted.

4.4 Buildings

Buildings can be placed during the course of the game on the building spots of a nation (see image). Each building spot can only have one building. Buildings give bonuses to certain values or have special effects. A building's effect usually only applies to the area it is in (unless stated otherwise). See the tables section for an overview of what each building does.



A major nation controls all buildings in all areas it controls. Players control all buildings of all major nations they control.

4.5 Defense Values

There are two defense values for nations, the “garrison” value and the “political stability” value (see below symbols).

The **garrison** value is used when defending against an attack with military units. The garrison value of a nation is the first number on the assigned property counter plus the garrison effects of any buildings there.



The **political stability** value is used when defending against a Coup. The political stability value of a nation is the second number on the assigned property counter plus the political stability effects of any buildings there.



4.6 Player Involvement

Whenever a bidding contest happens (Coup or conflict actions, see 6.1.2 , 6.1.7 and 6.1.8) the players involved are determined as follows:

- A player doing his or her turn is always involved as **attacker** (even if also controlling the targeted nation).
- Any other player who controls both the attacking and the defending nation may **choose** to support either side.
- Any other players (not already included above) who control the targeted area or have military units there are always involved as **defender**.
- Any other players (not already included above) who have an **agent** in the targeted area are also involved and may **choose** to support either side.

Rule of Thumb: If you belong to only one of the two sides, you can only bid for that side. If you belong to both sides or neither, you can choose which side to bid for.

5 Setup

*Note: The numbers in the yellow and gray dots refer to the steps in the separate **setup guide**. After your first setup you can use it to help guide you quickly through the setup process again.*

5.1 Major Nations

Lay out the five major nation tiles each with all the components of their color on one side of the table (leaving the middle of the table free).

a

5.2 Prepare Map

Lay out the board with the world map in the middle of the table.

b

Put the round marker (white disc with hourglass icon) on the leftmost position of the round track (marked with a “1”).

1

Put the Doom marker (wooden wave piece) at the far end of the round track on the position marked with the Doom marker symbol with the number of the players.

2

Put the End marker also at the far end of the track but on the position marked with the End marker symbol with the number of the players. Place it so the side with a black arrow and white background is facing up and the arrow is pointing towards the start of the track.

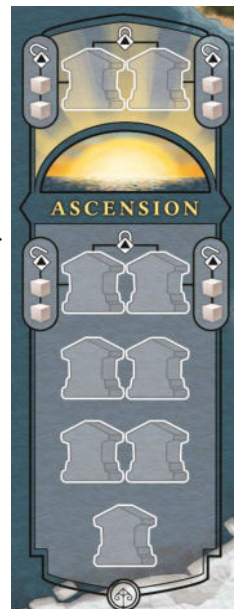
Place the nine Temple of Light building pieces on the board, on the spots with the matching icons (see image) just above the left end of the round track.

3

Usage:

Whenever a Temple of Light building is needed take one of the bottom-most pieces from here to place it on the map. Whenever such a building is removed from the map place it back here on one of the topmost empty spots.

The top four Temples of Light need to be “unlocked” first before they can be used (see below).



To mark a Temple of Light as “unlocked” place its two white cubes next to it (see “Lost Relics” below).

Practical Tip: To make it even clearer, place the unlocked temples on the track standing up and lay the locked ones down.

Setup example for 4 players:



There were nine life-sized crystal skulls that were said to hold crucial information for humanity to ascend to an enlightened society. Only five had been saved from the previous cataclysm while the remaining four were broken to pieces and lost to time and the wildernesses that grew over the ruins of the previous civilizations. The priests of light hoped these could be found in time to save humanity.

Lost Relics:

Place a small white cube (Lost Relic) on each of the five wilderness areas printed on the board. Place the remaining three small white cubes on the positions numbered 9, 11 and 13 of the round track.

Usage:

Whenever military units enter a wilderness area with a Lost Relic, take it and place it on the Ascension track (see above). Every two Lost Relics unlock one Temple of Light. Unlock the Temple of Light positions in order starting with the bottom locked row, and assigning as many lost relics as possible to a position before doing the next.

Likewise when any piece (Round marker, Doom marker or End marker) on the round track enters a position with a Lost Relic, place it on the Ascension track, in the same manner as above.

Wilderness Areas:

(3-4 players)

If playing with less than 5 players some nations are only used as wilderness areas. Shuffle the 15 setup cards (see top right image) and draw one. Place a wilderness counter (see bottom right image) on each of the three areas as indicated in the top half of the card.



Minor Nation Properties:

Take all the nation property counters and separate them by shape (3 types) face down into separate piles and shuffle each of those. The pentagonal shaped counters are for the major nations and the other two rectangular shapes are for the minor nations.



Draw Special Actions

The counters with the large round protrusion at the end of an otherwise rectangular shape (see above image) determine which special actions are in play.

Draw a number of these counters:

- 3 with 3 players
- 4 with 4-5 players

and then put all the remaining counters of this shape away (out of the game).

Note: The Psychotronic Weaponry special action is not used in a game with 3 players.

Also note: Players can agree beforehand to play with a certain combination of special actions instead of drawing them.



Draw Other Counters

Then draw a number of counters from the other pile of counters for the minor nations (with a regular rectangular shape, see above image) in the following amounts:

- 9 with 3 players (for a total of 12*)
- 8 with 4 players (for a total of 12*)
- 11 with 5 players (for a total of 15*)

**together with the counters for the special actions*

Put away all the remaining counters of this shape (out of the game).

Place in Minor Nations

Put all the property counters for minor nations that were drawn just now (both types) into the black cloth bag and shake it. Draw one counter for each minor nation in play, placing it face up into the property spot (the spot with same size and shape as the counter).

Note: You can do the following to ensure the placement of the property counters is random. One player draws a counter from the bag without

revealing its shape (keeping it hidden in the enclosed hand) and then another player points to a minor nation on the map without such a counter. Place the counter drawn into the property spot of that minor nation. Repeat this until all minor nations have a property counter.



For every counter with a building icon also place a matching building into a building spot of that minor nation. See table 10.2 for which icons are building icons.

Introductory Version:

Leave out all the Special Action Tiles from the game. Ignore the special action icons on the property counters then.

C

For every counter with a special action icon take the special action tile with the matching icon (see upper left corner of tile) and lay it face up near the edge of the map, away from any major nation tiles.

Nothing needs to be done now for counters that have a Power icon or no icon at all on the right end of the counter.



Note: Property counters with the Power icon increase the Power value of the minor nation by the indicated number (see image).

Major Nation Properties:

Draw a major nation property counter (shaped as a pentagon) for each major nation and place it face up in its spot with the same shape and size of the counter. Then place a number of military units of the appropriate color into its home area as indicated at the bottom of its property counter.



8

Passive Major Nation:

(3 players)

A game with 3 players uses a passive, fourth major

9

nation. It can be a target for attacks without negatively affecting any of a player's partners.

The major nation to be used in that way is indicated in the bottom half of the setup card, that was drawn to determine the wilderness areas (see step 5).

This major nation cannot be selected for control by players and its home area cannot be the target of a Coup action during the game. Place the marker to block the two control spots on the right side of the major nation tile as reminder.

In addition to the units in the major nation's home area (as per its property counter), place a control marker and 5 units of that nation each in three minor nations shown in the bottom half of the setup card (that determined the major nation, see image).



Take three agents, numbered 3, 2 and 2, from an unused player color, shuffle them face down, then draw and place one face up in each of the above three minor nations. These agents always automatically defend against Coup attempts in those areas. If the passive major nation is Lemuria, then its special effect applies to these agents.

Then take one building of each type, except the temple of light, and put them in the black bag. Draw two buildings and place them in the major nation's home area. The remaining three buildings in the bag go back into the supply.

The passive major nation does not do any actions, but otherwise affects the players as if it were player-controlled (e.g. scoring for leading major nation). In advanced games, it also affects the scoring for major nation objectives (see below).

Place its scoring markers (see next setup step) accordingly during setup and keep them updated during the game as normal.

Power Tracks:

Put the ring-shaped marker (see image) for each major nation on the

10



lowest-numbered position of its track in the bottom-right part of the map with the blank side of the marker face up.

Note: When playing with a Passive Major Nation (see 3 player setup), place its scoring marker on its current Power total (as described in the next paragraph) instead of the lowest numbered position.

Usage:

These are for easier tracking of the Power totals of the major nations. This is the Power value of the home area plus the Power values of all buildings and minor nations a major nation controls.

Update these whenever the Power of a major nation changes. These tracks are not authoritative though. You may need to occasionally recalculate the actual Power of a major nation from the current map state.

Use the markers with the temple of light icon (see image) on them to keep track of each major nation's total including the +2 Power bonus per temple of light it would get at game end.



Note: Major nations may have a Power higher than 22 despite the tracks ending there. If it is higher than 22, you can wrap around by starting the marker with the "+20" side face up at the bottom again.

5.3 Player Setup

Randomly determine a starting player. Give the starting player marker to that player (either side of it can be face up).

11

Each player chooses a player color and takes all the components of that color:

12

- a secret society pad
- 9 agent counters
- 2 secret society control markers (cubes)
- 2 archons (large pawns)
- a Virya marker (small pawn)

Archon starting position



- a bidding dial

Players place their archons on the two starting positions (circles in the top left and right corners) of their secret society pad. See also the image above.

Each player also gets a player aid which shows the buildings effects, game endings and scoring on one side and explanations of the actions on the other.

Starting Virya:

13

Every player starts with 6 Virya (place the small pawn on the '6' position of the Virya track).

Compensation Tiles:

14



Introductory Version:

Leave out the compensation tiles.

All players, except the one who is last in turn order, get a "compensation tile" which shows an additional amount of Virya they will get at the end of the game and also extends their Virya track (see example image).

Give the tile with 3 Virya to the player who is second-to-last in turn order, then the 6 Virya tile to the player who is third-to-last, and so on in reverse turn order. See also the table below.

Turn Order Position	extra Virya at game end
last	0
second-to-last	3
starting player in 3-player game	6
starting player in 4-player game	9
starting player in 5-player game	12

Objective Cards:

15

In a game of four players, remove a set of three objective cards ("Ascension", "Continuation", "Pole Shift") from the game. With three players, remove two such sets.

Introductory Version:

Leave out the Objective Card Layout.

Then place the Objective Card Layout pad **16** next to the board. Take one set of three cards (like above), shuffle them, and place them face up on the Objective Card Layout pad (one card on each of the three spots, in random order).

Introductory Version:

Just deal two objective cards to each player.

Shuffle all the other objective cards face down into a deck. Deal **three** cards face down to each player. Players may look at their cards but may not show them to other players. Every player keeps two of these cards and puts one back into the deck.

Shuffle the deck again when everyone has done that and place that deck face down next to the Objective Card Layout.

Select Major Nations:

Players then choose which major nations they control with a snake draft.

Beginning with the starting player and then going around clockwise each player selects one major nation.



To select a major nation, players place a cube of their color (secret society control markers) on an empty control square (with the puppetmaster icon, see image) of that major nation tile.

After that, beginning with the last player and going around in counterclockwise direction, all players select a second major nation using their second cube.

The secret societies of the era were very risk averse. So to even out their chances, they never controlled only one major nation and never aligned themselves with just one other secret society.



Control Restriction Rule:

The following two conditions must always be met:

- The two cubes on a major nation tile must be of different color.

- No player may share control of the same two major nations with another player.

Example: It would not be allowed that Sophia controls both Aztlán and Lemuria and Tayanna controls both Aztlán and Lemuria, too.

During this process, the number of major nations selected may not exceed the number of players. This ensures that every (active) major nation in play is controlled by two players.

If a player has no possible position to place a cube according to the rules, then the previous player must make a different selection instead.

Note: Players may not select the Passive Major Nation in a game with 3 players (see step 9 of the map preparation).

Remove Major Nation Not Chosen:

(3-4 players)

19

In a game with 3-4 players there will be one major nation that was available but not chosen by players. This major nation is out of the game. Place a wilderness marker on its home area, and also remove its nation tile, the property counter and all the pieces of its color from the game.

Place “0” Agents:

20

Finally, in turn order, players place all their “0”-value agents (at once) on the map (in any major or minor nations, but not in wilderness areas).

Tip for new players: Place your “0” agents in nations with a low political stability value. Do not place any in the home areas of major nations you control.

6 Play

Players take turns beginning with the starting player then going around clockwise until the game ends (at the end of a round).

On their turn players move **one** of their archons (large pawns) to an action space with no archon and execute that action. If any of their archons are on a starting position then they must choose to move one of those.

Note: Players cannot choose an action space where their archon is already standing at the start of the turn.

The action spaces players can move to are only those on their own secret society pad, those on a tile of a major nation they control, and the special action tiles of minor nations controlled by those.

When placing their archon on an action space belonging to a major nation (including any of its special actions) players may only execute the action with and for that major nation.

Note: The special action tiles are separate, additional, action spaces. Their special effect only triggers when an archon is moved onto them.

Any prerequisite Virya cost for an action must be paid in full at the very start of the action, otherwise the player may not choose that action.

Wherever an action space has a special modification (marked as a box with dark background and white text), then this change applies only when the action is executed **on that space** (not on other spaces!).

Example: The Recruit action for Aztlán has a special modification called “Warrior Culture”, which allows the player to get 3 additional units for 2 Virya each (instead of 1 Virya per unit). This does not apply when the player executes the Recruit action from the “Military Research Complex” tile, even if owned by Aztlán.

Note: Archons stay on the action space where they were last used until they are used again in a future round. They thus prevent anybody from using that action space until then.

See the following chapters for the details on all the actions.

Archons on Illegal Action Spaces

Whenever an action results in the loss of control necessary for the action space an archon is on, then immediately place such an archon on one of its starting positions (on its secret society pad).

Summary Introductory Game:

These rules are left out for an introductory game:

- Repolarize action (see 6.1.3)

- Special Actions (see 6.1.9)
- Objective Card Layout (see 6.3.2)
- Compensation Tiles (see 6.3.3)

6.1 Actions

6.1.1 Intrigue (secret society)

You may place your agents (square counters with an agent icon and a number) face up on **any** nation areas (major or minor). For every agent you place you must pay 1 Virya, but you can place your “0” agents for free. You may also relocate any of your agents already on the map at the start of the action to a different nation for free.



Note: Distance plays no role for placing agents.

6.1.2 Coup (secret society)

At the start of this action you may swap two of your agents on the map for every 1 Virya you pay.



You (the attacker) then target a minor nation area or a major nation home area where you have at least one agent. However, you may not target a major nation home area you already control.

All **involved** players (see chapter 4.6) take their bidding dial, secretly set it to a bid value (large yellow numbers 0-5) on the section of the dial that indicates which side they are supporting, and place their dial face down in front of themselves. They may not show their selected bid value to other players.

Select a number from the red section (with a sword icon) to support the attacker or a number from the blue section (with a shield icon) to support the defender.



Communication Rule: All talk must be heard by all players. Secret communications between some of the players are not allowed.

Example: Tayanna sets her bidding dial to the large, yellow “3” in the red section (see image). This means she is supporting the attacker (which may be herself) with a bid value of 3. This will cost her 6 Virya, which she must be able to pay.



Any players other than the attacker may also select the noncombatant “0” position (the section with the white background and peace dove icon).



When all are done, then all dials are revealed simultaneously and the result is determined.

*Note: In a Coup action there is only an attacking **player** and no attacking **nation** (exception: “The Black Knight” special action).*

The attacker and all players supporting the attacker add up the values of their agents and the bid values on their dials together.

The defenders likewise add up their numbers. The defenders also add the political stability value (including building effects) of the targeted area to their total.

Note: There may be no defending players in some cases (e.g. if the target is a neutral minor nation). In such a case, only the political stability value is used for the defending total.

All players must pay the Virya for their bid selected on their dial. The amount to pay is indicated by the red number (inside the Virya symbol) below the bid value at the selected position.

Any bids of players who cannot pay the required amount of Virya count as the noncombatant “0” (in the white section) instead, or if this happens to the attacking player as the “0” in the attacker (red) section instead.

Note: The bid value is often different from the cost of the bid in Virya.

If the attacking sides total is **higher** than the defending side then the Coup is successful, otherwise not.

Note: Defender wins ties applies to all bidding contests.

Success vs. Minor Nation:

If the Coup is successful and the target was a minor nation area then you put it under the control of one of your major nations of your choice. See chapter 4.1.1 Taking Control, for how you take control. Any military units in that nation are removed (returned to the nation’s supply).

Note: You may make your choice after the bidding contest has been resolved. Any promises beforehand are not binding.

Success vs. Major Nation:

If the Coup is successful and the target was a major nation home area then you become one of the players in control of that major nation. You swap control cubes with one of the players there. The player you swap with thus becomes the controller of one of your previously controlled major nations.

Note: No military units are removed from the area in this case.



The result of any Coup must meet the Control Restriction Rule for major nations as mentioned in the setup section (see 5.3 , Select Major Nations), otherwise the Coup may not be done.

Unsuccessful:

If the Coup is not successful then the control status remains as it is.

Remove Agents:

In any case (whether the Coup was successful or not), remove all agents in that nation (return to

each player's supply) except those of players who selected the noncombatant "0" position on their dial.

Component Limitation:

You may only do the Coup action on a minor nation if there is an unused control marker available to take control of it if successful.

Example: Tayanna is doing a Coup with her secret society, the Sisters of Starlight, on the minor nation of Akakor. She currently has a "1" and a "0" agent counter there.



The property counter for Akakor indicates that it has a political stability of 4 (see image). Since Tayanna needs a total of at least 5 for a successful Coup, she decides to first swap her "0" agent for a "2" agent which she has in Eden. So she places the "0" agent in Eden and the "2" agent in Akakor. This costs her 1 Virya which she subtracts from her Virya amount as indicated on her track.



Now her agent's values in Akakor have a total of 3. She needs 2 more to beat the political stability value, so she bids 2 on her bidding dial for a grand total of 5. This costs her 3 Virya which she also subtracts from her track. Since there are no agents of other players there and Akakor is currently neutral, the Coup is unopposed and she is automatically successful. She chooses to give Akakor to Aztlán, one of the two major nations she controls, and places a green control marker (obelisk) there. She could have given it to Hyberborea instead, which is the other major nation she controls. Since the special action "Utopian City" is associated with Akakor, she places that special action tile next to the major nation tile of Aztlán. Finally, she removes both of her agent counters from Akakor and puts them into her personal supply.

Introductory Version:

The Repolarize action is not used.

6.1.3 Repolarize (secret society)

Pay Virya equal to the current round number.



Take two of the face up objective cards from the Objective Card Layout and put them into your hand.

If you take the card in the moon position you immediately get 6 Virya. You may use this Virya to pay for the cost of this action.



Select two cards you do not wish to keep now from all of the cards you have now in your hand. Put the cards you are keeping to the side for now.

Place any (0-2) of the cards you are not keeping face down under the bottom of the deck.

If you now have fewer cards than empty spots on the Objective Card Layout then draw a number of cards from the deck equal to the missing number.

Use the cards you now have to fill up the empty spots of the Objective Card Layout, in any order.

Note: Cards are always placed face up on the Objective Card Layout.

6.1.4 Collect Virya (major nation)

You get Virya equal to the current Power total (i.e. counting all of its areas and buildings) of the major nation. Your partner also in control of that major nation gets the same amount.



Note: Wilderness areas provide no Virya.

6.1.5 Construct Building (major nation)

You place one building on any empty building spot in any area belonging to the major nation.



You may likewise place an additional building for every 5 Virya you spend now.

Note: Initially there are only five Temples of Light building pieces available. During the course of the game, Lost Relics will be gathered which unlock the remaining four Temple of Light pieces (see 5.2).

6.1.6 Recruit (major nation)

You select a major nation you control. Place a number of military units in each of its areas equal to its Power value (i.e. the Power value of that area plus the effects of its buildings). Some buildings provide additional units (see player aid or chapter 10.2) in the area they are located.



You may also get an additional unit for every Virya you spend now. You may place these additional units in any areas belonging to the major nation (including wilderness areas where units of that major nation are).

Example: Tayanna is doing the Recruit action for Aztlán, which controls the minor nations Akakor and Hawaiki. There are also 2 buildings in the Aztlán home area: a pyramid and a base. She places 8 units in the Aztlán home area: 5 for the Power value of that area (being 4 + 1 for the pyramid) and 3 for the base.

She then places 1 unit in Akakor and 2 units in



Hawaiki, those being the Power values of those areas. She then decides to spend 2 Virya for 3 additional units (using Aztlán's cheaper cost) placing 2 of these in Akakor and 1 in Hawaiki.

6.1.7 Move & Conflict (major nation)

This action consists of two parts in this order:

- Moving
- Resolving Conflicts

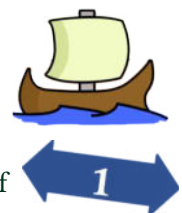


a) Moving:

You may move any or all military units of the major nation. Each unit can move to an adjacent land area.

Moving across straits

A group of units may also move using a "straits" connection (see the two-headed arrows on the map) to the area on the other side of the arrow, but must remove one unit from the group to do so (it goes to the supply).



During this era, advanced sailing machines were able to cross all the seas. Armies wanting to do this needed to retrain some of their warriors to sailors, to operate them though.

Moving across ocean zones

A group of units from an area can also pass through an ocean zone if three units from the group are removed. This allows moving through an ocean zone adjacent to the land area where the group started the turn and into another land area also adjacent to that same ocean zone. This cost must be paid for each separate group (i.e. different starting and target areas). Groups may also cross multiple connected ocean zones but must pay the cost for each one.



When a group crosses an ocean zone or a strait, at least one unit from the group must arrive in the target area (i.e. you cannot use this to only remove units).

Near the end of this age, the great nations had developed and stockpiled weapons with great but indiscriminate destructive power. They were an effective deterrence against any invasions of the nation's home territory.



Units may **never** enter home areas of other major nations!

Causing Conflicts

If units enter an area that is either a neutral minor nation, or one controlled by another major nation then this is a contested area, also called a "conflict".

Note: This includes wilderness areas with units of another major nation, but not wilderness areas without any units.

You can only cause **one conflict** every time you do this action unless you pay 5 Virya for each additional conflict.

Component Limitation

You can also only cause conflicts if there would be enough unused control markers available to take control of each minor nation being attacked.

Example:

Sargon controls Lemuria and is doing a Move & Conflict action for it. Lemuria currently has 15 units in its home area and 5 units in Shangri-La. He wants to invade both Beringia and Hawaiki on the same turn.

Sargon moves the 5 units from Shangri-La to Beringia by crossing the Murian ocean and losing 3 of those units, so that 2 units from this group arrive in Beringia.



Then he moves 6 units from the Lemurian home area also to Beringia, also losing 3 units for the ocean crossing so that 3 of these units arrive there. Lemuria now has a total of 5 units in Beringia.



He then moves the remaining 9 units from the home area to Hawaiki, also crossing the Murian ocean and again losing 3 units for that, so that 6 units from that group arrive there.

Since Beringia is neutral and Hawaiki is owned by Aztlan, he is causing two conflicts, which means he must pay 5 Virya.



b) Resolving Conflicts:

Any contested areas (conflicts) are then resolved in an order of your choice. Do the following for each such area:

All **involved** players (see chapter 4.6) make their bids and choose sides to support in the same manner as for a “Coups” action. The only difference is that instead of adding agent values and the political stability value to the totals, players add the number of military units and the garrison value (including building effects) in the contested area. Also, in this action, the noncombatant “0” position on the dial has no different effect than the other zero positions.

Note: In this action, the agent values are not added to the totals. The agents only allow a player to participate in the bidding contest.

Successful:

If the **attacker’s** total is **higher** than the defender’s then the attack is successful and the following happens:

- Remove defender’s units
- Place control marker
- Destroy 1 building
- Remove 1 agent

Remove defender’s units

All of the defender’s units in that area are removed.

Place control marker

If the area is a minor nation then place a control marker of the attacking major nation there (removing any previous one).

In a war there are always casualties.

Destroy building

You **must** destroy exactly **one** building (of your choice) if there are any in the area (return it to the supply). If this happens, move the Doom marker one step forwards (in the direction of the black arrow).



*Note: The Doom marker is moved 1 step to the left **every time** a building is destroyed!*

Note: In the special case of a temple of darkness and another building being in the same area, the attacker can destroy the other building and immediately use the newly gained temple of darkness for its effect (gaining 3 Virya).

Remove agent

You **must** also remove exactly **one** agent if there are any in the area.



Unsuccessful:

If the **defender’s** total is **higher than or equal** to the attacker’s total then the attack is unsuccessful. All of the attacker’s units are removed. Everything else on the map remains unchanged.

Example:

Sargon is resolving the conflicts from his Move & Conflict action for Lemuria.



He chooses to resolve the conflict in Beringia first. There are 5 Lemurian units in Beringia which is

currently neutral. Beringia has a garrison value of 6 and there are no agents of other players present. This means the attack is unopposed since no players can bid against him. Sargon bids 2 (paying 3 Virya) for a total of 7 (5 units + 2 bid value) and thus automatically wins the conflict. Lemuria takes control of Beringia and the one building there (a base) is destroyed. The Doom marker is moved 1 step forward.



The next conflict to resolve is Hawaiki which is owned by Aztlán. This means an actual bidding contest will happen.

Tayanna controls Aztlán together with Sophia, who also controls Lemuria though. Tayanna can only choose to defend Hawaiki or bid nothing, while Sophia can choose to support either side (or bid nothing).

There are 6 Lemurian units in Hawaiki against 3 Aztlánian units, but Hawaiki has a garrison value of 3, so it is currently a tie with each side having a total of 6.

Sophia wants Aztlán to keep Hawaiki, so she asks Tayanna to support her in defending Hawaiki against Lemuria, but she refuses (and sets her dial to 0).

Sophia then chooses to bid 3 (paying 6 Virya) for the defending side (Aztlán), while Sargon bids 3 as well. When all bids are revealed it is still a tie (9 on each side), so Aztlán wins being the defender. This means the 6 Lemurian units in Hawaiki are removed (and nothing else happens).



6.1.8 Global Conflict (major nation)

You must pay 7 Virya and select another major nation as the target. The major nation whose action you triggered is the attacker and the targeted major nation is the defender.



Calculate totals in the same manner as for a “Move & Conflict” action using bids but counting **all** of the military units of the two major nations **everywhere** on the map. Add the garrison value of the home area of the defending major nation to their total (garrison values of other areas are not used). **All** players are considered to be involved and thus participate in the bidding.

The side with the higher total (or the defending side if tied) is the **victorious** nation of the global conflict and the other side is the **defeated** nation.

Effect on Defeated Nation

You (the player whose turn it is) choose the losses of the defeated nation following these steps in this order:

1. Remove 2 buildings or minor nation control markers
2. Move the Doom marker 1 step for every building destroyed
3. Remove half of all military units

1.) Remove buildings/control markers

The defeated nation either has two of its buildings destroyed or loses two of its minor nation control markers, or one of each. The highest total amount possible must be removed.

Note: The removal of a control marker from a minor nation causes it to revert to a neutral status.

Any units in minor nations lost are also removed.

Also remove any special action tiles which belong to minor nations that were lost from the defeated major nation.

2.) Move Doom Marker

Move the Doom marker one space to the left for every building destroyed.

3.) Remove half of all units

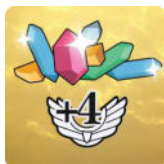
The defeated nation loses half (rounded down) of its military units. Units removed because of lost minor nations already count towards this total.

Note: The loss of minor nations may result in losing more than half of all units.

When an inferior nation managed to defeat a superior nation, it considerably increased its status and morale, particularly by robbing its stockpile of powerful crystals.

Effect on Victorious Nation

The victorious major nation possibly gets a loot marker:



If, at the start of the turn, the victorious major nation had a Power total which was **lower than or equal** to the Power total of the defeated major nation, then you must place a loot marker of your choice from the supply (if any are there) into the victorious major nation's home area.

Loot markers increase the Power value of the home area by the indicated amount (cumulatively).

Note: The player doing this action chooses both the losses of the defeated nation and the possible loot marker for the victorious nation, regardless of which nations that player controls.

Introductory Version:

Special Actions are not used.

6.1.9 Special Action (minor nation)

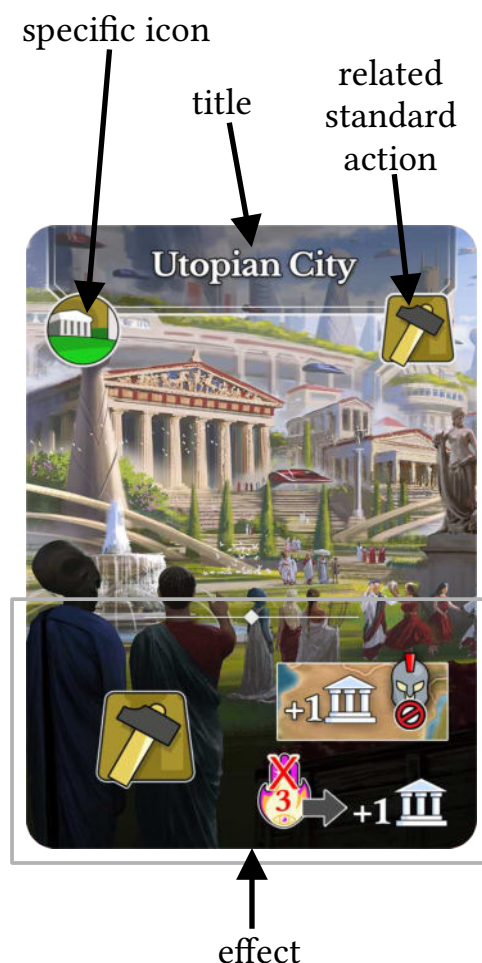
Special actions always belong to a certain minor nation as indicated by the matching minor nation property counter (see 4.1.1 Taking Control).



Only special actions of minor nations that are owned by a major nation can be used, and only by

the controllers of that major nation.

Example special action tile:



You execute a special action by placing your archon on such a tile (which is considered to be an action space).

Note: Each special action tile has an explanation with icons on one side or with text on the other side. Either side can be used. The symbol in the top right corner of every special action tile indicates what type of action this is. A purple spiral icon (see image above) indicates a different type of special action that is not similar to any of the standard actions.

Any special effects of the controlling major nation do not apply when executing special actions (exception: Lemuria).

Example: Sophia controls Aztlán which has the "Military Research Complex" special action tile. If she moves her archon onto that tile to do a Recruit action she will need to pay 1 Virya for each additional unit she buys (instead of 2 Virya for 3 units which is the special effect for Aztlán).

Special Action Markers:

Some special actions have their own special components, to indicate “continuous effects”. They only come into play once the special action has been done (using an archon). Thereafter, the continuous effect applies as described **all the time**, regardless of archon placement or ownership of the special action tile.



6.2 End of Round

A round ends when every player has done a turn. Do the following in this order then:

1. If the side of the End marker with the black arrow and white background is facing up (see first image below), then move it one step towards the start of the track. If the other side of the End marker (with the black background) is facing up instead, then just flip it to the other side.
2. Move the round marker (wooden disc with hourglass icon) one step further on the round track (white arrow direction).
3. Check if any of the game end conditions are met (see below).

6.2.1 End marker

If at any time during a round a temple of light is constructed or a building is destroyed, then flip the End marker so the side with the black background is facing up (see the second image to the right). This prevents it from advancing one step further at the end of a round.



6.3 Game End

The game ends whenever any of the following three conditions are met at the **end of a round**:

1. There are seven or more temples of light on the map. This is an “**Ascension**” game end.
2. The Doom marker is on or past the

position of the round marker. This is a “**Pole Shift**” game end.

3. The round marker is on or past the position of the End marker. This is a “**Continuation**” game end.

Note: It does not matter if any of the conditions were temporarily fulfilled beforehand, only the end of the round matters.

Also note: You can easily see how close the game is to an Ascension game end by looking at how many temples of light buildings are still on the Ascension track.

6.3.1 Multiple Simultaneous Endings

Only one of the three possible game endings can be applied. If the conditions for multiple endings are met simultaneously then compare the number of objective cards (see below) held by players for those game endings. Only apply the one with the most cards. Break a tie in the number of cards using the order in the previous section (e.g. the Ascension game end has the highest priority).

6.3.2 Objective Cards

Players reveal all their objective cards at the end of the game.

Players only get the reward for objective cards with the game ending that happened (and was applied in the case of multiple simultaneous game endings). The reward is some amount of VP or Virya, which is added to the player’s total at game end. Players get this once for **each** card of that type they have.

The amount of VP or Virya a player gets per fulfilled card varies depending on the total number of **players** who have one or more of the same type of cards. If only one player has this type of cards, then that player scores the highest amount possible. If two players have these cards then they score the second-highest amount. If three or more players have these, then they score the lowest amount.

Example objective card:



Every **Continuation** card a player has at game end also gives 3 Virya, regardless of how the game ended (additionally to any other rewards).

Introductory Version:

The Objective Card Layout is not used.

Objective Card Layout:

The game end rewards for objective cards that are of the same type as those on the Objective Card Layout are modified as follows:

Cards of the type like the one on the **sun** position give 2 additional Virya per card, regardless of how the game ended (additionally to other rewards).



The reward for cards of the type on the **eclipse** position is increased by 1 VP per card. This only happens if the game ending of that card happened (and was applied in the case of multiple simultaneous endings).



Note: The effects are cumulative if the same type of card is on both positions.

6.3.3 Winner



Game End Virya:

At the end of the game, players first possibly add some Virya to their current amount, namely whatever is indicated on the “compensation tile” (distributed at setup) they may have and their objective cards (as explained above).



Introductory Version:

Compensation Tiles are not used.

Using Compensation Tiles:

Players who have a compensation tile also use it to extend their Virya track, so that they can get more than 5 VP if their Virya total exceeds 22. To do this, **first** place the tile accordingly at the bottom end of the Virya track and **then** add any extra Virya granted at the end of the game.

Important: These tiles can only be used at the end of the game!

Score:

Then players determine their score (VP) by adding up the following:

- the lesser of their two major nation Power totals

Reminder: Add 2 Power per temple of light for a major nation's final Power.

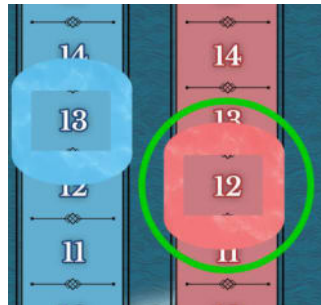
- the VP for the final position of their Virya marker
- VP for every fulfilled objective card of theirs (as explained above)
- 2 VP if controlling the leading major nation (with the highest Power). If there is a tie for leading major nation, then 1 VP instead, or 2 VP if controlling two leading major nations.

The player with the most VP wins the game. In the case of a tie, the tied players compare the number of areas they control (including wildernesses). The

player with the higher number wins. If there is another tie then the player who is first in turn order among those tied wins.

Example:

Tayanna is playing the Sisters of Starlight who are controlling both Hyperborea and Lemuria. Hyperborea has a Power value of 13. Lemuria has a Power value of 12. She thus gets 12 VP for that.

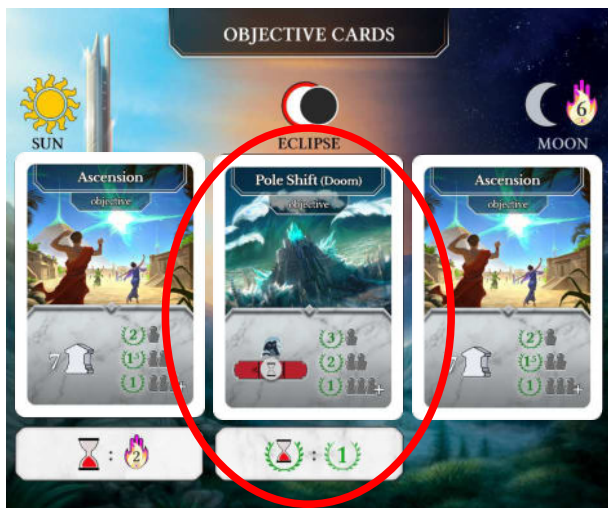


She has 8 Virya but adds 3 Virya because she has a Continuation card in her hand, and thus has a total of 11 Virya which is worth 3.5 VP.



(Note that she has no compensation tile.)

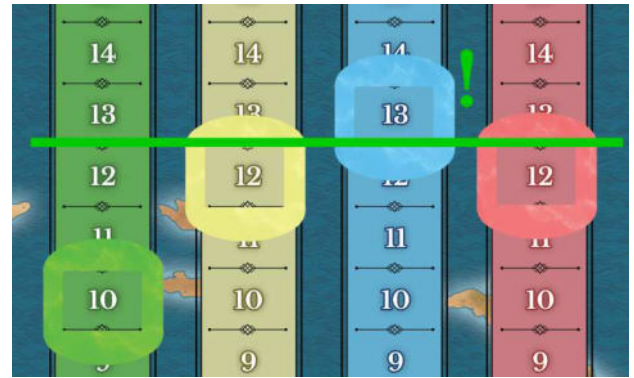
The other objective card she has is a Pole Shift (Doom) card. Only this card is fulfilled because the game ended with a Pole Shift. This card is worth 3 VP because she is the only player with such a card.



This card also gives her an additional 1 VP because it is in the eclipse position on the Objective Card Layout (see above), so in total 4 VP.

Note that the cards in the other positions (sun and moon) are Ascension cards, so she does not get anything for that.

Hyperborea is also the leading major nation, so she gets another 2 VP for that.



Her score is thus $12 + 3.5 + 4 + 2 = 21.5$ VP.

7 Strategy Tips

Always Have a Few Virya

It is recommended to always have a few Virya at least. Having no Virya at all makes you very vulnerable against attacks on your areas.

Consider Which Archon To Use

An important consideration as part of your turn is which one of your two archons to use. Use the one on the action space that you want to free up for use in the near future.

Coordinate With Your Partners

Coordinate or make deals with your partners on what to do for the major nation you jointly control. This will more likely get better results, than if you try doing everything yourself.

Note: Deals are not binding.

8 Advanced Game

To play an advanced game use either or both of the following rules.

8.1 Secret Society Powers

Players use the other side of the secret society pads. This provides an additional special effect for that player as described there.

During setup players choose their secret society in turn order immediately after the starting player has been determined.



8.2 Objectives for Major Nations

Each major nation gets a secret objective (see image above) which is revealed at the end of the game and modifies its Power for scoring (only).

At the start of the game, shuffle the major nation objective cards and deal one face down to each major nation in play. Keep the remaining cards face down in a deck next to the board.

The controllers of a major nation (only) may look at the card for their nation during the game. They may not show this card to other players.

Changing the Objective

When you do a successful Coup action on a major nation, you draw the top card from the deck of major nation objectives. You take both this card and the existing card for this major nation into your hand and choose to keep either card as the objective for this major nation. You place whatever card not used face down at the bottom of the deck.

9 Campaign Game

“Era of Atlantis” can be played together with “Galactic Era” (also a game by Seajay Games) as a campaign game.



9.1 Play

First play Era of Atlantis then Galactic Era. The outcome of the Era of Atlantis game affects the setup for the Galactic Era game.

9.2 Setup for Galactic Era

Starting Advantages

Players get the following advantages at the start of the Galactic Era game:

The winner of the Era of Atlantis game gets an additional 3 DP (Destiny Points) and chooses a technology to start with at level 2 (additionally to what the winning player would normally start with).

The player in second place gets an additional 2 DP.

All players can also get the following depending on how the Era of Atlantis game ended and what alignment players start with in the Galactic Era game:

<i>Era of Atlantis game end</i>	<i>advantage for starting as STO</i>	<i>advantage for starting as STS</i>
Ascension	1 additional population per Ascension card held at Era of Atlantis game end	-
Pole Shift (Doom)	-	1 additional ship per Pole Shift card held at Era of Atlantis game end
Continuation	Get either 1 additional star people or domination card to choose from per	

	Continuation card held at Era of Atlantis game end.
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Any additional population or ships are placed at the player’s home star.

After getting additional domination cards players may only keep a total of one card and must return the others to the deck. Shuffle the deck before the game starts.

Alignment Restriction

Players who held more Ascension cards at the Era of Atlantis game end than Pole Shift cards, must choose to start the Galactic Era game as STO. Likewise, a player who held more Pole Shifts cards than Ascension cards must start as STS.

Players who held equal amounts or none of these cards have no alignment restriction.

Note: Players may switch their alignment during the course of the game as normal.

Galactic Story & Goal

If the Era of Atlantis game had either an Ascension or a Pole Shift game end, the selection of galactic stories and galactic goals to randomly draw from during setup is restricted to the following:

<i>Era of Atlantis game end</i>	<i>available galactic stories</i>	<i>available galactic goals</i>
Ascension	Journeys Migrations	Cooperation Discovery Leadership Personal Growth
Pole Shift (Doom)	Rivalry Wars	Control Legacy Power Presence

Note: There are no restrictions if the Era of Atlantis game had a Continuation game end.

9.3 Winner

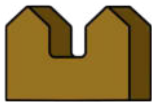

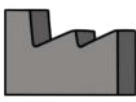
The winner of the Galactic Era game is also the winner of the campaign game.




10 Tables

10.1 Major Nations

Name	Power	Building Spots	Color	Special Effect
Atlantis	5	3	black	<i>Crystal Technology:</i> Get +2 Virya when doing the Collect Virya action on the major nation tile (both controlling players get this).
Aztlán	4	3	green	<i>Warrior Culture:</i> Get 3 units for every 2 Virya spent when doing the Mobilization action on the major nation tile (you can still do 1 unit for 1 Virya for odd amounts).
Brahmapura	4	3	yellow	<i>Agni Strike:</i> Before resolving the Move & Conflict or Global Conflict actions you are doing on the major nation tile you may remove up to 3 military units of other major nations from anywhere on the map (they do not have to be from the same area or major nation).
Hyperborea	3	4	blue	<i>Levitating Construction Method:</i> When doing the Construct Building action on the major nation tile additional buildings only cost 3 Virya each.
Lemuria	5	2	red	<p><i>Faithful:</i> Your agents are not removed at the end of any Coup action where Lemuria controls the minor nation then. This also applies if you did not do the action yourself or the action is from a special action tile.</p> <p>This effect also applies for Coup actions in the Lemuria home area, but only for players who still control Lemuria <u>after</u> the action has been resolved.</p>

10.2 Buildings

Name	Icon	Effect
Base		+5 garrison +3 units in the same area when doing the Recruit action for the owning major nation
Capitol		+5 political stability Place 2 agents per Intrigue action for free. You get this for all Capitols you control (i.e. in both of your major nations).
Factory		+1 building when doing the Construct Building action for the owning major nation. These additional buildings are not restricted to the area where the factory is. Newly placed factories do not provide this effect on the same turn they are placed.

		+1 conflict (contested area) when doing the Move & Conflict action for the owning major nation
Pyramid		+1 Power or +2 Power if with a temple in the same area Every temple can increase the Power value of only one pyramid.
Temple of Darkness		Immediately get 3 Virya for every step the Doom marker moves forward (black arrow direction). <i>Note: A temple of darkness provides no Virya when it is destroyed.</i>
Temple of Light		+2 Power at game end (for determining VP only) for the owning major nation

10.3 Objective Cards

<i>Title</i>	<i>VP (Virya) for 1/2/3+ players</i>	<i>Condition</i>	<i>Special Effect</i>
Ascension	2 / 1.5 / 1	Ascension game end (7 temples of light on map)	
Continuation	4 / 2 / 0 (2)	round marker reaches the End marker	Get 3 Virya at game end (always).
Pole Shift (Doom)	3 / 2 / 1	Pole Shift game end (round marker meets Doom marker)	

10.4 Special Actions

<i>Name</i>	<i>Effect</i>
The Black Knight (mind control satellite)	You do a "Coups" action on a minor nation for the benefit of the controlling major nation with all your agents there counting double. If successful, any military units in the taken nation are converted to this major nation (instead of being just removed). Replace these units with the same number of units of the new color. The "Healing Crystal" (see "Crystal Healing Grid") has no effect in this case.
Brahmastra (weapon of doom)	For every temple of darkness in play you must remove 3 military units (at least as many as you can). This may require you to remove your own units. Move the Doom marker 1 step forwards (black arrow direction).
Chimeras	Place the "Chimera Lab" marker in the home area of the controlling major nation. See section 10.5 for the continuous effect of the Chimeras Labs marker. Also place 3 units of this nation in every wilderness area under its control.
Crystal Healing Grid	Place the "Healing Crystal" marker into the home area of the controlling major nation. See section 10.5 for the continuous effect of the Healing Crystal marker.

	You may also construct a temple of light in the same home area.
Extraterrestrial Contact Center	You must pay 3 Virya. Execute any special action tile in play (including those of neutral minor nations or with an archon) as determined during setup. Any effect referring to the controllers (major nation or player) applies to the controllers of the Extraterrestrial Contact Center instead. Continuous effects still apply to the actual controllers of the action tile though.
Military Research Complex	<p>You do a “Recruit” action for the controlling major nation with 4 extra units at every base and factory of that major nation. You may place additional units for 1 Virya each.</p> <p><i>Note: Bases give a total of 7 units (4 for the Military Research Complex and 3 for the normal effect).</i></p>
Oracle of Rama	<p>Announce an objective card type. Then choose another player and look at a randomly selected objective card of that player. If it matches with your announcement then you may reveal it and get 18 Virya. If it does not match or you choose not to reveal, then just get 12 Virya and do not reveal the card.</p> <p><i>Note: Only the acting player gets Virya in this action.</i></p>
Psychotronic Weaponry	<p><i>Not for games with 3 players!</i></p> <p>Place the “Psychic Control” marker on an action space of a major nation or a special action tile (even ones not currently owned). See section 10.5 for the continuous effect of the Psychic Control marker.</p>
Pyramid of the Galactic Sun	You do a “Collect Virya” action for the controlling major nation getting double Virya in every area where there is a pyramid (doubling the Power value of both the area and any building effects on Power). This doubling is applied no more than once per area.
Spy Network	You do an “Intrigue” action and can remove 4 agents of other players from the map for every capitol of the controlling major nation.
Temple of Anu	<p>You do a “Repolarize” action for 0 Virya (you do not get the Virya for the card in the moon position.) and may look at all cards in the objective card deck. You may select any (or none) of the two cards you get from there. Reshuffle the deck immediately afterwards (before placing any cards on the layout).</p> <p>Then do one of these three things: Move the Doom marker by one position (in either direction), flip the End marker to the other side (regardless of which side is face up), or construct a temple of light in a neutral minor nation (with the restrictions of Construct Building action).</p>
Utopian City	You do a Construct Building action for the controlling major nation. You get 1 additional building for free in every area of that nation without units. You must place the free buildings in an empty building spot of that area (otherwise you do not get the building). You can also pay 3 Virya per additional building otherwise. The effects of factories also apply as normal.
Vimanas (flying craft)	You do a “Move & Conflict” action for the controlling major nation and can cross ocean zones for free that are adjacent to an area with a base that nation controls. You may have additional contested areas for 2 Virya each. The effects of factories also apply as normal.
Weather Control Crystals	<p>Move the Doom marker 2 steps in one direction (either forwards or backwards).</p> <p>You (the acting player only) gain 5 Virya.</p>

Note: This triggers the dark temple effect twice if going left.
Note: You cannot go further back than the end of the track.

Note: All removed units and markers are returned to their respective supply.

10.5 Continuous Effects

These effects only apply once the marker of the associated special action has come into play (by executing the special action).

<i>Marker</i>	<i>Continuous Effect</i>
Chimera Lab (from <i>Chimeras</i>)	As long as this marker is in the home area of a major nation, all military units of that nation count double , except for paying ocean/straits costs.
Healing Crystal (from <i>Crystal Healing Grid</i>)	As long as this marker is in the home area of a major nation, any units that would be lost (removed from map) from that major nation are placed in the home area instead of returning them to the supply. This does <u>not</u> apply to units removed for crossing oceans or straits. The maximum amount of units that can be placed in this way within a single turn is 3 per temple of light in play (so none if there are no temples of light in play). <i>Note: Any temples of light that are destroyed in a turn are not counted then.</i>
Psychic Control (from <i>Psychotronic Weaponry</i>)	Whenever an archon is moved onto an action space where this marker is, the player must pay 10 Virya to do that action. The current owners of “Psychotronic Weaponry” each get 5 Virya then.

10.6 Secret Society Powers (advanced game)

<i>Name</i>	<i>Special Power</i>
Lemurian Brotherhood	<i>Peacekeepers:</i> You may prevent movement of units, that would cause a conflict as part of a Move & Conflict action, into a minor nation that contains your agents with a value total of 3 or more. You must decide to use this option before any conflicts are resolved in that action. The attacker can move units from prevented conflicts elsewhere then instead or undo the movement (regaining any costs paid). You get an additional 6 Virya at the start of the game if you do not control Lemuria then.
Order of Thoth	<i>Secret Tablets:</i> When doing the Repolarize action on your pad you keep 3 cards (instead of 2). You also get 3 Virya instead of paying the normal cost. You do not get the Virya for the card in the moon position. <i>Note: When doing the “Temple of Anu” special action after having done the above action you still keep 3 cards (because you take 2 cards and give 2 cards away).</i>
Priests of Atla-Ra	<i>Clerical Espionage:</i> When doing the Intrigue action on your pad you may also inspect all objective cards from one player of your choice who controls a temple. You may not show these card to others. You also get 6 Virya, either before or after the Intrigue action (your choice).
Purple Dragon Society	<i>Lizard King:</i> When doing the Coup action on your pad , your agent with the number “3” counts as a 9 instead and you may pay 1 Virya afterwards to keep it

	on the map (if it would otherwise be removed).
Sisters of Starlight	<p><i>Unity Consciousness:</i> You can move your archon onto an action space where an archon of your partner is standing and execute that action, if your partner agrees to that. The action space must be one you could otherwise normally move to. Your partner can do this likewise with your archons.</p> <p><i>Note: You only need the consent of your partner to execute the action, but not for how the action is executed.</i></p> <p><i>Note: Your own archon on an action space still prevents you from selecting that action space as normal.</i></p>

10.7 Major Nation Objectives (advanced game)

Name	Objective
Aquatic Spirit	The major nation gets +1 Power per minor nation controlled that borders 2 oceans.
Emulous Explorers	The major nation gets +3 Power if controlling more wilderness areas than every other major nation.
Cosmopolitan Dream	The major nation gets +1 Power per area controlled with all building spots filled (counts for minor nations and the home area, not for wildernesses).
Fanatical Sectarians	<p>If the major nation controls at least one temple and there are in total on the map at least twice as many temples of that type compared to the other type, then:</p> <p>+3 Power (if with 3 players) +4 Power (if with 4 players) +5 Power (if with 5 players)</p> <p><i>Note: The condition is also fulfilled if there are no temples of the other type on the map.</i></p>
Imperial Ambition	The major nation gets +4 Power if controlling more minor nations than every other major nation, or -1 Power if not.
Militaristic Zeal	<p>If the major nation has more military units than every other major nation, then:</p> <p>+2 Power (if with 3 players) +3 Power (if with 4 players) +4 Power (if with 5 players)</p> <p><i>Note: The effect of the Chimera Lab marker does not apply for this.</i></p>
Mystical Aspiration	The major nation gets +3 Power if controlling more areas with a pyramid than every other major nation.
Occult Collectors	The major nation gets +3 Power if controlling more minor nations with a special action than every other major nation.
Religious Populists	<p>If the major nation has more temples (both types combined) than every other major nation, then:</p> <p>+3 Power (if with 3-4 players) +4 Power (if with 5 players)</p>

10.8 Glossary

action – the thing players do each turn, which they select by placing an archon on an action space (see page 12)

agent – personal markers of a player (secret society) with numbers 0-3; placed using the Intrigue action and used to determine the result of a Coup action (see page 13)

archon – one of the two large pawns every player gets; used to select an action space (see page 12)

area – a portion of land on the map: either a wilderness area, minor nation or major nation home area (see page 4)

Ascension – one of the three ways a game can end; happens when there are 7 temples of light on the map at the end of a round (see page 21)

attacker – the side of the acting player in a Coup, Move & Conflict, or Global Conflict action (see page 7)

Base – a type of building; gives bonuses to the garrison value and extra units when doing the Recruit action (see page 26)

bidding contest – method of combat in the game; used as part of the Coup, Move & Conflict and Global Conflict actions (see pages 13, 16)

bidding dial – game component by which players can secretly select a bid in bidding contest; also indicates the cost of that bid (which may be different from the bid value) (see page 13)

building – game component which provides enhanced effects to the area it is in, or its owning major nation or player; must be placed in a free building spot (see page 6)

building spot – rectangle on the map which may contain a building; requirement for placing buildings on the map (see page 6)

Capitol – a type of building; gives bonuses to the political stability value and free agents when doing the Intrigue action (see page 26)

compensation tile – game component players get during setup which is used at game end for extra Virya (see page 11)

conflict (contested area) – an area containing military units that do not belong to the major nation owning the area; only a temporary state during a Move & Conflict action which must be resolved (see page 16)

Construct Building – a standard action to place buildings on the map (see page 16)

Continuation – one of the three ways a game can end; happens when the End marker has reached or passed the round marker at the end of a round (see page 21)

control marker (obelisk) – game component that is placed in a minor nation and indicates which major nation owns it (see page 5)

Coup – a standard action by which players try to take over a nation using agents (see page 13)

crossing cost (oceans or straits) – the cost (loss of units) that must be paid when units cross an ocean zones or strait (see page 16)

defender – the target of the acting player in a Coup, Move & Conflict, or Global conflict action (see page 7)

defense value – Each minor nation and major nation home area has two defense values (garrison and political stability) as determined by its property counter. They are used to increase the defending side's total in a bidding contest (see page 6)

Doom marker – game component that moves on the round track (in the opposite direction of the round marker) every time a building is destroyed; determines if the Pole Shift (Doom) game end happens (see pages 7, 18, 21)

End marker – game component that moves on the round track (in the opposite direction of the round marker) at the end of every round, unless a building was destroyed or a temple of light was built; determines if the Continuation game end happens (see pages 7, 21)

Factory – a type of building; gives an additional building when doing the Construct Building action and an additional conflict when doing the Move & Conflict action (see page 26)

garrison value – one of the two defense values each minor nation or major nation home area has, as determined by its property counter; used for defending in a Move & Conflict or Global Conflict action (see page 6)

home area (major nation) – the fixed area on the map that is associated with a major nation. Major nations can never lose their home area. (see page 4)

Intrigue – a standard action to place or relocate agents on the map (see page 13)

leading major nation – the major nation with the highest Power total, there may be multiple leading major nations; relevant for scoring (see page 22)

loot marker – game component that can be placed in a major nation home area as the result of winning a Global Conflict and increases the Power value of that area by the indicated number (see page 19)

major nation – entity in the game that consists of its home area and all other areas it controls on the map; is itself controlled by two secret societies (players) (see page 4)

major nation objective card – only used in the advanced game. Each major nation gets such a card, and if fulfilled increases that nation's Power total at game end. (see page 24)

military unit – game component represented by the warrior minis; used for resolving the Move & Conflict and Global Conflict actions (see page 6)

minor nation – land area on the map that starts the game as “neutral”; can be taken over by a major nation (see page 4)

Move & Conflict – a standard action to move military units and by which players try to take over minor nations using these units (see page 16)

nation – general term for minor nations and major nations (see page 4)

neutral – belonging to no major nation; initial status of all minor nations (see page 4)

noncombatant “0” – the “0” position on the bidding dial with a white background and peace dove icon. Agents of players who select this position on the bidding dial are not removed at the end of a Coup action. (see page 13)

objective card – each player gets two of these at setup, they give additional VP and Virya at game end if the conditions are met (see pages 11, 21 ,27)

ocean zone – blue portions of the map; are used as passageways for military units (see page 5)

Pole Shift (Doom) – one of the three ways a game can end; happens when the Doom marker has reached or passed the round marker at the end of a round (see page 21)

political stability value – one of the two defense values each minor nation or major nation home area has, as determined by its property counter; used for defending in a Coup action (see page 6)

Power – value of various areas and buildings on the map, which in total determine various effects for a major nation, one being for scoring at game end. Major nations that have a high Power total are usually more powerful. (see pages 4, 10, 16)

property counter – game component that is assigned to a minor nation or major nation home area during setup and determines various values for that area (see pages 4, 9)

Pyramid – a type of building; increases the Power value of the area it is in (see page 26)

Recruit – a standard action to place military units on the map (see page 16)

Repolarize – a standard action by which players can swap out their objective cards (see page 15)

round – sequence of turns starting with the starting player. Every player only gets one turn per round. (see pages 7, 21)

round marker – game component that indicates the current round being played (see pages 7, 21)

secret society – role of the player in the game; represented by the secret society pad (see pages 2, 11, 24, 29)

special action – an action with its own special effect; some are an enhanced version of a standard action others are completely different than any other action (see pages Error: Reference source not found, 27)

special action markers – game components that are used for the effects of some special actions (see page 21)

Temple of Darkness – a type of building that gives Virya when the Doom marker moves; may not be in the same area with Temples of Light (see page 26)

Temple of Light – a type of building that gives additional Power at game end; may not be in the same area with Temples of Darkness (see page 26)

unit – short term for “military unit” (see page 6)

Virya – functions as the currency of the game; used to pay for or enhance various effects. Players keep track of their Virya on their secret society pad. (see page 6)

VP – victory points; score for determining the winner of the game (see pages 3, 22)

wilderness area – land area that only serves as an intermediate stop for military units; has no power value or building spots; only owned as long as units are in there (see page 5)

10.9 Icon Index



action: Construct Building



action: Intrigue



action: Move & Conflict



action: Repolarize



agent counter



building destroyed



bidding: attacker



bidding: no side



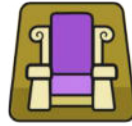
control marker (obelisk)



crossing cost for straits



defense value: political stability



action: Coup



action: Global Conflict



action: Recruit



action: unique special action



building (any building)



building spot



bidding: defender



conflict (contested area)



crossing cost for ocean



defense value: garrison



Doom marker



entire map (globally)



game end



game ending that gave rewards
(objective fulfilled)



major nation home area



objective card



player



Power value



round



round marker



temple (either type)



unit (military unit)



unit loss



Virya cost



Virya gain



victory points



wilderness area

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