

# ESCAPE from ATLANTIS GAME

*A Family Board Game for 2-4 players  
Ages 8-Adult*

**Contents**

Playing Area  
2 Dice (specially marked)  
6 Sea Monsters  
6 Sharks  
6 Octopuses  
6 Dolphins  
12 Boats  
12 Sails

7 Grey Mountain pieces  
12 Green Hill pieces  
18 Yellow Lowland pieces  
= A total of 37 Island pieces

48 Atlantean Tribesmen  
(12 each of Red, Blue, Yellow and Green)

**The Object of the Game**

To lead your tribe of Atlanteans in their daring escape from the doomed Island of Atlantis to the safety of the nearby Coral Islands. The winner is the player with the greatest number of escaped Atlanteans at the end of the game.

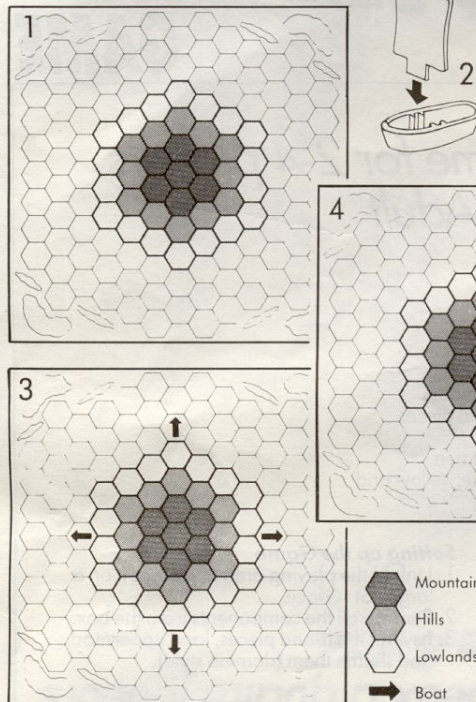
**Setting up the Game**

1. Unfold the playing area and place it on a large flat surface.
2. Remove all the components from the box.
3. Lay out the Island pieces, land uppermost, and shuffle them (domino style).





4. Place the largest Grey Mountain piece on the hexagon in the centre of the board and arrange the remaining six Grey Mountain pieces in a circle around it. Next place the Green Hill pieces in a circle on the 12 sea spaces surrounding the Grey Mountain pieces. Finally repeat this procedure by surrounding the Green Hill pieces with the 18 Yellow Lowland pieces. Players should not look at the underneath of the pieces while constructing the Island. Atlantis is now complete with all 37 Island pieces adjoined (see diagram 1).



3. All the other playing pieces, Sharks, Sea Monsters, Octopuses, Dolphins and the remaining Boats are place out of play until required.

#### A PLAYERS TURN

A player's turn is a THREE part move and consists of the following, in order:

1. Moving Atlanteans and/or Boats.
2. Sinking an Island piece (removing it from the board).
3. Rolling the dice

#### Atlantean Movement

On his turn a player may move either his Atlanteans or Boats a combined total of THREE spaces. For example he may move one Atlantean three spaces or three Atlanteans one space each. He could also move one Atlantean two spaces and a Boat one space. In fact any combination of Atlanteans or Boat manoeuvres can be made on one turn. (see diagram 5).



5. Before play, a number of Boats must be placed around the Island, according to the number of players. First attach the 12 Sails to the 12 Boats (see diagram 2). Next place the correct number of Boats on the board — 4 Boats for 3 or 4 players (diagram 3) or 2 Boats for 2 players (diagram 4).

#### Game Play

1. Choose a starting player (play passes to the left).
2. Players choose a tribe of 12 Atlanteans each and they then take it in turns to place one of their Atlanteans onto the central Island until all the men in play are on the Island. Each Island piece can hold up to three tribesmen but at the start of a game only ONE can occupy each Yellow Lowland piece, (there can be up to three tribesmen on all the other Island pieces).

#### Atlantean Boats

A player may move an Atlantean into a Boat from an Island piece, providing the Boat occupies a sea space ADJACENT to the Island piece. A maximum of three Atlanteans are permitted into a Boat. Atlanteans may "Boat-hop" from one Boat to another providing the two Boats involved occupy adjacent sea spaces. All players may move unmanned Boats. Boats may not be moved onto or pass through a sea space occupied by another Boat, an Octopus or a Sea Monster, or be placed on any land. A Boat may occupy a sea space with a Shark or a Dolphin.

#### Boat Control

A player gains control over a Boat when he mans it with a majority crew. For example if a player has one of his Atlanteans aboard a Boat then only he can move that Boat. However, if two Atlanteans from another tribe came aboard then control would be lost to that player.

#### Shared Boat Control

Atlanteans may board ANY Boat providing there is room on board. When a Boat is crewed by two or three men, each from a different tribe, control of the Boat is shared between the players concerned.

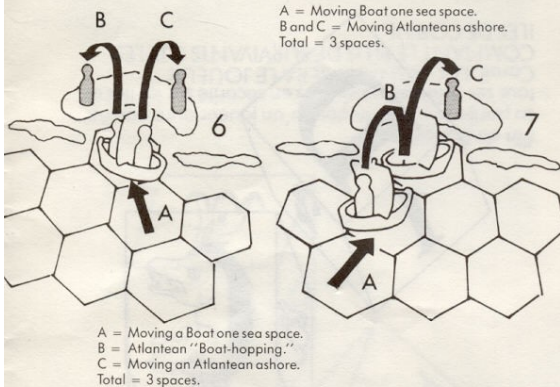


Therefore, any of these players can (on their turn) move the boat in the direction they alone decide. Once a Boat has set sail from Atlantis the aim is to get the passengers to the safety of the Coral Islands situated in each corner of the board.

#### Disembarkment at Coral Islands

Once a Boat has reached the sea space adjacent to a Coral Island, a player may move his men onto the Island on his turn (see diagram 6). Tribesmen can only disembark when the Boat is on the sea space between the two pink coral reefs that protect the Coral Islands. Moving a man ashore is the same as moving one space. Once ashore, Atlanteans must remain there.

Remember Atlanteans can "Boat-hop" so if a Boat blocks the way of another the passengers can move from one Boat to another (providing the Boats are occupying adjacent sea spaces). (See diagram 7).



#### Atlantean Swimmers

A player may only move a swimmer ONE SEA SPACE AT A TIME, per turn. Atlanteans become swimmers by either:—

1. Diving from a land piece to an adjacent sea space or
2. Jumping overboard from a Boat onto the same sea space or
3. Plunging into the sea when there are no remaining spaces on the Island, as an Island piece is sunk.

Atlanteans who have dived into the sea or jumped overboard may not immediately move to another sea space (as swimmers), but must wait until the next turn. Swimmers may only board a Boat from the same sea space as the Boat. This action counts as one move only and the Boat can then be moved on as the Atlantean is no longer a swimmer.

#### Atlantis Flooding (Sinking Island pieces)

This is the second part of a player's turn. Atlantis floods region by region: Lowlands first, then Hills, and finally the Mountains. A Player cannot sink a Green Hill piece before all the Yellow Lowland pieces have been sunk; likewise, Grey Mountain pieces cannot be sunk until there are no Green Hill pieces left on the board.

Any Atlanteans on a sinking Island piece are

removed and placed on ANY OTHER ISLAND PIECE (green, yellow or grey). The player sinking the Island piece then looks at the reverse side of it and acts according to the symbol on the bottom. The Island piece is then removed from play. As the Island disintegrates the remaining land pieces may become more and more crowded as the Atlanteans retreat to higher ground. If, when sinking an Island piece, there are no spaces left on the Island then any Atlanteans on the sinking Island piece have to dive into the sea and become swimmers on any sea space ADJACENT to the sinking Island piece. When there are no Island pieces remaining, play continues with each player's turn consisting of moving Atlanteans and/or Boats and spinning the Atlantean Swirler.

#### Atlantis Symbols

On the reverse of each Island piece there is a symbol that is revealed when it is sunk. Each symbol has a different meaning as follows:—

1. **Sea-Monster:** Place a Sea Monster on the sea space that was uncovered by the sinking Island piece.



2. **Shark:** Place a Shark on the sea space that was uncovered by the sinking Island piece.



3. **Octopus:** Place an Octopus on the sea space that was uncovered by the sinking Island piece.



4. **Dolphin:** Place a dolphin on the sea space that was uncovered by the sinking Island piece.



5. **Boat:** Place a Boat on the sea space that was uncovered by the sinking Island piece.



6. **Whirlpool:** When a whirlpool is revealed, any Sea Monsters, Sharks, Octopuses, Dolphins, Boats (manned or unmanned) or Swimmers on any SEA SPACE touching the one uncovered by the sinking Island piece are sucked in and taken out of play.





### Atlantis Sea Creatures

#### Sea Monsters

When a Sea Monster is moved onto a sea space occupied by any Swimmers and/or an Atlantean Boat (manned or unmanned), the Swimmers and/or Boat are immediately devoured. Their remains are removed from the board and taken out of play!

The Sea Monster stays put until it is moved again (by use of the dice).

#### Sharks

When a shark is moved onto a sea space occupied by a MANNED Boat, the crew are tossed overboard and become Swimmers whilst the Boat is sunk and removed from play. The crew are then placed in the same sea space as the Octopus. However, if a Shark also occupied that space the crew are devoured and removed from play. An Octopus cannot attack Swimmers nor sink UNMANNED Boats.

#### Octopuses

When an Octopus is moved onto a sea space occupied by a MANNED Boat, the crew are tossed overboard and become Swimmers whilst the Boat is sunk and removed from play. The crew are then placed in the same sea space as the Octopus. However, if a Shark also occupies that space the crew are devoured and removed from play. An Octopus cannot attack Swimmers nor sink UNMANNED Boats.

#### Dolphin

When a Dolphin is moved onto a sea space occupied by a Swimmer (or vice versa) a player may use his move of three spaces to rescue his Atlantean with the Dolphin which carries him to the safety of any of the Coral Islands. The Dolphin is then placed on the sea space between the two pink coral reefs that protect the Coral Island.

Sea Creatures may all share sea spaces with each other but they are not allowed to move onto land.

A player may not move more than one Sea Creature on his turn.

#### THE DICE

The dice are to be rolled as the last part of each player's turn. Die A indicates which Sea Creature is allowed to move. Die B indicates how many Sea Spaces the Sea Creature will move. ('D' represents "DIVE".)

#### EXAMPLE A:

Monster D = Beware, Diving Sea Monster!

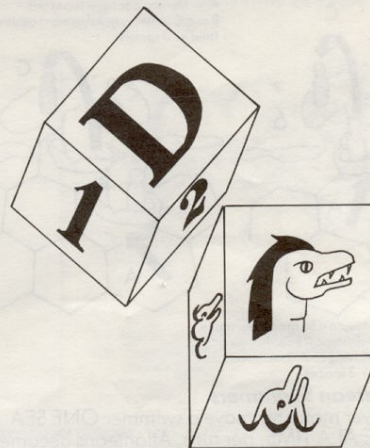
The player whose turn it is can now move 1 Sea Monster on the board to any vacant Sea Space.

This move does not enable him to devour any of his opposing Atlanteans but it can be used to block the passage of boats or to threaten vulnerable swimmers. (This applies to all Sea Creatures.)

#### EXAMPLE B:

Shark 2 = This roll enables the player whose turn it is to move any one Shark on the board 2 Sea Spaces.

If the number is enough to get the Shark to an opponent's swimmer then the swimmer (or swimmers if there are more than one on the same Sea Space) are devoured and removed from play. If there are no Sea Creatures on the board as indicated by the die, then play passes to the next player.



#### End of the Game

The game ends with the first player to lead all his surviving Atlanteans to the safety of the Coral Islands. THE PLAYER WITH THE MOST ATLANTEANS ON ANY OF THE CORAL ISLANDS AT THIS TIME IS THE WINNER.