FINDING ATLANTIS

Rulebook
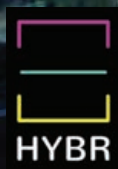
HYBR

Synapses Games

Introduction

A strong gust of wind has you looking up. The steel hull under your feet vibrates softly. The sea is still calm, but you can smell the storm coming.

You remember the stories of your grandfather, of distant lands, exotic scents and the seven seas. Even if it seemed like the whole world had already been explored, he dreamed of a mysterious place, the most legendary of them all. "It holds precious treasures and long forgotten secrets, kept by dangerous guardians." Your eyes were glowing at this notion.

Back then, you swore you'd find Atlantis. And today you have something your grandfather could have never imagined: a submarine.

You look to the east and spot your opponent's submarine on the horizon: it's Captain Glue!

"Dive, you dawdlers! The race is on!"

Goal of the game

Finding Atlantis is a competitive, strategic exploration game with unique app-generated ocean maps. The first player to find and explore all the spaces of the sunken city of Atlantis wins.

Contents

32 Action cards

10 Artifact ✳ cards

8 Captain cards

4 Riddle cards

16 Wooden Submarine tokens

16 Wooden Mine tokens

1 Nautical chart writing pad

4 Submarine screens

1 Rulebook

Have you run out of Nautical charts?
Scan this QR code to print more.

SETUP

Each player receives:

1 1 printed Submarine token of their own color

2 1 Submarine token in each of the other players' colors

3 8 Action cards of their color

4 The Submarine screen of their color

5 1 Mine token of each color (Pirate mode only)

6 Deal out 2 Captain cards to each player. Keep 1 and put the other back in the box.

7 1 Nautical chart

8 1 Riddle card

9 1 Pencil (not included)

Finally, place the 'navigation device' (your phone) **10** in the middle of the table. Shuffle the deck of Artifact ✴ cards **11**, and place it face down next to the navigation device.

You're now ready to start your adventure!

ACTION CARD DISTRIBUTION
1 x Sonar
1 x Jelly Rod
1 x Explore
1 x Surface
1 x Silent Running
1 x Long Silent Running

ADDITIONAL ACTION CARDS IN PIRATE MODE
1 x Periscope
1 x Drop Mine

The game comes with the Finding Atlantis app. Download it from your respective app store or scan this QR code. You only need one device for all to play.

Download on the **App Store**

GET IT ON **Google Play**

Preparing the Navigation Device

1. Open the **Finding Atlantis app** on your device. It will navigate you through the game.

2. Tap PLAY.

3. Choose your color.

4. Select the rectangle that represents your position at the table.

5. Select your chosen captain.

6. Repeat the same process for the other players, then tap ALL ABOARD!

7. Choose your game options:
- sea monster behavior
- game mode
- U-Bot(AI)
- ocean map size

8. Tap START GAME.

9. Follow the instructions in the app. Tap the middle of the screen to continue to the next segment.

TEAM TIP: Play against the AI
You can add up to 3 AI controlled U-Bot players that can act as your opponents in the race for Atlantis! This way you can enjoy an exciting solo game, or even combine U-Bots with friends. The maximum number of submarines in a single game is 4.

10. Set sail

The app places you randomly on the map. All starting positions are public information.

Each player now disappears into the ocean by carrying out 1 hidden movement. Always try to keep your position a secret, so the other players can't profit from your research results.

Use your printed submarine token to mark your own position on your Nautical chart. Use the other submarines to keep track of where the other players are located.
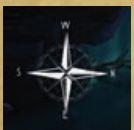
IMPORTANT: The device must be in the same orientation throughout the entire game. Make sure the cardinal direction of your Nautical chart matches that of the app's ocean map, by writing "N" (north) on your compass rose!

How to play

The app determines who starts. After that, players take turns in clockwise order.

On your turn, you get to carry out **2 actions**. To carry out an action, scan the **back of your card using the front camera of your navigation device**. All cards cost 1 action unless the card or the app states the action is free.

The app will provide you with feedback after you've scanned your card. Secretly note all clues on your Nautical chart.

Then, place **this action card face up on your discard pile**. *Note: all players are allowed to check the last 2 actions that were taken at all times.*

Once you've carried out your 2 actions, it's the next player's turn.

The actions in detail

Use your actions to **explore** the ocean floor. Search for traces of civilization ◯, such as Atlantis ⚠ or artifacts ✳.

You can also **move around the ocean**. Try to keep your location hidden from the other players as long as possible, so they can't benefit from your clues. At the same time, you should of course try to find your opponents yourself!

IMPORTANT: If the back of your card shows a compass, make sure its compass needle is pointing in the right direction while you scan the card. For cards without a compass, the scanning orientation doesn't matter.

Here's an overview of the cards. An explanation of the symbols can be found on page 7.

SONAR

The Sonar gives you information about the topography of your surroundings.
Find out if and where there are seamounts ⛰ in the **8 spaces surrounding you.**
Even if you're at the edge of the ocean map, it's possible the sonar might give you useful information about the spaces that lie beyond it.

JELLY ROD

Use the Jelly Rod to scan 2 adjacent spaces on opposite sides of your submarine for traces of civilization ◯. In Pirate mode, the Jelly Rod can confuse traces ◯ with mines ✹.

Be sure to point the compass needle towards the desired direction when scanning!

Example:

Ollie scans the Jelly Rod card and orients the compass needles north and south. The device tells him there is a trace ◯ to the north, but there's nothing of interest to the south. To confirm if it is Atlantis ⚠ or an artifact ✳, Ollie should move to the indicated space, and play the Explore card.
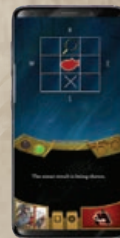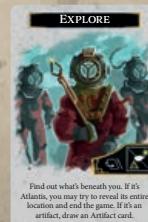
EXPLORE

Explore the ocean floor to find out if your current space contains an artifact ✳ or even Atlantis ⚠.

This action is also necessary to:
• draw Artifact ✳ cards (see page 7)
• solve the puzzle to win the game! (see page 8)

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MOVEMENT

There are different ways to move around the ocean:

1. Use **Silent Running** or **Long Silent Running** to move undetected. Secretly choose your direction on the navigation device, and move your submarine forward in the same direction on your Nautical chart. You cannot move past the edge of the map. Attempting to do so will end your move immediately.

2. **Burn a card.**
As an action, any card (except for Artifact cards and the Surface card) can be discarded to move 1 space in a direction of your choice, instead of carrying out the card's action. Tap the burn button 🔄, **flip** the card to see the compass and scan the card. Mind the orientation of the needle. Then, discard the chosen card. **Watch out though, because the chosen direction is public information!**

Note: some Captains can also provide alternative movements.

SURFACE

Surfacing is the only way to take all of your Action cards (including the Surface card) and your Captain card back into your hand.

The catch? When you surface, everyone will know your exact location.

TEAM TIP: Get some air
Play as many cards as possible before you surface. After you've surfaced, it's usually a good idea to play your Silent Running or Long Silent Running card as your next action.

ADDITIONAL ACTION CARDS IN PIRATE MODE

PERISCOPE

Use the periscope to detect danger in the **8 spaces surrounding you.** It detects mines ✳️ and sea monsters 🦑.

Note: return this card to the box if you're not playing in Pirate mode.

DROP MINE

This card allows you to drop a mine ✳️ and move in the direction of the compass needle. Use the Mine tokens to mark your mine and the mines of your opponents (if you know where they are). When dropping a mine, your previous mine is destroyed. Learn more about how mines work on page 7.

Note: return this card to the box if you're not playing in Pirate mode.

CAPTAIN CARDS

Each captain has their own special ability, so be sure to read the text carefully.
Note: you're also allowed to discard 🔄 your captain card to move (see Movement).

ARTIFACT CARDS

Artifacts grant powerful abilities to whoever finds them. To use one, you must scan it. Then, place the Artifact card in your player area, but not on your discard pile.

THE SUBMERGED PUZZLE

Your goal is to solve the mystery of Atlantis. The Nautical charts in front of you look excitingly empty, but many clues are hiding deep beneath the surface!

Each puzzle inside the app is based on the same principles.
· **Atlantis** △ and **artifact** ✳ spaces are randomly placed.
· **Atlantis** △ spaces are always orthogonally or diagonally adjacent to each other.

In a **6x6 map** there are **4 artifacts** ✳ and **4 Atlantis** △ spaces.
In an **8x8 map** there are **6 artifacts** ✳ and **6 Atlantis** △ spaces.

The navigation device will tell you the results of your actions.
Here are all the important symbols:

TRACES OF CIVILIZATION
Some map actions reveal traces of civilization. They indicate either Atlantis △ or an artifact ✳ .

ATLANTIS
Whenever you come across a part of Atlantis, you are one step closer to victory. Congratulations! However, you can only win by finding all spaces of the sunken city, and then using an Explore action.

ARTIFACTS
Artifacts grant powerful abilities to whoever finds them. They will either help you in your search for Atlantis, or hinder your opponents. To gain an artifact, you have to discover it with an Explore action. When you do, draw an Artifact card and add it to your hand. To use it, you must scan it. This counts as an action, unless the card states the action is free. After you've used it, place the Artifact card in your player area, but not on your discard pile (it still belongs to you, but in Pirate mode it can be stolen). **A sea monster awakens on the same spot.** When spawned, they do not immediately attack the player. Any submarine that moves into a space **already** occupied by a sea monster, will be attacked.

Note: when an artifact is recovered during the game, the seamount stays in place.

SEAMOUNT
If you encounter a seamount △, that means a trace 🔍 is close! Both Atlantis △ and artifacts ✳ can only be found on a △. Also, the 4 spaces orthogonally adjacent to Atlantis △ or to artifacts ✳ are always a △.

NO TRACE
Spaces without a trace also provide useful information. Cross them off on your Nautical chart.

DEEP OCEAN
Deep ocean spaces without a seamount △ also provide useful information. Black them out on your Nautical chart.

SEA MONSTERS
Uh-oh! Sea monsters are unpredictable creatures. If you encounter one, the navigation device will tell you what happens. Spoiler alert: it's usually nothing good...

SEA MINE
Boom! When you move into a mine, you must give 1 of your Artifact ✳ cards to the player who placed the mine. If you don't have an artifact, you must discard up to 2 action cards from your hand (but you can never lose your Surface card). If that's not possible either, nothing happens.

DANGER
Some actions (like the Periscope action) alert you of danger, in the form of sea monsters and mines.

End of the Game

If you think you've discovered the exact location of all Atlantis spaces, you must use the Explore action on 1 of these spaces. Then, choose REVEAL ATLANTIS: SOLVE THE GAME on the navigation device and publicly enter the Atlantis spaces.

If you were correct, you win and the game ends immediately!

If you made a mistake, the app will teleport you to a random location in the ocean, and you'll have to figure out where you are. In that case, the game continues as normal.

Credits