

ATLANTIDA

Rules

How to get on Atlantida board?

There are only two possibilities:

- 1) Thanks to adventure card.
- 2) To roll a die and get more than 4 on spaces hidden valley, crags and chasm.

There are no other possibilities.

Moves on Atlantida:

In the first part of game board Atlantida you must move one space per turn. Until you come to Huge Square, first space of Atlantida city. As soon as you reach this space you can move by rolling a die. You can choose to move clockwise or anticlockwise.

New characters:

You can become a prince or princes of Atlantida. As soon as you reach Kings Hall you can roll a die and try to become it. If you do not succeed you are kicked out of Atlantida or you are going to lose 1 life.

Special rules:

On every card is written what it can do or what just have happened. There is on a few cards written just "immediately leave Atlantida" to roll a die and see where you move:

- 1-2 = hidden valley
- 3-4 = forest
- 5-6 = tavern