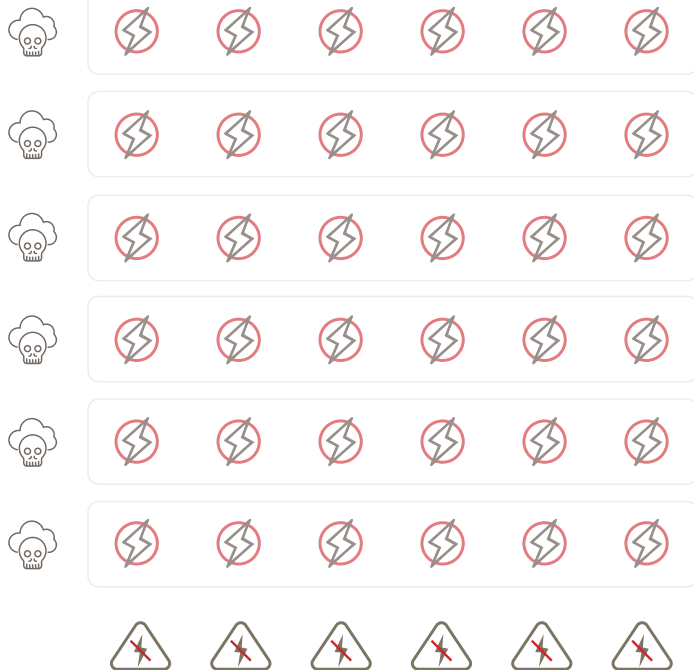


ATLANTIS ISLAND POWER GRID

FOSSIL FUEL POWER STATION



RENEWABLE POWER



A completed **column** of 6 power ⚡ = 1 power cut ⚠️
 A completed **row** of 6 power ⚡ = 1 pollution cloud ☁️
 3 power cuts ⚠️ or 3 pollution clouds ☁️ = game over!



RESERVOIR EXPANSION

The island gains one water dice. This cost can be shared. One time only.

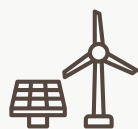
-16 +1



UNDERSEA DATA CENTRE

One player only. This player's water usage is 0 from now on.

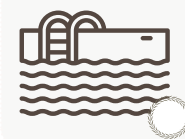
-20



RENEWABLE POWER

This cost can be shared. Replaces a row of fossil fuel power with renewables, and adds 6 more renewable slots. This row can no longer cause pollution.

-8 12 per row



POOL SERVER COOLING

One player only. This player's water usage decreases by 10 water.

-10 -8

ORDER OF PLAY

ROUNDS

1. ROLL YOUR DATA DICE

ROLL 1-5: Add 1-5 data and any coins you gain.

ROLL 6: Gain no data. Roll Poseidon's Chance.

2. BUY ITEM(S) (IF YOU WANT)

Server: pay the cost, mark power and water usage, get dice. Add any investor bonus.

Power/Water utility: pay the cost and mark the item on the player board or island board.

3. RESOLVE WATER

Reduce the reservoir level by all players' water usage.

Has it rained? Roll water dice and increase reservoir level accordingly.

4. HAS ATLANTIS FALLEN?

Game ends if you run out of water, have three power cuts, or three pollution clouds.

Mark the end of the round.



GOAL

BUILD YOUR SERVER BUSINESS AND SURVIVE TO THE END OF ROUND 12.

How much Atlantian data can you digitize?

Try to gather all 10 different blocks of data between all the players.

