



CONTENTS

110 cards (63x88mm), including:

- 40 Atlantean cards (ATL001-ATL040),
- 10 Barbarian cards (BAR041-BAR050),
- 10 Japanese cards (JAP041-JAP050),
- 10 Roman cards (ROM041- ROM050),
- 10 Egyptian cards (EGY041-EGY050),
- 28 Common cards (COM098-COM125),
- 2 cards for the single player variant (1 Attack card and 1 Virtual player faction card)

Atlanteans Faction cards include: 30 regular Faction cards (ATL001-ATL030) marked with the  icon and additionally 10 Faction cards (ATL031-ATL040) marked with the  icon. The additional cards should be treated as the "Why Can't We Be Friends" expansion for the Atlanteans deck. These cards are the equivalent of the new cards that the factions received in the "Why Can't We Be Friends" Empire pack. All other cards from this expansion are marked with the  icon.

1 Faction board (composed of 2 pieces), 1 Faction marker, 9 Advanced Scoring Technology tokens, 8 Advanced Defense Technology tokens, 32 Basic Technology tokens.

2 Barbarian tokens (these tokens are only used when the player commanding the Barbarian faction builds the Anti-Tech Squad Location).



Advanced Defense Technology token



Advanced Scoring Technology token





Basic Technology token



Barbarian token

THE ATLANTEANS EXPANSION INTRODUCES

- a new color of the cards: **WHITE**.
- new types of Goods:  Basic Technology tokens,  Advanced Technology tokens



WHITE

FORMATS OF PLAY

The following two formats describe rules for deck construction.

OPEN

You may mix any Common and Faction cards from any expansions with the corresponding cards from the Imperial Settlers base game and have fun.

Note that this way you may create chaotic and crazy decks.

STANDARD

This format only is allowed to be played in tournaments.

You may mix the Common and Faction cards from the Imperial Settlers base game with the corresponding cards from exactly 1 expansion only.

NOTE: If you want to build your Faction deck using cards from the Atlanteans expansion you must first replace the following Faction cards for their equivalent:

- Barbarian faction: Enchanted Forest replaces Primeval Forest,
- Japanese faction: Modern Farm replaces Farm,
- Roman faction: Distant Trade Colony replaces Trade Colony,
- Egyptian faction: Mystic Pyramids replaces Pyramid.

You may not have copies of both cards in your Faction deck. Afterwards, you may proceed to build your Faction deck as normal.

Building a Faction deck

Each Faction card has the number of its copies indicated in the bottom right of its central image. There are cards which come with 3 copies, 2 copies or a single copy.



Your Faction deck should consist of exactly 30 cards: 3 cards with 3 copies each, 6 cards with 2 copies each, and 9 single cards. You must include all copies of a particular card, so if you want to add a new card to your deck which, for example, comes with 3 copies, you have to remove from the deck all 3 copies of one of the old cards.

Building a Common deck

Shuffle all Common cards from all expansions chosen by players with the Common cards from the base game.

ATLANTEANS

This expansion introduces a new faction – Atlanteans with their own set of faction components: Faction board, Faction marker and Faction cards. Atlanteans should be added to the 4 basic factions from which the players choose to play.

NOTE! With the Atlanteans faction it is possible to play a 5-player game of Imperial Settlers. However it is not recommended due to excessive time of play.

FACTION RULES

- In the Production phase you receive the number of Defense tokens equal to the number of players.
- At the end of the game the Atlantean Faction Locations are worth 0 VP.
- Atlanteans use a new Good: Technology tokens.

During the Action phase, before or after taking his action, a player may place any number of Technology tokens (Basic or Advanced) on the Common Locations in his Empire.

Each Common Location can only have 1 Technology token of each type placed on it (1 Basic, 1 Advanced Scoring, 1 Advance Defense).

Once placed, Technology tokens cannot be moved to any other Location.

Technology tokens that are placed on Common Locations are NOT discarded with other tokens and markers in the Cleanup phase.

BASIC TECHNOLOGY TOKENS


Basic Technology tokens modify the Locations they are placed on in the following manner:

- Placed on a Production Location doubles its production,
- Placed on a Feature Location doubles its effect,
- Placed on an Action Location allows the player to take the action one more time.

NOTE! Remember that in case of building a Location you can only place a Technology token on the newly built Location after the Action. This means only after you receive the initial production from the built Production Location, any Building bonus, and Features.

When a Location with a Basic Technology token is razed, removed or discarded as building cost, the token returns to the player's own supply and can be used again.

ADVANCED TECHNOLOGY TOKENS

Whenever a player gains a  he chooses either a Defense or a Scoring Technology Token.

Advanced Scoring Technology gives the owner 1 VP each time the Location it is placed on is used (Production Location produces resources, Feature Location ability is used, Action Location is activated).

Advanced Defense Technology protects the Location on which it is placed in the same way as a regular Defense token. A single Location can only have 1 regular Defense token or 1 Advanced Defense Technology token.

When a Location with Advanced Technology tokens is razed or removed, the tokens return to the general supply and their owner receives 1 VP for each lost Advanced Technology token.

When a Location with Advanced Technology tokens is discarded as part of a building cost, the tokens return to the general supply but the player doesn't receive any VPs for the tokens.

TECHNOLOGY TOKENS AND OTHER FACTIONS

Other Factions may only use the Technology tokens as Goods spent to activate Actions in certain Locations.

NEW RULES AND CARD TYPES

ABILITIES ACCESSED BY ANOTHER ACTION

This is a new type of Action card which you can find in the game: **Emerald Haven, Glass Giant, Trident Guards, Super Sake Distillery, Smugglers.**

These cards require the player to take an Action in order to give him access to another Action or a Feature on the same card.

When a Location has an Action which gives the player access to another Action, the player cannot take both Actions at once. He needs to activate the first Action to have access to the second one during future turns.

For example: If the player has Emerald Haven, he cannot spend 1 Basic Technology token and 1 Worker to gain a chosen Resource. He should first spend 1 Basic Technology token to be able to spend Workers to gain chosen Resources in his future turns.

When a Location has an Action which gives the player access to a Feature, it is not necessary to move the Location into the Feature row of the player's Empire. The Location is still considered an Action Location for the purposes of play.



OPEN PRODUCTION LOCATIONS

This is a type of Production Location introduced in the "Why Can't We Be Friends" Empire pack.

An Open Production Location operates the same way as a standard Production Location – it provides the player with benefits immediately when it's built and again during the Production phase of any following rounds when the Location is still present.

Open Production Locations introduce to the game a new action, which players can take during the Action phase: Send a Worker to an enemy Open Production Location.



SEND A WORKER TO AN ENEMY OPEN PRODUCTION LOCATION

This action allows a player to send a Worker to an Open Production Location of an enemy to gain the Goods it provides.

NOTE: You cannot send a Worker to an Open Production Location in your own Empire.

In order to perform this action a player must:

1. Take a Worker from his own supply and place it on the Open Production Location of an enemy.

NOTE: You can only send 1 Worker during an action.

2. Take from the general supply the appropriate Good (or draw a card) which the Location provides.

3. The owner of the Location receives a Worker from the general supply.

An Open Production Location cannot be used more than 2 times each round. The Workers sent to the Location are placed on its card to indicate that the Location was used in the current round. When there are 2 Workers placed on

the Open Production Location the Location is exhausted and no player can send his Workers there until the next round.

Workers are discarded from the Open Production Location during the Cleanup phase according to the standard rules.

LOCATIONS WITH TWO ABILITIES

This is a new type of Location. This expansion includes Production Locations which also have Features at the same time. This kind of card is placed in the Production row of the player's Empire.

Technology Ark

This card's Production ability does not provide the player with any initial production when it is built (since the Location's production depends on the Goods being stored on it after it is built).

The card's Feature allows the player to store particular Goods on the card during the Cleanup phase to save them for the next round.

During the Production phase, the player takes from the general supply the Goods which the Location produces. When the Production phase is over, he removes all the Goods stored on the Location card and moves them into his own supply.

Players may not place any Goods on this card during the Action phase.

Thingumebob Trader

This card is a regular Open Production card (see above) and also has a Feature which allows the player to store particular Goods on the card during the Cleanup phase to save them for the next round.

EVENTS

This is a new type of card which you can find in the game.

Whenever an Event card is drawn from the deck, the text on the card should be immediately resolved.

- ✳ When an Event card is revealed during the Lookout phase, its effect should be resolved, then discard the event card and replace it with a new card.
- ✳ When an Event card is drawn by a player at any other phase of the game, he should immediately reveal the card, resolve its effect and discard it. Afterwards the player draws a new Common card.



CARDS CLARIFICATIONS

Scoring Action – An Action on a Location which brings you Victory Points.

Removing a Location – Whenever you are allowed to remove a Location, discard it from the player's Empire. It is not treated as Razing a Location.

THE ATLANTEANS

Planners Caste – Use a Worker from the general supply to indicate that the Action was executed.

Engineers Caste - When built, this Location is treated simultaneously as brown and grey.

Virgin Oracle – You may freely rearrange the 3 Technology tokens (Basic and/or Advanced) between your Common Locations, but each Location may still only have 1 Technology token of each type.

THE JAPANESE

Feng Shui Builders – This Location has a permanent Defense token printed on it forcing the enemy to use an additional Raze token to raze it. You cannot place a regular Defense token on it. Samurai can also protect this Location. A Location with both a Defense token and a Samurai will require 4 Raze tokens to be razed by an enemy.

This card's Action allows you to restore a Location, meaning you may turn a Foundation back to its Location side. This is not treated as a building action. Do not pay the building cost, or collect goods and bonuses from Production and Feature Locations.

Mr. Chi's Innovations – You may not choose an Action Location which has been activated its maximum number of times.

THE BARBARIANS

Clan Dubsters - The removed Locations must be both Common or both Faction: one yours and one enemy.

Trak's Flying Machine – Raze the drawn Common card immediately.

Mechanical Horse – For example: You are razing a red Location. You decide to spend 3 Basic Technology tokens, therefore you receive 3 VP and 3 Food.

Anti-Tech Squad – When a Location is blocked, its ability is inactive and cannot be used by its owner nor any other player. However the blocked Location may still be razed, removed or used as a building cost. The Location is blocked until its owner unblocks it, meaning the Barbarian token is not discarded in the Cleanup phase. Only 2 Barbarian tokens are provided, so the player is limited to only block 2 Locations. When a player wants to block another Location he may take the Barbarian token from a previously blocked Location and place it on the new location.

THE EGYPTIANS

Pharaoh's Ears – The Location you choose operates for its owner in the regular way. It also operates for you when your actions trigger the effect of the Feature.

Pay attention that the Egypt token, which you use to mark the Location, will have a different meaning than a token used by the Temple of Ra from the base game.

Sand Sailors – Immediately place one of your Workers on the chosen enemy Location and gain the Goods it provides. The owner of the Location receives a Worker from the general supply. In case you are able to take this Location's Action more than once, remember that one Open Production Location can only be used twice per round.

THE ROMANS

Defensive Machine – This Action is not treated as Razing. It allows you to immediately place drawn cards as Foundations in your Empire. You also receive 1 wood for each Location placed as a Foundation.

Roman Academy – Regardless of the number of spent Basic Technology tokens during 1 turn this Feature provides you with 1 VP.

Distant Trade Colony – When built, this Location is treated simultaneously as brown, grey and red.

COMMON CARDS

Atlantean Ruins – This Location has no building cost so you can build it for free, but it still requires you spend your turn taking the Build Location action. The Ruins card has no color, nor can it be razed.

SINGLE PLAYER GAME

This expansion introduces 2 cards for the single player game.

The new Attack card should be added to the ones from the base game. Use it only when playing solo with Atlanteans faction or any other faction but with cards from this expansion.

The Virtual player faction card changes the rules for the virtual player. 2 such cards were already introduced in the Why Can't We Be Friends empire pack. The next empire pack will also include 2 more cards.

During the setup of the solo game draw 1 random Virtual player faction card for the virtual player and follow its rules during game.

Atlanteans – Each time you want to raze a virtual player's Location you need to discard 3 Raze tokens instead of only 2. The razed card is discarded as in the regular solo game.

THE ATLANTEANS IN A SOLO GAME

GOAL

When playing the Atlanteans faction, your goal is to finish the game with more Common Locations in your Empire than cards in the virtual player's Collection Pile. If you succeed, score Victory Points according to the standard solo rules.

DEFENSE TOKENS & ADVANCED DEFENSE TECHNOLOGY TOKENS

The Atlanteans faction may use regular Defense tokens and Advanced Defense Technology tokens to protect Common Locations from the virtual player's attack. A single Location may only have 1 regular Defense token or 1 Advanced Defense Technology token.

You may place the regular Defense tokens according to their rules with the following change: do not discard Defense tokens during the Cleanup phase. They are discarded after the Virtual player attack phase instead.

Advanced Defense Technology tokens are used according to their standard rules.

VIRTUAL PLAYER ATTACK

When a virtual player attacks a Location with a regular Defense token, the token is returned to the general supply and the Location is NOT razed. The Location may be targeted by the next attack in the same round.

If there is more than one possible Location when determining the target of the virtual player's attack, and one of these Locations has a Defense token on it, the protected Location is the one to be attacked. Ignore the ability priority and building costs in such case (unless there are more protected Locations to be attacked).

When the virtual player attacks a Location with an Advanced Defense Technology token, follow the same rules as the regular Defense token. In addition, you receive 1 VP when the Advanced Defense Technology token is discarded.

When you build a Location with a permanent Defense token printed on it (i.e. Damascus Steel Armorer from „Why Can't We Be Friends”), immediately place a regular Defense token from the general supply on that Location to represent the printed one. It is treated like a regular Defense token but remember not to remove it after Virtual player attack phase. Once this Location loses the Defense token it is treated like a regular, unprotected Location and you may place a Defense token or Advanced Defense Technology token on it following the above rules.

Advanced variant: The Defense tokens & Advanced Defense Technology tokens removed from attacked Locations are not returned to the general supply but are added to the virtual player's Collection pile. At the end of the game, when determining the winner, each token counts as 1 card for the virtual player.

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