

ATLANTIS PROTOCOL



**ATLANTIS PROTOCOL
METROMITE GAME**

Haja Mo

THE GAME BOARD STORY

Time Travel to Atlantis . Embark on a thrilling and unforgettable journey through time! Set out from modern-day London aboard the extraordinary Obsidian Sphere, an impressive five-story vessel powered by cutting-edge negative energy and Einstein-Rosen Bridge wormhole technology. Your destination: Atlantis, a breathtaking floating city of legend, gracefully suspended above an endless ocean, encircled by mesmerizing waterfalls cascading serenely into the waters below.

Traveling back 12,000 years, you will find Atlantis at its peak—an awe-inspiring utopia powered entirely by the infinite energy of the crystal known as Metromite. At the heart of this spectacular metropolis stands a radiant dome temple, the sacred sanctuary housing this extraordinary crystal, sustaining the city's unmatched technological advancements and peaceful prosperity.

But Atlantis is doomed to imminent destruction. An unstoppable cataclysm, triggered by a devastating earthquake and colossal tsunami, looms on the horizon, threatening to erase this magnificent civilization forever.

Your mission is daring, strategic, and filled with excitement. Carefully navigate Atlantis's intricate network of concentric rings, each connected by luminous floating airbridges and elegant walkways. Along the way, strategically acquire futuristic properties, discover powerful artifacts, advanced Atlantean weapons, and incredible technological inventions unlike anything seen in the modern world.

Yet, peril awaits. Beneath Atlantis's serene exterior lurk treacherous challenges: unexpected storms, powerful ocean currents, giant octopuses hidden beneath the waves, sudden malfunctions of your Obsidian Sphere, and unpredictable anomalies caused by your time-travel journey itself.

But you won't face these trials alone! Meet Helena, the delightful and charming guardian of Atlantis, who holds the honor of being the sole and only Atlantean remaining in this remarkable city. Helena's

wisdom, guidance, and heartwarming humor will provide you with priceless advice and memorable laughs. Her delightful personality ensures you're always smiling, and she'll reward your progress generously with plenty of coins along the way.

Joining her is Miles Shaw, a dedicated archaeologist and seasoned expert in time-travel expeditions. Miles will guide you to strategically valuable properties, rare artifacts, cutting-edge Atlantean weapons, and extraordinary technologies available for purchase, greatly enhancing your journey and chance of success.

Together, Helena and Miles Shaw form a warm, loving, and playful romantic couple whose mutual affection brightens every step of your adventure. They're here not just to guide you, but to make your experience joyful, immersive, and full of laughter and companionship.

The clock is ticking relentlessly—the catastrophic tsunami is approaching. Your ultimate goal is clear: reach the majestic dome temple at Atlantis's core, retrieve the Metromite crystal, and return safely aboard the Obsidian Sphere to modern-day London exactly one hour before disaster strikes, resetting history and safeguarding humanity's future.

Your courage, wit, teamwork, and strategic thinking will determine the fate of Atlantis—and your own.

Are you ready to journey into history, laughter, friendship, and adventure?

Good luck, explorers—your epic voyage through time starts now!



QUICK START IN UNDER 30 SECONDS

One of Metromite's greatest advantages is how little it demands in the way of setup and memorized rules. In fact, you can go from sealed box to active play in less than half a minute, making it far simpler than many other well-known board games. If you've ever spent upwards of ten minutes sorting tiny tokens in a complex Euro title, or carefully reading lengthy scenario instructions in a sprawling co-op adventure, you'll appreciate how Metromite allows you to dive right in without a hitch.

The essentials are straightforward:

Unfold the ring-based board on a table.

Shuffle the Helena and Miles card decks (and Event or Crystal Energy decks, if you plan to use them).

Give each player 1,000 coins and a token.

That's it—start rolling dice and drawing cards.

Compare this with many other popular games. A typical session of certain city-building or resource management titles can require extensive sorting, modular board assembly, or reading through multi-page rulebooks, just so each player knows how to begin. Even beloved classics like Catan often involve placing hex tiles, randomizing number tokens, and explaining resource trading thoroughly before you roll the first die. Meanwhile, Monopoly's initial setup might be familiar, but it still means laying out loads of money, property cards, and deciding who's banker—plus everyone is already bracing for a potentially lengthy session.

In Metromite, you simply say, "Here's 1,000 coins, here's your token," place each deck near the board, and start playing. You don't have to memorize heavy game mechanics; the basics are right there:

Roll the dice.

If it's even, draw a Helena card; if odd, a Miles card.

Move your token accordingly.

Buy or land on properties as you go, handle events if they pop up, and you're good.

Any expansions or custom boards remain entirely optional. If you decide to introduce an advanced ring layout or the Crystal Energy deck for added excitement, it's a simple matter of shuffling another stack of cards or laying out a visually dramatic board. There's no need for additional reference sheets or complicated new phases to memorize. Thanks to this pick-up-and-play nature, families love Metromite for casual gatherings, and experienced gamers can readily incorporate expansions to suit their taste, all without bogging down the core rules.

So while many games earn praise for their depth, some can't help but bury new players beneath a mound of tokens, modules, and thick manuals just to begin. Metromite stands apart by delivering a cinematic world and strong narrative flair, yet never forcing you to jump through hoops before you roll your first die. That's a testament to its design: a game bursting with futuristic marvels, comedic touches, and monstrous challenges, yet always ready to launch in under half a minute, guaranteeing you and your family maximum fun for minimal fuss.

HOW TO PLAY CARDS

How to Play Helena's Deck



When you roll an **EVEN NUMBER** (2, 4, or 6)

Draw a Helena card

Follow the Instructions:

- Sunshine Smile**
Tell a joke, then GAIN 2 COINS
- Warm Embrace**
Give compliments, then **MOVE 2 SPACES**
- Crystal Harmony**
Say what you admire, then **TAKE A BONUS ROLL**
- Be kind - Have fun - Laugh often**
Make memories

PROPERTIES, MONEY & REAL ESTATE MECHANICS

When you land on an unowned property:

BUY
PAY THE PRICE TO THE ATLANTIS BANK AND TAKE IT.

PASS
KEEP YOUR COINS IF YOU CAN'T AFFORD IT OR WANT TO SAVE THEM.

COLLECT RENT

WHEN ANOTHER PLAYER LANDS ON YOUR PROPERTY SPACE, THEY MUST PAY YOU RENT.

KEEP SOME COINS IN RESERVE
DON'T SPEND TOO MUCH, OR YOU MAY NOT BE ABLE TO PAY RENT OR EVENT PENAL.

LOOK FOR GOOD DEALS
WAIT FOR SPECIAL BONUSES OR DISCOUNTS FROM CARDS.

TRADE PROPERTIES

BUY, SELL, OR TRADE WITH OTHER PLAYERS TO STRIKE THE BEST BARGAIN.

HOW TO PLAY Events

Monsters

Watch out for giant sea creatures and other dangers!



Disasters

Face environmental hazards like solar flares and tsunamis.

Follow the Instructions

Each event card has an effect that must be resolved.



Prepare for Surprises

Keep coins handy and be ready for action!

HOW TO PLAY

The Obsidian Sphere

Time-Travel Vessel
A five-story vessel that generates negative energy wormholes to travel across time.

Potential Effects

- Temporarily displace you from your ring
- Disrupt your property holdings
- Transport you to a different ring or time

Costly Consequences

Lose turns, coins, or properties due to meddling with the Sphere

HEART of ATLANTIS THE ULTIMATE ARTIFACT



- Immunity**
Grants unconditional immunity against all negative events
- No Fees**
Instruction cards cannot make you pay fines or fees
- Ignore Movement Effects**
All negative movement effects are negated
- Event Protection**
Cannot be affected by extreme events

HOW TO PLAY METROMITE

Simple Turnly Game in the World of Atlantis

1. ON YOUR TURN: DO 2 THINGS

1. ROLL THE DIE
Based on Where You Land

Move forward that number of spaces.

2. DRAW A CARD
Based on Where You Land

Which Deck to Draw From:

- Even Number Space**
Draw from Helena's Deck
- Special Spaces**
Draw from Sphere Deck (Draw-based effects)
- Miles Deck**
Business cards, buy properties, trade, gain wealth
- Events Space**
Draw from Events Deck (Surprise effects)
- Crystal Zone**
Draw from Crystal Deck (Rare rewards or risks)
- WINNING**
Have the most coins and valuable properties by the end of the game.

3. ADDITIONAL EFFECTS

- May occur
- Lose coins or property
- Gain powerful benefits
- Trigger rare missions or puzzles

HOW TO PLAY Events

UNPREDICTABLE SCENARIOS

Event cards add unexpected twists to Metromite, with outcomes that can range from beneficial to hazardous.



PERILOUS MONSTERS

Giant octopuses, sea serpents, and other fearsome creatures may attack, often requiring players to pay coins or lose

CATASTROPHIC EVENTS

Disasters like solar flares, tsunamis, and quakes might devastate properties or cause players to move back or skip turns.



BRACE FOR IMPACT

Be prepared for unforeseen challenges, as these events can shake up the game.

HOW TO PLAY CRYSTAL ENERGY

Draw a Crystal Energy card when you land on a corresponding space-These cards can lead to major game-changing effects.



- Gain 500 coins
 - Swap places with another player
 - Lose all properties and coins
 - All players pay 300 coins
- Swap places with another player
- Prepare for a big impact, as your fortunes may shift drastically!

ENDING THE GAME ON YOUR TERMS

Metromite offers a variety of ways to end the game. Choose the one that best suits your group's style!

COOK'S TSUNAMI CATALYST COUNTDOWN
Set a timer (e.g., 45 minutes). When it ends, count total wealth—richest player wins.

WHOEVER ENTERS RING OF FIRST WINS
The first player to reach the center space and gain the crystal is the winner.

CONTINUING THE ADVENTURE BEYOND RING
The game continues after someone collects the crystal, allowing longer sessions.

HOW TO FIGHT MONSTERS WITH WEAPON CARDS

When you land on a Monster space, draw a Monster card. Most Monster cards impose penalties, such as:

- Pay 40 coins
- Miss your turn

Check how many Weapon Cards you have, then roll two dice.

If you roll 10 or higher, your weapon malfunctions. You must accept the Monster penalty.

Otherwise, you defeat the Monster! The penalty is now a reward: The Atlantis Bank pays you coins equal to the penalty X the number of your Weapon cards.

Collecting more weapons increases potential rewards from fighting Monsters.

TREASURES OF THE RINGS

Collect cards worth 500 coins, each showing a majestic scene from Atlantis Protocol universe.



- GAIN CARDS AS REWARDS
- TRADE OR KEEP THEM
- GAIN CARDS AS REWARDS
- TRADE OR KEEP THEM
- LEARN MORE ABOUT ATLANTIS

A SIMPLE AND ACCESSIBLE EXPERIENCE

SETUP

- Place the Board
- Ready the Card Decks
- Distribute Coins and Tokens

CORE OF PLAY

- Roll the Die
- Follow the Card Instructions
- Move Your Token

How to Play Helena's Deck

When you roll an **EVEN NUMBER** (2, 4, or 6)
Draw a Helena card

Follow the Instructions:

- Sunshine Smile**
Tell a joke, then **GAIN 2 COINS**
- Warm Embrace**
Give compliments, then **MOVE 2 SPACES**
- Crystal Harmony**
Say what you admire, then **TAKE A BONUS ROLL**
- Be kind · Have fun · Laugh often**
Make memories

HOW TO FIGHT MONSTERS WITH WEAPON CARDS

- 1 LAND ON A MONSTER AREA**
- 2 DRAW A MONSTER CARD**
- 3 ROLL THE DICE**
 - 10 OR HIGHER**
WEAPON MALFUNCTIONS
 - 9 OR LOWER**
DEFEAT MONSTER & GAIN REWARD



QUICK START IN UNDER 30 SECONDS

- UNFOLD THE RING-BASED BOARD**
- SHUFFLE THE HELENA AND MILES CARDS**
- GIVE EACH PLAYER 1000 COINS AND A TOKEN**
- THAT'S IT—START PLAYING**



HYPER-METROMITE CRYSTAL

10,000

PROTECTION FROM EVENTS

Ignore negative effects of event spaces.

REACHING RING 0 AND THE METROMITE CRYSTAL TEMPLE

Gain 1,000 coins

Receive a Metromite Crystal

Multiply income with multiple crystals

Return to start after

HOW TO PLAY

STEP 1: ROLL THE DICE
Even number → Draw a Miles card
Odd number → Draw a Helena card

STEP 3: MOVE YOUR TOKEN
Advance the number rolled

STEP 4: FOLLOW THE CARD INSTRUCTIONS
If you draw a Helena card, gain its effects

CRAFTING THE PERFECT ATMOSPHERE FOR METROMITE

- Use a dining or living room table.** Set up the ring-based board, decks of cards, coins, and tokens
- Create a gentle ambiance.** Play soft music, use warm lighting, and light a candle or two
- Serve drinks and snacks.** Offer soda, fruit juices, or blue cocktails, plus popcorn, and light bites
- Share the fun atmosphere** as you interact with *Helena*, *Miles*, and the game
- Set the mood for an unforgettable game!** Adjust the pace to make it cozy, relaxed, or romantic

THE FINAL FATE ATLANTIS

TSUNAMI CATALYST COUNTDOWN
Set a timer—and the game when it runs out

RACE TO THE CRYSTAL TEMPLE
First to enter Ring 0 and claim the crystal wins

THE ATLANTIS CONTINUUM
Keep playing beyond Ring for longer games

NAVIGATING THE RINGS

- 1 KEEP CIRCLING**
After the last space, continue on the same ring
- 2 AUTO ADVANCE**
After the last space, move to the next ring
- 3 RING 1**
Move to the Crystal Temple only when told by **HELENA**

Metromite Crystal

- Collect 1,000 coins and a crystal**
- The number of crystals you own directly multiplies the total value of all your properties (2 crystals = x2 total value)**
- You can trade the crystal to the bank anytime for 5000 coins**

How to Play Helena's Deck

When you roll an **EVEN NUMBER** (2, 4, or 6)

Draw a Helena card

Follow the Instructions:

- Sunshine Smile**
Tell a joke, then **GAIN 2 COINS**
- Warm Embrace**
Give compliments, then **MOVE 2 SPACES**
- Crystal Harmony**
Say what you admire, then **TAKE A BONUS ROLL**
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Make memories

WELCOME TO ATLANTIS PLAYERS!

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GAME DESIGN BY Haja Mo

BASED ON THE NOVEL

ATLANTIS PROTOCOL

A SIMPLE AND ACCESSIBLE EXPERIENCE

- 1 PLACE THE BOARD**
Lay out the circular board on flat surface
- 2 READY THE CARD DECKS**
Shuffle decks and place them within reach
- 3 DISTRIBUTE COINS AND TOKENS**
Each player gets 2,000 coins and a token

ROLL THE DICE **FOLLOW THE CARD INSTRUCTIONS** **MOVE YOUR TOKEN** **TONGUE**

ALTERNATE RINGS FOR LONGER ADVENTURES

- 1 EXPANDED BOARD WITH MORE RINGS**
- 2 NEW PROPERTIES & CHALLENGES ON EACH RING**
- 3 RESOURCE MANAGEMENT IS MORE IMPORTANT** **150**
- 4 LONGER PLAY SESSIONS & DEEPER STORIES**

CIRCLING THROUGH EACH RING—AND A SUDDEN FINALE AT RING

- REMAIN ON SAME RING**
Players circle on each ring until prompted to advance.
- DRAW HELENA CARDS**
Helena may allow you to move to the next ring
- REACH RING 0**
Enter Ring 0 to claim victory immediately

WELCOME TO ATLANTIS

HELENA **MILES**

MOVING AROUND THE RINGS

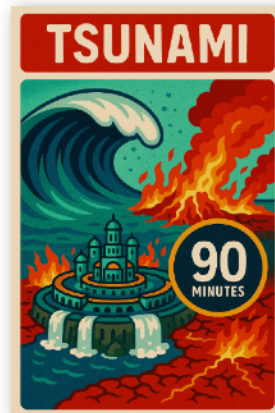
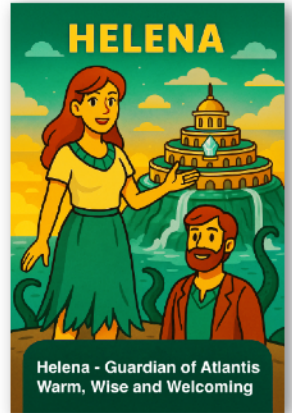
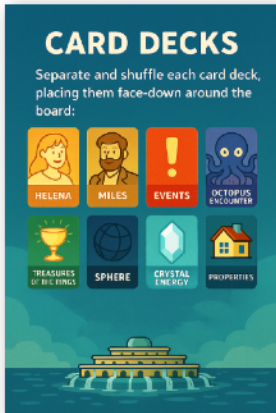
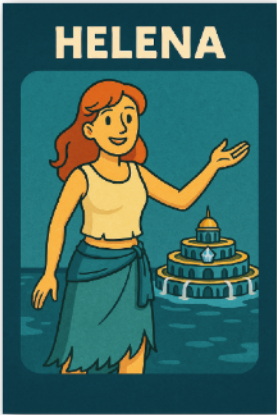
- 1 ROLL THE DICE**
- 2 MOVE FORWARD TO THE NEXT SPACE**
- 3 PERFORM THE ACTION ON THE SPACE**

ONLY ADVANCE RINGS WHEN ALLOWED BY A HELENA CARD

METROMITE GAME BOARD

WELCOME TO ATLANTIS PLAYERS!

WELCOME TO ATLANTIS PLAYERS!





HOW TO PLAY

Ring Advancements & Winning Conditions

- Atlantis is divided into four concentric rings, each one bringing tougher foes, pricier properties, and ever-gravewards.
- There are several ways you might move between rings. Many players rely on card instructions or may pay a fee or defeat a monster.
- Arriving at Ring 0 represents the pinnacle of your journey. You're awarded the Metronite Crystal and 1,000 coins, then may return to Ring 3.
- Victory conditions in Metronite can vary widely. The simplest is "Race to Ring 0" or you might play a "Metronite Crystal Collector" mode.

HOW TO PLAY

THE OBSIDIAN SPHERE: TIME TRAVEL & CONSEQUENCES



ENTER A NEGATIVE ENERGY WORMHOLE

MOVE TO A DIFFERENT RING AT TIME

DISRUPT PROPERTY HOLDINGS

LOSE TURNS OR COINS

STRATEGIES & TACTICS

FOR ALL SKILL LEVELS

EFFECTIVE COIN MANAGEMENT

Keep a buffer of coins to help you budget purchases.

HARNESSING HELENA'S EMOTIONAL BONDS

Use Helena's pet and her words to enhance your plans.

TIMING MILES' STRATEGIC POWER

Take advantage of Helena's pet and Miles' skills.

RING PROGRESSION TACTICS

Steadily build up resources or race to the latest ring.

HANDLING MONSTER ATTACKS AND CATASTROPHIC EVENTS

Be ready to defend or even turn temporary setbacks into wins.

NAVIGATING TIME TRAVEL AND THE OBSIDIAN SPHERE

Watch the high stakes of arriving at the last ring in your quest.

HOW TO FIGHT MONSTERS WITH WEAPON CARDS

- LAND ON A MONSTER AREA**
- DRAW A MONSTER CARD**
- ROLL THE DICE**
- 10 OR HIGHER WEAPON MALFUNCTIONS**
- 9 OR LOWER DEFY A MONSTER & GAIN REWARD**

STRATEGIES & TACTICS

FOR ALL SKILL LEVELS

- Effective Coin Management
- Harnessing Helena's Emotional Bonds
- Timing Miles's Strategic Power
- Ring Progression Tactics
- Handling Monster Attacks and Cataclysmic Events
- Navigating Time Travel and the Obsidian Sphere
- Property Investment Tips
- Managing Crystal Energy Cards

PROPERTIES, MONEY & REAL ESTATE MECHANICS

LAND ON PROPERTY

PAY PURCHASE PRICE

RECEIVE RENT FROM OTHER PLAYERS

PLACE PROPERTY TOKEN

USE COINS TO BUY PROPERTIES OR PAY RENT

WATCH THE CARD DECKS

CONSIDER RING LOCATIONS

DIVERSIFY OR SPECIALIZE

KEEP SOME LIQUIDITY

EVENTS CARDS

Monsters

- At the top of Atlantis's danger scale are monstrous octopuses, sea serpents, and scion creatures.

Nature

- Some events unleash the fury of solar flares, tsunamis, and quakes.

Example Events

- Giant Octopus Toll
- Sea Serpent Rampage
- Solar Flare Outburst
- Scion Awakening

Tips

- Keep a coin cushion
- Sometimes form truces

HOW TO PLAY

CRYSTAL ENERGY CARDS & SPECIAL POWERS

In the world of Atlantis, there's a perilously thin line between triumph and disaster, and nowhere is that clearer than within the Crystal Energy deck. These cards can provide benefits or cause massive setbacks, even forcing a player to "lose it all!"

GAIN COINS

RENT IMMUNITY

SWAP FORTUNES

LOSE EVERYTHING

THE GAME BOARD STORY

- TIME TRAVEL TO ATLANTIS**
- GET HELP FROM HELENA & MILES**
- COLLECT PROPERTIES & ARTIFACTS**
- FIGHT THE OCTOPUS**
- AVOID EVENTS**
- REACH THE CRYSTAL TEMPLE**

HOW TO FIGHT MONSTERS

- Land on a monster area, then draw a**
- Roll two dice to use your weapon cards**

GIANT OCTOPUS

Pay 10 coins and also collect 1 coin!

WEAPON CARD

WEAPON CARD

Roll 10 or higher

Your weapon malfunction—suffer the penalty!

Roll 9 or lower

Your weapons work—earn coins instead!

HOW TO PLAY MILES

Roll an odd number (1, 3, or 5):

Draw a Miles card.

- Move extra spaces
- Buy properties for less
- Penalize opponents
- Embrace the drama

Atlantis Protocol: Metromite Game

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