

The Colossus of Atlantis – Basilieus Briefing

You are the leader of your House, one of the Kings of Atlantis. Your team will look to you for advice on legal matters, so you should make sure you understand the rules for oaths, dishonourable behaviour, and the process for changing the constitution of Atlantis. You have the following special abilities:

- you are a member of the Council of Law
- you can buy Basilieus Upgrade cards (and trade them with other players)
- you are eligible to be elected to the office of *Eponymous Archon*.

Your Goals

In no particular order, your goals are to:

- be seen as an honourable person – always keep your sacred oaths
- win glory in battle
- to assist other members of your House
- to gain great wealth
- be appointed as *Eponymous Archon* (President of the Council of Law) more than anyone else
- to lead your House to victory over its rivals.

What is a Megagame?

A Megagame is a combination of strategy boardgame and live action roleplaying, where the players compete in teams against other groups of players. Success in the Megagame requires imagination, dedication, and the ability to make decisions while under pressure. Megagames embrace emergent play, allowing players scope for creativity and changing the rules of the game in play. The main levers you have for changing elements of the game are through making oaths with other players, and by making constitutional changes through the Councils that change the rules of play. The Upgrade and Wonder cards you acquire will also influence gameplay for your city and its armies.

Initial Resources

You start the game with 20 Talents, three Orichalcum tokens, one Vril token, and one of each of the Hoplite, Trireme, Colossi and Hero tokens.

The Map Game

The surest path to wealth and glory is to bravely contest with the other nobles of Atlantis for control of territory in the colonial regions of the map. A riskier path is to raid the colonies of the rival empires – if their hatred of you is great, then they may attack your home city. The most risky option of all is to challenge another player and attack their home city. Staying at home behind your city walls is a safe option, but not one that will lead to doing well in the game.

In the map phase you will get the chance to:

- build new units in your home city
- move units from your home city to map regions
- fight battles
- collect rewards for winning battles.

You will choose your map table during the team planning at the start of the game.

House meeting

The House meeting is an opportunity to share information and resources with your team members, develop plans for the future, and set goals for the team to work towards. While you are the team

leader, the other players do not have to obey orders from you. Your role is more one of coordination and encouragement. Ask your team for suggestions, and try to find ways to cooperate your actions in each other's councils to the advantage of your whole House. Praise people when they do well, and when they share valuable information. Some points of tension that may come up:

- the Arkhitéktōn will want resources to build Wonders, which will require donations from the rest of the House
- the Strategos wants to attack the enemy empires, the Emporos wants to trade with them
- there may be arguments about which upgrades cards people are planning to buy
- squabbles over sharing resources
- whether or not to make use of game options that increase DOOM scores.

The Council of Law

After the House meeting in the Diplomacy Phase, you should attend the Council of Law. Skipping the meeting is dishonourable behaviour.

The Council first elects the *Eponymous Archon* as its presiding officer. Each member of the Council of War gets to choose one of the available Council options. All Councils have some options in common, and a set of options which is unique to that Council. Half-way through the game, additional unique options are added, and in the last turn of the game a final set of "madness" options are added. The Council of Law is responsible for accepting or rejecting proposed changes to the constitution of Atlantis (i.e. the rules of the game) that are proposed by other Councils through the *Ratification* Council option.

Before a Council can start proposing Constitution changes it must first propose the process by which it will vote on such changes. If the process requires game resources to be spent, this can create intense demand for those resources, creating bottlenecks elsewhere in the game. Simple votes or presidential decisions may be cheaper.

Common rewards from Council of Strategy options include Arête cards, DOOM tokens, challenge tokens that allow players to attack player controlled cities, and the ability to interfere in how other Councils are working. In the last turn if you have been the *Eponymous Archon* at least once during the game, then you are eligible to trigger to be elected as *High King of Atlantis*. If you do this, your team gains 1,000 bonus Kudos.