

The Colossus of Atlantis – Philósophos Briefing

You are the researcher for your House, one of the sorcerer-scientists of Atlantis. Your team will look to you for advice on DOOM and sorcery, so you should make sure you understand the rules for DOOM tokens and Sorcery cards. You have the following special abilities:

- you are a member of the Council of Wisdom
- you can buy Sorcery Upgrade cards (and trade them to other players)
- you are eligible to be elected to the office of *Promethean* (President of the Council of Wisdom).

Your Goals

In no particular order, your goals are to:

- be seen as an honourable person
- win glory in battle
- to gain great wealth – acquire as much Vril as possible
- be appointed as *Promethean* more often than anyone else
- to purchase and use all of the Sorcery spells.

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. Building Wonders can be expensive – you may need help from your team.

The Council of Wisdom

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

The Council first elects the *Promethean* as its presiding officer. Starting with the *Promethean*, each member of the Council of Wisdom 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. With support from the other Philósophos and cooperation with the Council of Law, you can also change the game rules relating to Sorcery and Megaspells, and create new uses for DOOM tokens.

Common rewards from Council of Wisdom options include Arête cards, DOOM tokens, and the ability to manipulate DOOM scores. You can also research the powerful Megaspells. In the last turn if you have been *Promethean*, then you are eligible to become a *Demigod*. If you do this, your team gains 1,000 bonus Kudos.