

The Colossus of Atlantis

A Megagame of ancient Greek myths and giant robots for 40+ players.

Overview of the Game

You are pretending to be a leader in mythic Atlantis, a mighty trading empire that dominates all the other ancient Mediterranean civilisations through a mixture of politics, commerce, magic, warfare, and the ultimate weapon – giant robots! Each player has an important role to play in the game, and most players are members of factions representing one of the political parties of ancient Greece. The struggle between these factions to dominate Atlantis and the known world is the engine of conflict and drama in this megagame.

The general course of play is divided into alternating rounds for actions. In the *Action Round*, each player takes turns to perform actions linked to their role in the game. In the *Diplomacy Round* players have time to confer with their factions, make plans for the future, and to talk freely with other players in the game. At certain key points of the game an *Assembly Round* will be held, at which all players can vote on important matters, such as whether or not factions causing trouble for Atlantis are to be exiled.

A key distinction of megagames is that there will be opportunities during the game to attempt creative actions that go beyond what the rules specify, but which feel plausible in an environment of Bronze Age steampunk technology, where the ancient myths of classical Greece are true. Control will adjudicate the effect of your proposed actions, and the probability of success or failure.

The game is structured in three acts, and major rule changes will occur when each new act begins.

Act I – the Rise of Atlantis

At the start of the game, the Control team will teach the game to players, factions will choose objectives, and plots will be started. During this part of the game open player versus player (PvP) conflict is prohibited, but the stage is being set for future battles. The first Act ends when all of the neutral cities have been conquered or the first Assembly is held.

Act II – the Reign of Atlantis

During this part of the game PvP conflict is enabled. You will struggle for advantage against the other players and their factions, while attempting to gain an enduring edge for your own faction. The Second Act ends when Divine Wrath threshold known to Control.

Act III – the Doom of Atlantis

In the last part of the game we find out what the fate of Atlantis is – will it endure for millennia or will the wrath of the Gods drown it beneath the waves? This is the last opportunity to push for a lasting legacy, as the consequences of your earlier actions are revealed, and the cost of defeat escalates. In megagame culture, this is often called “Last turn madness”, but in *Colossus of Atlantis* it may be resolved over multiple rounds of play.

Victory Conditions

The most important victory condition is to enjoy the experience of playing in a megagame. Your player role and faction briefs should give you some goals to try and achieve in the game.

Play Advice: If you are not sure what you should be doing in the game, try talking to other players.

Player Factions

The following eight factions may be present in the game, depending on casting:

- The Amazons, a team of women pushing for emancipation
- The Aristocrats, a team that seeks rule by the best people
- The Democrats, a team that seeks rule by all people
- The Medes, a team of foreigners that supports peace, trade, and migrant rights
- The Monarchists, a team that supports the rule of Kings descended from the divine Poseidon
- The Oligarchs, a team that seeks rule by the wealthy
- The Stratocrats, a team that supports military rule supported by slavery
- The Tyrants, a faction that seeks to make Atlantis great again.

Changing Factions

Each faction will have five players as members at the start of the game. In Act I, players cannot change teams. In Acts II and III, players can only change teams through specific Special Action cards.

Player Roles

Each player will have one of the following player roles during the game:

- Archon – faction leader and representative on the council of Atlantis
- Strategos – military commander on the main game map, provider of tribute and trade tokens
- Engineer – builder of combat units, developer of battle tactics
- Herald – trader of resources, and master of espionage special actions.
- Priest – religious leader, recruiter of heroes, and master of occult special actions.

Changing Player Roles

Players can change roles within a team, provided all players involved agree to the change. A player cannot do two game roles at the same time.

Rules Precedence

General rules that are common to all player roles and factions are contained in this briefing. The rest of the player facing rules are contained in your team faction briefs and personal role briefs. You should read these before the start of the game. The Control team have an extended rule set to allow them to adjudicate player actions in the game.

1. The Control team can adjudicate and adjust rules as needed to maintain game integrity with the aim of maximising game fun for all players.
2. Special Action cards take priority over other game rules.
3. Specific rules take priority over general rules.
4. A rule that is part of the **Constitution of Atlantis** will be enforced by Control.
5. A rule that is a **Law of Atlantis** may be enforced by players.

Code of Conduct

Players are expected to abide by the Convention code of conduct.

Do not bring weapons of any kind (fake or real) to the game.

Players are to remain courteous to each other and the Control team.

The Control team reserve the right to exclude players from the game for behaviour.

Do not move game resources belonging to other players without their permission. If you think something has been lost by a player (e.g. you find some game tokens in a bathroom), tell a member of the Control team.

Colossus of Atlantis includes elements of Ancient Greek culture that are unpalatable to a modern audience, including the institution of slavery, and prejudice against women and foreign migrants. These have been included as necessary elements of the socio-economic systems of the historical period portrayed in the game. Please be careful in how you roleplay attitudes contrary to contemporary societal norms.

In playing Colossus of Atlantis there is an expectation that there will be some banter, jokes, interruptions in debates, with taunts and insults directed against rival factions and their ideologies. As a player you should take care to ensure that you are referring to a player's actions in the game, and the role they and their faction play in it, and are not making fun of their gender, physical appearance, etc.

- Calling a proposal a player makes at the Assembly "a stupid idea" is okay
- Calling a player "an idiot" for making the proposal is not okay.

If you experience problems with the behaviour of other players, and are unable to resolve the issue with the player concerned, please contact a member of the Control team for help.

The Constitution of Atlantis

As to offices and honors, the following was the arrangement from the first: Each of the ten kings, in his own division and in his own city, had the absolute control of the citizens, and in many cases of the laws, punishing and slaying whomsoever he would.

"Now the relations of their governments to one another were regulated by the injunctions of Poseidon as the law had handed them down. These were inscribed by the first men on a column of orichalcum, which was situated in the middle of the island, at the temple of Poseidon, whither the people were gathered together every fifth and sixth years alternately, thus giving equal honor to the odd and to the even number.

And when they were gathered together they consulted about public affairs, and inquired if any one had transgressed in anything, and passed judgment on him accordingly--and before they passed judgment they gave their pledges to one another in this wise:

There were bulls who had the range of the temple of Poseidon; and the ten who were left alone in the temple, after they had offered prayers to the gods that they might take the sacrifices which were acceptable to them, hunted the bulls without weapons, but with staves and nooses; and the bull which they caught they led up to the column; the victim was then struck on the head by them, and slain over the sacred inscription.

Now on the column, besides the law, there was inscribed an oath invoking mighty curses on the disobedient. When, therefore, after offering sacrifice according to their customs, they had burnt the limbs of the bull, they mingled a cup and cast in a clot of blood for each of them; the rest of the victim they took to the fire, after having made a purification of the column all round.

Then they drew from the cup in golden vessels, and, pouring a libation on the fire, they swore that they would judge according to the laws on the column, and would punish any one who had previously transgressed, and that for the future they would not, if they could help, transgress any of the inscriptions, and would not command or obey any ruler who commanded them to act otherwise than according to the laws of their father Poseidon.

This was the prayer which each of them offered up for himself and for his family, at the same time drinking, and dedicating the vessel in the temple of the god; and, after spending some necessary time at supper, when darkness came on and the fire about the sacrifice was cool, all of them put on most beautiful azure robes, and, sitting on the ground at night near the embers of the sacrifices on which they had sworn, and extinguishing all the fire about the temple, they received and gave judgment, if any of them had any accusation to bring against any one; and, when they had given judgment, at daybreak they wrote down their sentences on a golden tablet, and deposited them as memorials with their robes.

There were many special laws which the several kings had inscribed about the temples, but the most important was the following: That they were not to take up arms against one another, and they were all to come to the rescue if any one in any city attempted to overthrow the royal house. Like their ancestors, they were to deliberate in common about war and other matters, giving the supremacy to the family of Atlas; and the king was not to have the power of life and death over any of his kinsmen, unless he had the assent of the majority of the ten kings.

"Such was the vast power which the god settled in the lost island of Atlantis; and this he afterward directed against our land on the following pretext, as traditions tell: For many generations, as long as the divine nature lasted in them, they were obedient to the laws, and well-affectioned toward the gods, who were their kinsmen; for they possessed true and in every way great spirits, practicing gentleness and wisdom in the various chances of life, and in their intercourse with one another.

They despised everything but virtue, not caring for their present state of life, and thinking lightly on the possession of gold and other property, which seemed only a burden to them; neither were they intoxicated by luxury; nor did wealth deprive them of their self-control; but they were sober, and saw clearly that all these goods are increased by virtuous friendship with one another, and that by excessive zeal for them, and honor of them, the good of them is lost, and friendship perishes with them.

"By such reflections, and by the continuance in them of a divine nature, all that which we have described waxed and increased in them; but when this divine portion began to fade away in them, and became diluted too often, and with too much of the mortal admixture, and the human nature got the upper-hand, then, they being unable to bear their fortune, became unseemly.

To him who had an eye to see, they began to appear base, and had lost the fairest of their precious gifts; but to those who had no eye to see the true happiness, they still appeared glorious and blessed at the very time when they were filled with unrighteous avarice and power.

- excerpt from *Critias*, an incomplete dialogue by Plato, in which the government of Atlantis is discussed.

The constitution of Atlantis at the start of the game:

1. Atlanteans may not take up arms against each other.
2. Atlanteans must come to the rescue if anyone tries to overthrow the royal house
3. Archons must deliberate in common about war and other matters

4. Archons must meet together to make accusations and judgements
5. The House of Atlas (the Monarchist faction) is to have supremacy in decisions
6. No death sentences for heroes without a majority of the Kings in support.

This is the situation that faces Atlantis:

- it has been granted a set of divine laws, designed for an age when Atlantis was closer to the Gods
- it has no mechanism for creating new laws or amending the existing laws
- as its empire expands, warfare, wealth and power are corrupting the virtue of Atlantis and tensions are rising within the city.

This is the challenge that faces the players:

- negotiating a new constitution for Atlantis
- getting that constitution ratified by an Assembly of all the players
- playing the rest of the game subject to that constitution, and any other laws created in accordance with the constitution
- doing this despite any other crises that threaten Atlantis (external or within).

Resources and the Game Economy

Colossus of Atlantis uses the following types of resources in its game economy:

- **Talents:** tokens representing the “cash” of the ancient world
- **Trade Tokens:** commodities desired by the people of Atlantis
- **Tyche:** tokens representing good luck or fortune
- **Stratagems:** tokens used by Strategos to fuel actions on the game map
- **Workers:** tokens used by Engineers to improve their game actions.

Resources can be freely traded between players or moved between tables during the Diplomacy Round. During the Action Round only Herald players can move or trade game resources.

Talents

Talents are cash that can be used in player actions (see your role brief for more information). Each Faction receives talents during the *Diplomacy Round*, which are then allocated among team members by the Priest.

Faction talent income depends on trade. Each faction gets three trade goals every Diplomacy Round. For each trade goal a faction completes before the start of the next Diplomacy Round, faction income improves by one Talent for the rest of the game. If, however, a faction completes none of its trade goals, its income is reduced by the Act number for the rest of the game. Faction income cannot be reduced below zero.

For example, the Oligarchs have an income of 17 and complete two of their trade goals. In the next Diplomacy round their income increases to 19. Later in the game in Act three, the Oligarchs have an income of 23, but fail to complete any of their trade goals. In the next Diplomacy Round their income reduces to 20.


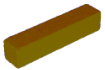



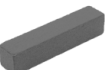




Trade Tokens

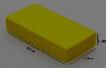







Trade Tokens are gained by the Strategos for control of colonies and sea areas on the map. There are eight types of Trade token: Bronze, Gold, Grain, Horses, Orichalcum, Slaves, Timber and Wine. Trade tokens can be used by the Herald to complete faction trade goals and to keep the citizens of Atlantis happy. Other uses for Trade tokens exist in the game – rules for this will be found on Special Action cards or player role briefings. See Herald role brief for more information on Trade tokens.

Tyche

In Ancient Greek mythology *Tyche* was the personification of good fortune and destiny, and was often worshipped as a protector of cities. In Colossus of Atlantis all players have options to perform special actions by spending Tyche tokens. See role briefings for more information on what you can use Tyche tokens for. Tyche tokens are gained by factions in the *Diplomacy Round* from Doom bids. The effect of a Tyche token is either:

- +1 to a value in an action that does not involve a die roll
- Rolling an extra die in an action involving dice rolls.

Picture	Token Name	Special Use	Who Wants It?
	Bronze	Colossus repair special actions. Double value for Hoplite builds.	Heralds, Engineers and Strategoi
	Gold	Double value for special action card purchase.	Heralds
	Grain	Can help win battles, especially sieges.	Heralds and Strategoi
	Horses	Archon vote bonus.	Heralds and Archons
	Orichalcum	Double value for building Megaprojects.	Heralds and Engineers
	Slaves	Double value for buying Worker units.	Heralds and Engineers
	Timber	Double value for buying Trireme units.	Heralds and Engineers
	Wine	Double value for sacrifices.	Heralds and Priests
	Worker	Used in all builds. Faction colours.	Engineer
	Hoplite	Used in land warfare. Faction colours.	Strategos

	Trireme	Used in naval warfare. Faction colours.	Strategos
	Mob	Used in Stasis battles in Atlantis. Faction colours.	Archon
	Guard	Used in Stasis battles in Atlantis. Faction colours.	Archon
	Strategy Marker (Stratagem)	Used to fuel map actions. Faction colours.	Strategos
	Wall	Used to represent city defences, loyalty and economic development. Faction colours.	Strategos
	Tyche	Used for luck.	All players
	Talents	The generic game currency.	All players
	Arête	Gained from good play in subgames, use to improve faction political power in Atlantis and combat effectiveness.	All players

Sequence of Play

The key elements of the sequence of play are Acts, Rounds, Phases and Turns.

Acts

There are three Acts in the game, starting with Act I (the early game), and proceeding through Act II (the mid-game) and ending in Act III (the end game). The current Act number is used as a modifier to some game actions, e.g. if it is Act II, then the Act number modifier is two. Each of the three Acts consists of at least one complete set of Rounds, so an Act will last at least one hour, but may take several hours to complete.

Rounds

The general course of play is divided into alternating twenty minute rounds for actions. In the *Action Round*, each player takes phased turns to perform actions linked to their role in the game. In the *Diplomacy Round* factions receive income, and players are free to plot, plan and negotiate with other players. At certain key points of the game an *Assembly Round* will be held, at which players can debate and vote on important matters. Rounds are resolved in the following sequence:

- Diplomacy Rounds – after every Action Round
- Assembly Rounds – after some Diplomacy Rounds (at least twice during the game).
- Action Rounds – after most Diplomacy and every Assembly Rounds.

The game starts with a *Diplomacy Round* followed by an *Action Round*. Thereafter, Control will announce the following type of round at the start of each round, e.g. at the start of a Diplomacy Round, Control will announce whether the next round is an Action Round or an Assembly Round.

Phases

Each Round is divided into *Phases*, which are resolved in a linear sequence. In each Phase, players and factions perform actions when they get a *Turn*. Each subgame has its own way of determining the order of play. Depending on how quickly players can resolve actions, you can repeat phases multiple times in one Action Round.

Turns

Players take turns to do actions related to their game role. The player currently taking their turn to do actions is the *active* player. In some phases all players perform their actions simultaneously. See role briefings for more information on the types of action each player role can do, and how those actions are resolved.

Time

The game will not wait. Players must not dither. Time marches ever onwards. In order for a megagame like *Colossus of Atlantis* to work, players must make decisions quickly when it is their turn to act in the game. If you start dithering, Control will give you a five second countdown. If you choose to not make a decision, you stop being the active player.

Deliberately wasting time to prevent other players from acting may result in increases in Doom for your faction at Control's discretion.

The Diplomacy Round

In the *Diplomacy Round* players have time to confer with their factions, make plans for the future, and to talk freely with other players in the game. While this is happening, the Control team will resolve the following Phases in order:

1. **Faction Phase** – all players return to their faction's home base table. Control checks for trade goal completion and factions get new Trade Goal cards.
2. **Announcement Phase** – Control will announce what the next Round will be and make any other required game announcements.
3. **Doom Phase** – Control will ask each faction what their Doom point bid is. Once all Doom bids are received, Control ranks them for determining Tyche. Players are now free to move around.
4. **Income Phase** – Control will distribute Talents and Tyche tokens to faction Priests. Factions decide how to allocate these resources among their members.
5. **Arête Phase** – Factions roll for Arête.
6. **Event Phase** – Control determines Atlantis Doom, increases Divine Wrath, and announces any special game events.
7. **Special Action Phase** – if time permits, Control will resolve Special Actions, such as curses.

Faction Doom Bids

In the *Diplomacy Phase*, each faction can make a bid in Doom points to gain Tyche tokens. Each faction has its own unique process for determining its Doom bid. See your faction briefing for more information. If a faction cannot decide on its bid, the default bid is zero. The maximum possible bid depends on the Act number:

- 100 Doom points in Act I
- 200 Doom points in Act II
- 300 Doom points in Act III.

Control ranks the Doom point bids and determines how many Tyche tokens each faction gets.

Advice: you should be cautious with your bids early in the game. Just because you can bid 100 does not mean it is a good idea to do so.

Faction Doom Bid	Tyche Tokens
Highest bid	8
Second-highest bid	7
Third-highest bid	6
Fourth-highest bid	5
Fifth-highest bid	4
Sixth-highest bid	3
Seventh-highest bid	2
Eighth-highest bid	1
Bids of zero Doom never gain Tyche tokens.	

*If two or more factions are tied, award all tied factions tokens, and then drop down the ranking order one place for each faction. For example, if the Amazons and the Aristocrats are both tied on second-highest bid, both factions gain seven Tyche tokens, and the next-highest bid(s) gain five Tyche tokens, not six tokens. **Exception:** the Monarchist faction wins Doom bid ties.*

Doom Points

Doom point scores are tracked for each faction and Atlantis at the Priest role table. A faction's Doom point score is equal to the sum of its Doom point bids, plus any Doom points acquired elsewhere in the game. At the end of each *Diplomacy Round* Control increases the Atlantis Doom score by the highest and lowest citizen faction Doom scores. *For example, if the highest faction Doom score is 44 and two factions have the lowest Doom score of 17, the Atlantis Doom score increases by 61.*

Arête

Arête represents excellence, moral virtue, and your ability to fulfil your purpose. Factions with high Arête scores are respected by the citizens of Atlantis. Arête is used in the game to determine the:

- factions influence in Council and Assembly
- outcome of some battles
- the number of Stasis cards gained during any battles in Atlantis.

At the end of the Action Round, Control will hand Arête tokens to players. These tokens have a value of +1. Control hands them out to players based on their subjective assessment of how well players have played their role relative to all the players in that subgame. You are not guaranteed to get Arête tokens. Arête is more likely to be gained from competition, than cooperation, and from success rather than failure. Your roleplaying will also be a factor in Arête awards. An award to one player of three Arête tokens in one round should be regarded as exceptional, rather than the norm.

In the Diplomacy Round, factions roll d6 equal to the Act number and add the value of all their Arête tokens:

- If the roll is higher than current Arête, increase Arête by +1
- If the roll is higher than current Arête and a double is rolled, increase Arête by +2
- If the roll is higher than current Arête and a triple is rolled, increase Arête by +3
- Otherwise reduce Arête by the Act number.

Arête cannot be reduced below one, or increased above 6 in Act I, above 12 in Act II, and above 18 in Act III. Arête tokens cannot be saved for later use, and must all be returned back to the subgames they came from.

Arête can also be changed by Constitutional amendments, see the *Assembly Round* and Archon rules for more information.

Negotiations and Deals

Players are free to strike informal deals with each other as they see fit. There is no game penalty for breaking your word over an informal deal. There are two formal kinds of deal, oaths sworn between two or more players, and leagues sworn between two or more factions.

Oaths

Players can declare a sacred oath, which must be made with at least one priest player present, and must invoke the name of at least one of the Gods. The oath needs to be written down, signed by the participants, and attached to a wall.

Leagues

Factions can also commit to a form of diplomatic alliance called a league. This requires the agreement of the faction leaders and faction priests, and commits all members of the factions to following the rules of the league. The league rules must be written down, signed by the participants, must specify which player is the official leader of the league, and must be publicly displayed. **Note:** alliances become very important in Act II, when battles between player factions are permitted. You will automatically be hostile to all factions that are not allied to you.

Oathbreakers

If sacred oaths and league agreements are broken, Control will adjudicate game effects (e.g. increase in divine wrath, curse effectiveness, faction doom point score, unit desertion, colony loyalty changes, etc.).

The Action Round

In the action round each player reports to the table appropriate to their role, except for the Herald who may go where they please. See role briefings for information on the actions your role performs. In the 20 minutes of an action round, players can attempt to complete multiple plays of the phase sequence. Play resumes where the previous action round left off. See player role briefs for more information on what takes place in the Action Round.

Note: only a Herald player can transfer game tokens between tables during an Action Round.

The Assembly Round

An Assembly Round occurs at the transition between Acts in the game. It may also occur at the discretion of Control in response to crises that threaten Atlantis. Once triggered, the Assembly Round occurs after the next Diplomacy Round, and is then followed by an Action Round.

The Assembly Agenda

Each Assembly is resolved in the following phase order:

1. **Influence Phase** – Control calculates how many votes each faction has.
2. **Business Phase** – Control reads out what is being voted on at this Assembly.
3. **Speech Phase** – each Faction has one minute to make a speech.
4. **Voting Phase** – items submitted to the Assembly by the Council are voted on.
5. **Exile Phase** – a faction is exiled from Atlantis for the rest of the game.
6. **Constitution Phase** – Arête changes.

Influence Phase

In the Influence Phase, Control calculates how much influence each faction has over the citizens of Atlantis. Players gain influence as follows:

- If a faction has citizenship in Atlantis and has not been exiled then it has votes in Assembly meetings equal to its Arête score.
- Otherwise a faction has influence. Influence can be granted to one other faction each Phase, and increases that faction's vote strength by your faction's Arête score.

Business Phase

Control reads out the Constitutional proposals and any other matters for consideration by the Assembly. The order in which items are read out is the order in which they will be voted on.

Speech Phase

Each faction has one minute of time for speeches. Factions speak in influence order, least speaking first, most influence speaking last. Non-citizen and exiled factions get speaking rights to represent their informal influence. The speech can be given by one or more members of the faction. A faction can also choose to surrender its speech slot to another faction.

Voting Phase

Each item of business is voted on in order. Votes are Yes/No, with abstentions being ignored. A simple majority of votes cast wins.

Constitutional Crises

It is possible for a cleverly worded amendment or law to break the game by disrupting how the Assembly and Council subgames work. Doing this will trigger a "constitutional crisis". You will find out how bad that is if it happens.

Exile Phase

The last item of business for Crisis Assemblies is the exile of all the troublemakers from one faction from Atlantis. Only factions with citizenship can be exiled. This is conducted as a normal vote, with faction names being read out in ascending Arête order (lowest to highest).

Only positive votes can be made, and all factions must vote, i.e. you must vote to exile a faction. If you reach the last faction eligible to be exiled and have not voted, you must vote to exile them. You can vote to exile your own faction.

The Atlantis Doom score is permanently reduced by the current Doom score of the exiled faction.









If your faction is exiled, you continue to play as normal with the following restrictions: you cannot vote in Council or Assembly, but can give influence to other factions. You cannot assign faction heroes to the Atlantis map table. Exile Doom score no longer counts towards Atlantis Doom score.

While exiled, a faction gets bonus Wall tokens equal to the Act number each Diplomacy round. This represents faction partisans leaving Atlantis for a new life in the colonies.

Factions

Each faction has specific goals it seeks to achieve during the game. Some of these specific goals are represented by preferred articles for the constitution that governs Atlantis. Most factions also have specific enemies they wish to see exiled from Atlantis. See the Faction brief. All factions also share the general goals of doing as well as possible in each of the subgames, and subgame performance will influence change in faction *Arête* scores.

Faction Symbols and Special Powers

Faction	Symbol	Battle Ties	Doom Bids
Amazon		Win tied battles not won by a different tie breaker power.	Faction decides by consensus, otherwise Doom bid is zero.
Aristocrat		Win tied <i>Stratagems</i> battles.	Archon chooses Doom bid, and then chooses a different faction member to choose next Doom bid.
Democrat		Win tied <i>Trireme</i> battles.	Archon proposes Doom bid, faction votes to accept. If not accepted, repeat previous Doom bid.
Mede		Win tied <i>Bribe</i> battles.	Archon proposes Doom bid, faction votes to accept. Minimum Doom bid is previous bid.
Monarchist		Win tied <i>Arête</i> battles.	Archon must consult faction, but chooses Doom bid.
Oligarch		Win tied <i>Loyalty</i> battles.	Faction decides by consensus, otherwise Doom bid equals faction talent income.
Stratocrat		Win tied <i>Hoplite</i> battles.	Each member writes a Doom bid number down, the Archon then chooses one randomly.
Tyrant		Win tied <i>Leader</i> battles.	Archon chooses Doom bid. They do not need to consult their faction.

Voting ties, ties in Engineer builds, and ties in Priest sacrifices are decided by whichever faction holds supremacy in Atlantis. At the start of the game the Monarchist faction holds supremacy, but this can change through constitutional amendment. Ties for Doom bids and Stasis cards are always won by the Monarchist faction.

Citizenship at the start of the game

The Aristocrat, Democrat, Monarchist, Oligarch, Stratocrat and Tyrant factions start the game as citizens of Atlantis. Citizen factions can vote in both the Assembly and Council. The Amazon and Mede factions do not start the game as citizens of Atlantis. The Medes are respected for their mercantile power, while the Amazons are feared for their prowess in battle and the patronage of their ancestor deity Ares, God of War. While non-citizen factions cannot vote in Atlantean affairs, they still have speaking rights and influence.

Barbarians and Pirates

Barbarian units are grey coloured Hoplite units. Pirates are grey coloured Trireme units. At the start of the game, all land and sea areas have one of these units. They are always hostile to Atlantean forces and trigger battles with any forces from Atlantis in their area.

During the game additional Barbarian and Pirate units may spawn due to game events or player actions (or inaction). During each Diplomacy Round, Control will spawn additional Barbarian and Pirate units equal to the Act number.