

Article 1

The Patron God of Atlantis should be **Poseidon**.

Special: calculate Atlantis Doom using the Monarchist Doom score in place of the highest Doom score.

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Athena**.

Special: each Diplomacy Round Engineers from citizen factions gain either a bonus worker.

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Ares**.

Special: once per game, each Archon can reduce Atlantis Stasis to the Act number.

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Apollo**.

Special: reduced chance of *Plague* events.

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Zeus**.

Special: each Diplomacy Round, the faction(s) with the lowest Doom score gain +1 Arête Level.

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Hera**.

Special: For each female player in a faction, gain +1 Vote in Council meetings.

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Artemis**.

Special: For each female player in a faction, gain +1 Tyche token in the Diplomacy Round.

+1 Arête Level.



Article 1

Atlantis does not have a Patron God.

Special: faction Doom bids cannot be greater than 13, unless required by another rule. **Increase Divine Wrath to 49.**

+1 Arête Level



Article 1

The Patron God of Atlantis should be **Helios**.

Special: factions gain +1 VP for each Colossus card played during a Stasis Phase.

+1 Arête Level



Article 2

Sovereignty resides with the **House of Atlas**.

Special: Monarchist faction determines the winner of all tied votes, builds and sacrifices.

+1 Arête Level.



Article 2

Sovereignty resides with the **Constitution**.

Special: the status quo wins all tied votes, builds and sacrifices.

+1 Arête Level.



Article 2

Sovereignty resides with the **People**.

Special: Democrat faction determines the winner of all tied votes, builds and sacrifices.

+1 Arête Level.



Article 2

Sovereignty resides with the **Most Excellent**.

Special: the faction with the highest Arête score determines the winner of all tied votes, builds and sacrifices. Ties are broken by the Aristocrats.

+1 Arête Level.



Article 2

Sovereignty resides with the **Wealthy**.

Special: Oligarch faction determines the winner of all tied votes, builds and sacrifices.

+1 Arête Level.



Article 2

Sovereignty resides with the **Veterans**.

Special: Stratocrat faction determines the winner of all tied votes, builds and sacrifices.

+1 Arête Level.



Article 2

Sovereignty resides with the **crowd**.

Special: Tyrant faction determines the winner of all tied votes, builds and sacrifices.

+1 Arête Level.



Article 2

Sovereignty resides with the **Laws**.

Special: the power to break ties in votes, builds and sacrifices will determined by a law established under Article 4. Until such a law is passed, all ties are resolved in favour of the status quo.

+1 Arête Level.



Article 2

Sovereignty resides with the **Gods**.

Special: the winner of all tied votes, builds and sacrifices is determined by the throw of a die.

+1 Arête Level.



Article 3

Citizenship of Atlantis is conferred on all **free men**.

Special: only citizens can vote and hold office.

+1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all **free men born in Atlantis**.

Special: only citizens can vote and hold office.

+1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all **free men and women born in Atlantis**.

Special: only citizens can vote and hold office.

+1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all **free men and women**.

Special: only citizens can vote and hold office.

+1 Arête Level



-1 Arête Level



Article 3

Citizenship of Atlantis is conferred on **everyone**.

Special: Remove all Slave Trade cards from the game.

-1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all people with **military experience**.

Special: only Strategoi can vote in the Assembly or hold office.

+1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all **elders**.

Special: only the oldest faction member can vote or hold office.

+1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all **free men with property**.

Special: only males from the three factions with the highest income can vote and hold office.

+1 Arête Level



Article 3

Citizenship of Atlantis is conferred on all **free people with property**.

Special: only the three factions with the highest income can vote and hold office.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **House of Atlas**.

Special: the Archon of the Monarchist faction can create one new law each Diplomacy Round.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Assembly**.

Special: the Assembly can create new laws in the Assembly Round.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Prytanis**.

Special: the Prytanis can create one new law each Diplomacy Round.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Philosopher-Kings**.

Special: the citizen Archons can create one new law each Diplomacy Round.

+1 Arête Level



Article 4

The constitution is perfect and provides all necessary laws.

Special: Ignore Article 5 of the Constitution.

Arête: If this article is ever changed, all factions responsible lose one Arête level.

Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Heralds**.

Special: the citizen Heralds can create one new law each Diplomacy Round.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Veterans**.

Special: the citizen Strategoi can create one new law each Diplomacy Round.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Priests**.

Special: the citizen Priests can create one new law each Diplomacy Round.

+1 Arête Level



Article 4

New laws to regulate all affairs not covered by the Constitution are decided by the **Engineers**.

Special: the citizen Engineers can create one new law each Diplomacy Round.

+1 Arête Level



Article 5

New laws are ratified by **the House of Atlas**.

Special: The Monarchist faction Archon can veto a new law, at the cost of one Arête level.

+1 Arête Level



Article 5

Implementation of new laws can be delayed by **the House of Atlas**.

Special: The Monarchist faction Archon can delay implementation of a new law until the end of the next round.

+1 Arête Level



Article 5

New laws are ratified by the **Priests**.

Special: new laws are implemented after all citizen Priests agree.

+1 Arête Level



Article 5

New laws are ratified by the **Magistrates**.

Special: new laws are implemented after all Magistrates agree.

+1 Arête Level



Article 5

New laws are ratified by **Philosopher-Kings**.

Special: new laws are implemented after all citizen Archons agree.

+1 Arête Level



Article 5

New laws are ratified by the **Veterans**.

Special: new laws are implemented after all citizen Strategoi agree.

+1 Arête Level



Article 5

New laws cannot be vetoed.

Special: No vetoes are allowed, not even from special action cards.

+1 Arête Level



Article 5

New laws are ratified by the **Engineers**.

Special: new laws are implemented after all citizen Engineers agree.

+1 Arête Level



Article 5

New laws are ratified by the **Heralds**.

Special: new laws are implemented after all citizen Heralds agree.

+1 Arête Level



Article 7

Magistrates can be appointed by the **House of Atlas**.

Special: Magistrates serve at the pleasure of the Monarchist Archon.

+1 Arête Level



Article 7

Magistrates are selected by **sortition**.

Special: Magistrates are chosen by lottery among all citizens in the Assembly Round.

+1 Arête Level

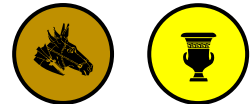


Article 7

Only **non-citizens** can be appointed as Magistrates.

Special: Magistrates are chosen by lottery among all non-citizens in the Assembly Round. Exiles remain ineligible.

+1 Arête Level



Article 7

Magistrates are appointed by the Prytanis from non-exiled factions.

Special: Magistrates serve at the pleasure of the Prytanis.

+1 Arête Level



Article 7

Magistrates are appointed by the **Philosopher-Kings**, one per eligible faction.

Special: rank factions by highest Arête. Magistrates serve at the pleasure of the faction Archon.

+1 Arête Level



Article 7

Magistrates are selected based on **wealth**, one per eligible faction.

Special: rank factions by highest income. Magistrates serve at the pleasure of the faction Archon.

+1 Arête Level



Article 7

Atlantis has **no** Magistrates.

Special: Ignore Article 8 of the constitution.

-1 Arête: all factions!

Article 7

Magistrates are selected from mighty **leaders**, blessed by fortune.

Special: rank factions by highest Doom. Magistrates serve at the pleasure of the faction Archon.

+1 Arête Level



Article 7

Magistrates are selected based on **omens**, one per eligible faction.

Special: rank factions by lowest Doom. Magistrates serve at the pleasure of the faction Archon.

+1 Arête Level



Article 6

Atlantis shall have **one** magistrate.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level



Article 6

Atlantis shall have **two** magistrates.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level



Article 6

Atlantis shall have **three** magistrates.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level



Article 6

Atlantis shall have **four** magistrates.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level



Article 6

Atlantis shall have **five** magistrates.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level

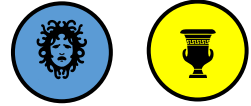


Article 6

Atlantis shall have **six** magistrates.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level



Article 6

Atlantis shall have **seven** magistrates.

Special: each magistrate gets one magistrate special action each Diplomacy round.

+1 Arête Level



Article 9

Taxes will be four talents per collection.

Special: taxes must be paid before anything else can be done with faction funds.

+1 Arête Level



Article 9

Taxes will be five talents per collection.

Special: taxes must be paid before anything else can be done with faction funds.

+1 Arête Level



Article 8

Taxes will be paid by all **citizens**.

Special: all citizen factions must pay taxes each Diplomacy Round.

+1 Arête Level: all taxpayer factions.

-1 Arête Level: all non-taxpayer factions.

Article 8

Taxes will be paid by **non-citizens**.

Special: all non-citizen factions must pay taxes each Diplomacy Round.

+1 Arête Level: all taxpayer factions.

-1 Arête Level: all non-taxpayer factions.

Article 8

Taxes will be paid by the **wealthy**.

Special: the factions with the four highest Talent incomes must pay taxes each Diplomacy Round.

+1 Arête Level: all taxpayer factions.

-1 Arête Level: all non-taxpayer factions.

Article 8

Taxes will be paid by the **poor**.

Special: the factions with the four lowest Talent incomes must pay taxes each Diplomacy Round.

+1 Arête Level: all taxpayer factions.

-1 Arête Level: all non-taxpayer factions.

Article 8

Taxes will be paid by **tribute** from the colonies.

Special: the colonies are equal in tax paying wealth to three factions. This increases the chance of rebellions.

+1 Arête Level



Article 8

Taxes will be paid by **harsh tribute** from the colonies.

Special: the colonies are equal in tax paying wealth to five factions. This increases the chance of rebellions.

+1 Arête Level



Article 9

Taxes will be one talent per collection.

Special: taxes must be paid before anything else can be done with faction funds.

+1 Arête Level



Article 9

Taxes will be two talents per collection.

Special: taxes must be paid before anything else can be done with faction funds.

+1 Arête Level



Article 9

Taxes will be three talents per collection.

Special: taxes must be paid before anything else can be done with faction funds.

+1 Arête Level



Article 10

Each citizen faction has votes in the Assembly equal to faction Arête.
Faction votes are made by **Archons**.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen has one vote in the Assembly.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen has votes in the Assembly equal to the Talents they spend.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen has votes in the Assembly equal to the Tyche tokens they spend.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen faction has votes in the Assembly equal to their income level.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen faction has votes in the Assembly equal to their doom score.
Faction votes are made by **Priests**.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen faction has votes in the Assembly equal to the number of active **Megaprojects** they built.
Faction votes are made by **Engineers**.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen faction has votes in the Assembly equal to their Hoplite units. Faction votes are made by **Strategoi**.

Non-citizen factions have influence as above.

+1 Arête Level



Article 10

Each citizen faction has votes in the Assembly equal to their Trireme units. Faction votes are made by **Heralds**.

Non-citizen factions have influence as above.

+1 Arête Level

