



Cartagena 2 for 2.12 Meters

Nobody knows exactly how Atlantis sank. This theme has been used in games several times. Leo Colovini now adds a new aspect to the legend: in his game, the island is connected with the mainland by a path, and this last escape is gradually sinking into the floodwater.

First, however, we have to build this path: 85 tiles are laid out between the starting point and destination, some singly, some stacked up. The starting point – which is, of course, Atlantis – is depicted on a cardboard tile, considerably reduced compared to the gorgeous picture on the box cover that arouses associations with Mont Saint Michel. The destination on safe ground, in the form of a second cardboard



fragment, shows a landscape that bears a striking similarity to the DOMINION universe – unmistakably Michael Menzel's style.

The distance between the two endpoints is 2.12 meters long. If your game table is not that large, you can lay out the path in a serpentine fashion.

the second half. The disaster is looming somewhere between the two halves – when a water tile interrupts the path to the mainland for the first time.

On your turn, you play a card and place one of your playing figures – which are all located in Atlantis at the beginning of the game – onto a tile that shows the same symbol as the played card. Does this sound somewhat familiar to you? If so, you're probably thinking of CARTAGENA, and that's right, but also problematic at the same time since this memory may suggest a wrong way to play. In CARTAGENA, you could just jump over occupied spaces so that you could cover even longer distances with a sin-

stretch costs you one card. Since you may only draw one card at the end of your turn, multiple-card turns noticeably reduce your own card stock pretty quickly.

Investing victory points in victory points

Fortunately, you can buy additional cards. You can pay with tiles that have been removed from the path. Whenever a playing figure has completed its move, you may pick up the tile that was the last one crossed. However, the primary purpose of this action is not to buy new cards with these tiles – you'd rather collect the tiles because their values

score at the end of the game and have influence on who wins.

On top of that, collecting has one more effect: the escape route becomes crumbly, interrupted more and more



The tiles show seven different symbols and values. To help arrange them pretty evenly over the whole distance, there are two almost identical sets of tiles: one for the beginning of the route, the other one for

gle card. The sinking of Atlantis follows other rules.

Occupied spaces may not be jumped over; you may not stop on them either but must play another card in order to move on. This makes it possible to cover longer distances in one turn as well, but every

by gaps that are to be filled with water tiles. There are two possibilities to overcome them: either you build a bridge – each player, however, has only one, and once built, it stays put for the rest of the game and can also be used by the other players, for free, of course – or – and this happens much more often – you pay for the crossing. The price is determined by the two ends of the gap, and must, again, be paid with tiles (or cards). It may seem surprising at first that it doesn't matter how big

Austrian ships for Atlantis

At the SPIEL '09 in Essen, the Austrian Games Museum handed out a free expansion for ATLANTIS. It consisted of four ships in the players' colors. (Alternatively, take ships from the SETTLERS SEAFARERS expansion.) Their function is similar to that of the bridges. In order to cross a gap, a player can place his ship, which will then remain there until the end of the game. He himself may use this function without any cost; the other players, however, must pay half of the usual costs (rounded down, but at least 1). They pay tiles or cards in any combination to the owner of the ship.

the gap is, but this helps to keep the scoring uncomplicated.

Each figure that leaves Atlantis contributes to the gradual destruction of the escape route. In places where tiles are stacked, it takes a little bit longer till the water splashes over the route; other spots are more crumbly. So the way to safe ground becomes more and more difficult – at least for now. Interestingly, this changes as the game proceeds. It's more expensive to cross three small gaps than one big one since each single crossing must be paid for.

Two smart rules allow for an earlier end to the game. The more figures a player brings to the mainland, the more cards he draws. And if he reaches the destination with all his figures, the other players put their figures directly on the destination tile but have to pay the costs of crossing the water tiles, and they may not take any more cards or tiles. The win, however, is decided by both – cards and tiles – in the end.

A quick end

ATLANTIS is one of those small but nice games that you can just quickly bring to the table; that you don't have to explain at length, and that nevertheless are lots of fun because the players can investigate many details. Shall I bring my figures to the mainland quickly? Or shall I collect the most lucrative tiles possible that will get me more victory points? Where is the best spot to let the path flood? Of course, there, where the crossing will become expensive for the other players; unfortunately, though, I myself still have a figure in Atlantis that needs to be rescued. So many quandaries...

ATLANTIS clearly is an advancement of CARTAGENA, i.e., the original version FLUCHT AUS DER FESTUNG, released in 2000 by Winning Moves and only slightly modified in 2006 as DAS PIRATENNEST. This

time, however, Leo Colovini worked the game over thoroughly. Only the movement mechanism remains. The route is now put together in a completely variable way; taking tiles and using them as a payment for crossing water tiles – all this is totally new. And may have the effect that, very likely, you'll rarely take CARTAGENA out of your game cabinet. Do I need ATLANTIS if I already have CARTAGENA? Definitely yes!

And how well does it play with two players? There are no special rules in this case; that's why I subtract one point from the playing appeal – because with fewer figures to tear gaps in the path, the footrace to the mainland becomes not quite as exciting as it is with four players. This is, however, the only shortcoming.

KMW



Title: Atlantis
 Publisher: Amigo
 Designer: Leo Colovini
 Artist: Michael Menzel
 Players: 2-4 (for two: ↘)
 Age: about 10 and up
 Duration: about 30 minutes
 Price: about 20 €

Reviewer	Playing appeal
KMW	8
Udo Bartsch	6
Christwart Conrad*	7
L. U. Dikus	8
Wieland Herold	6
Edwin Ruschitzka	7
Harald Schrapers**	6
Joseph Weigand***	6

* Easygoing, but with depth.
 ** Rather dry and too broody.
 *** A bit dry – in spite of the water tiles.