



**ATLAS**  
*Enchanted Lands*

*Rule Book*



*Discover the magic  
of an enchanted forest. Play cards  
to reveal a certain place  
and time - and place your  
stake in one of the two.*

*Explore fantastic locations  
at dawn, day, sunset and night.  
Each card offers two choices,  
and it's up to you to uncover  
the world that awaits.*

# Components

32 Cards



64 Chips (16 per player)



4 Suit tokens



## Specifications



Ages 8+



2-4 Players



20 Minutes

# Game Set Up

1. Place the 'suit markers' in a column along the left side of the table. Order them with Dawn on top, then Day, Sunset, and Night on the bottom. These denote the rows that the cards of each suit will be played in.
2. Give each player chips in one color based on the number of players. Return any additional chips to the box.

<b>2 Players</b>	<b>3 Players</b>	<b>4 Players</b>
16 chips	14 chips	12 chips

3. Prepare the deck based on the number of players.

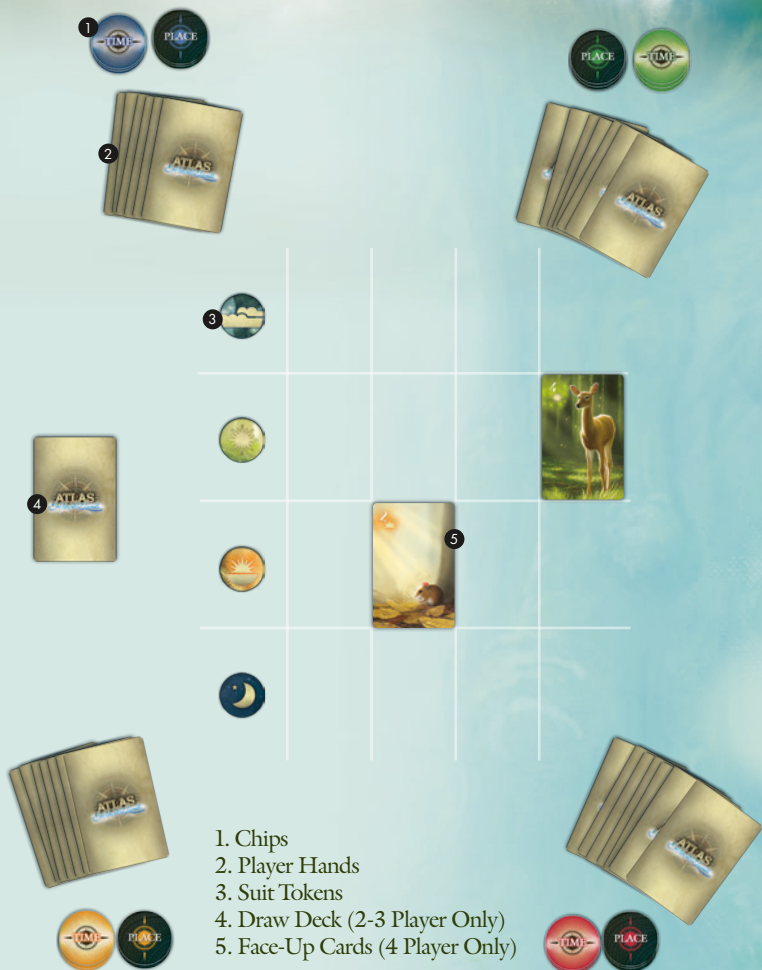
<b>2 Players</b>	<b>3 Players</b>	<b>4 Players</b>
Remove the four "8" cards from the deck and return them to the box	Remove the four "8" cards from the deck and return them to the box	Keep all the cards in the deck. Draw two cards from the deck (must be different suit and number) and place them face up to the board as if they had been played

5. Shuffle and deal each player 7 cards.
6. Remove cards based on the number of players, returning them to the box unseen.

<b>2 Players</b>	<b>3 Players</b>	<b>4 Players</b>
Remove 2 random cards	Remove 1 random card	Remove 2 random cards

7. Place the remaining cards face down forming a draw pile (There is no draw pile in a 4 player game).
8. The player who was most recently in a forest goes first.

# Set Up



1. Chips
2. Player Hands
3. Suit Tokens
4. Draw Deck (2-3 Player Only)
5. Face-Up Cards (4 Player Only)

# Overview

On your turn, you must add a card from your hand to the 'board' – the 'board' is made up of the cards played throughout the game. Numbers are placed in ascending order in each row organized by their time of day (suit). Each column will be made up four cards of the same number, one in each suit.



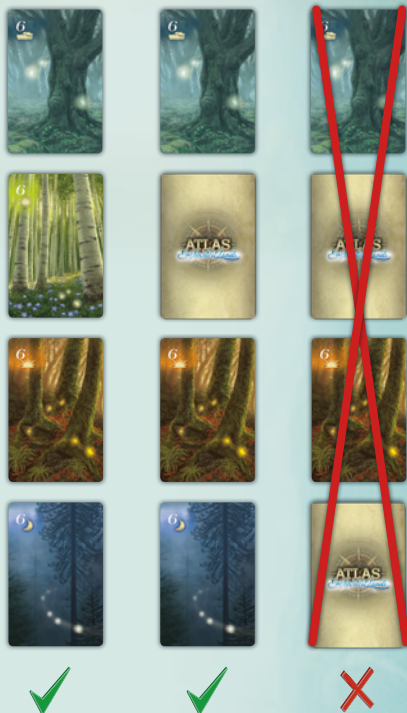
As cards are added to the board they will become part of a Time (run) or a Place (set). Players are tasked with predicting what will happen *first*, deducing based on the cards already played and the cards left in their hand. The player who places the most correct predictions by the end of the game will be the winner.

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## *Explaining Time and Place*

A **Place** is defined as all 4 cards of the same number – four 6s, for example. A Place can also be made up of 3 of the same

number and one flipped card. For example, three 6s may be scored as a Place if the fourth 6 is flipped (because it was previously scored). Two 6s and two flipped 6s is not considered a Place and the 6s remain face up.



A **Time** is defined as 4 consecutive cards of the same suit – for example, 3, 4, 5, 6 of the dawn suit. A **Time must always be at least 4 cards long**, but it may skip adjacent cards that have been flipped.

Example: Both of the following are scored as Time



## Gameplay

On your turn, you will do the following:

- 1. Play a Card** and optionally place a prediction
- 2. Draw a Card** (if available)

### 1. Play a Card :

Each turn you must play one card from your hand to the board. Play the card in the row denoted by the matching suit token, and away from the suit token as many spaces as the card number. A 1 is placed directly the right of the suit token, a 2 one space to the right, and so on. When playing a card, try to judge where in the board the card should be arranged. As you play, ensure cards are arranged in numerical order and numbers are aligned in columns.

When you play a card, evaluate if the card completes a Time or Place. A Time is completed if you create a run of 4 consecutive cards (skipping face down cards). A Place is completed if you create a set of 4 of the same number, or 3 of the same number + one face down card of that number.



### A. If the card completes a Time or Place

**You may not place a prediction on it.** Immediately flip all the cards in the completed Time or Place to their backside. Any correct predictions remain on the flipped card, and any incorrect predictions are discarded. The chips are not returned to their owners.

NOTE: If a played card completes both a Time and a Place simultaneously, both the Time and Place are scored.

### B. If the card does not complete a Time or Place

You may optionally bet up to five chips on the card you played as a prediction for either Time or Place (never both). Stack the chips on the played card with the side showing your prediction face up. Predictions may never be changed or moved, and can only be placed on the card you played that turn. If you have no chips remaining, you may no longer place predictions.

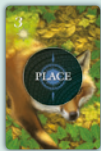
### 2. Draw a Card (if available):

To end your turn, draw a card from the deck if there are cards remaining. If there are no cards left to draw, simply end your turn. (NOTE: There is no draw deck in a 4 player game, so this step is skipped)

Play continues clockwise until **all cards in players hands have been played**. After the final player's turn, proceed to final scoring.

#### Example Turn:

1. The 1, 3, and 4 of Day have been played. The Blue player has predicted Place on the 3 and the Green player has predicted Time on the 4.



2. Yellow plays 2 of Day, completing the Time.  
(Note: yellow may not place a prediction this turn!)



3. All of the included cards are flipped. The blue player's incorrect prediction is discarded. The green player's correct prediction remains on the board to show it has scored.



## *End of Game and Final Scoring*

After the last card has been played, remove any unscored chips still on face up cards from the board. The only chips remaining on the board should now be from correct predictions. Then proceed to scoring.

- Each chip you have remaining on the board is worth 1 point
- Each separate stack (1 or more chips) you have remaining on the board is worth 1 point

Note: Chips remaining in your possession are worth 0 points

### **Example :**

- A player with 1 stack of 5 chips on the board scores 6 points: 1 point for each of his 5 chips, and 1 point for the stack.
- A player with 4 stacks of 1 chip each scores 8 points: 4 points for his chips, plus 1 more point for each his 4 stacks (4 additional points)

The player with the most points is the winner. Ties are won by the tied player with the most total stacks of correct predictions. If players are still tied, play again!

# Crédits

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Renegade Game Studios would like to thank:

The fairy consultants and their dragon friends who graciously provided so much insight into their world. Stay tuned as Atlas ventures to other lands, soon™

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