

ATLANTIS

A Roleplaying Game by Logos7

Atlantis is a roleplaying game where you play the last inhabitants of the Isle of Atlantis during its last days. Atlantis is burning and at midnight will sink into the sea, forever. Attempt to flee Atlantis while facing your Hopes, deeds, fears, and dooms before midnight, when Atlantis sinks under the waves forever.

Setup:

Shuffle the Atlantis Cards (included at the end of this document) and randomly distribute one, face up, to each player to be their character. The remainder are reshuffled and placed face down where everyone everyone can see them.

Characters:

The card dealt to you during the setup is your character. Each card is based around one of the Major Arcana from a tarot deck and serves as the basis for your character. Cards can either designate positions (like Pope), character traits (like Strength), or life events (like Death). You can add as much or as little detail to the character as you desire. However, your hope, deed, fear, and doom are determined by your card.

Play:

Once every player has a character, the oldest player draws a card from the face-down random pile of cards and describes Atlantis as it faces its pending destruction. This card can either designate a place (like Tower) , an adversary (like Devil), or a situation (like Lovers) that the oldest player should incorporate into their description of Atlantis. The oldest player describes how Atlantis is being destroyed, where you are, and how the situation came to pass. Then the first phase begins.

Phases:

There are 5 phases of play. *Hope, Deed, Fear, Death* and *Midnight* respectively.

Hope Phase: In this phase the youngest player draws a card and looks at the Hope entry, comparing it to the Hope entry of their character.

If the youngest player's character card has the same Hope as the drawn card, they must describe how they achieved that Hope in Atlantis.

If the youngest player does not have the same Hope as the drawn card, play continues to the left, each player checking for the same Hope.

If a player has the same Hope, they must describe how they achieve that Hope in Atlantis. The Hope phase ends and play continues to that player's left with a Deed Phase.

If no player has the same Hope as the drawn card, the phase is failed (see **Failed Phase** below).

Deed Phase: In this phase the player to left of the player who went last draws a card and looks at the Deed entry, comparing it to the deed entry of their character card.

If a player's character has the same Deed, they must describe how they performed this Deed in Atlantis.

If the player does not have the same Deed as the drawn card, play continues to the left, each player checking for the same Deed. If a player has the same deed they must describe how they performed this deed in Atlantis. The Deed phase ends and play continues to that player's left with a Fear Phase.

If no player has the same Deed as the drawn card, the phase is failed (see **Failed Phase** below).

Fear Phase: In this phase the player to left of the player who went last draws a card and looks at the Fear entry, comparing it to the Fear entry of their character card.

If a player's character has the same Fear, they must describe how they faced this Fear in Atlantis.

If the player does not have the same Fear as the drawn card, play continues to the left, each player checking for the same Fear. If a player has the same Fear they must describe how they faced this Fear in Atlantis. The Hope phase ends and play continues to that player's left with a Doom Phase.

If no player has the same Fear as the drawn card, the phase is failed (see **Failed Phase** below).

Doom Phase: In this phase the player to left of the player who went last draws a card and looks at the Doom entry, comparing it to the Doom entry of their character card.

If a player's character has the same Doom, they describe how they embraced this Doom in Atlantis.

Any character who embraced their Doom in Atlantis is removed from the game.

If the player does not have the same Doom as the drawn card, play continues to the left, each player checking for the same Doom. If a player has the same Doom they must describe how they embraced this Doom in Atlantis. The Doom phase ends and play continues to that player's left with a Midnight Phase.

If no player has the same Doom as the drawn card, the phase is failed (see failed phases below).

Midnight Phase: In this phase the oldest player draws a card. A Hope subphase happens until it either passes or fails and play continues on, The player to the left of the oldest player performing a Hope phase to pass or fail and so on until everyone has gone and play has returned to the oldest player.

When play returns to the oldest player, after all the other players have played a hope phase. Atlantis is destroyed along with everyone remaining on it.

Failed Phases: If a phase fails, a sub-phase happens. Play continues with the same drawn card, but uses the next lowest category. If a hope phase is failed, a deed sub-phase is played. If a deed phase is failed a fear sub-phase is played. If a fear phase is failed a doom sub-phase is played. If a doom phase or sub-phase is failed play continues onto the next appropriate phase.

Example. *After failing a hope phase, a deed sub-phase (during the hope phase) is triggered. If the deed sub-phase is passed, a deed phase is played (the game's second phase). If the hope phase failed, as well as deed, fear, and doom sub-phases, play continues to the deed phase (the game's second phase). If during the midnight phase, a hope sub-phase is failed, play continues to deed, fear, and doom sub-phases. If a triggered doom phase is failed during the Midnight phase, play simply continues to the players left with a new hope sub-phase.*

Notes: The Banner Font is VTKS Revolt, which is free and Copyrighted by Douglas Vitkauskas, <http://www.vtk.com.br>

March 25, 2009

The Card Font is FFF Tusj, which is free and Copyrighted by Magnus Cederholm, <http://www.formfett.net>

March 25, 2009

The Card Images are Public Domain obtained from, <http://karenswhimsy.com/tarot.shtm>

March 25, 2009



The Fool

HOPE Good
 DEED Strength
 FEAR Abandoned
 DOOM Drowning



Magician

HOPE Redemption
 DEED Good
 FEAR Darkness
 DOOM Abandoned



Popess

HOPE Good
 DEED Family
 FEAR Vermin
 DOOM Drowning



Empress

HOPE Family
 DEED Wisdom
 FEAR Vermin
 DOOM Falling



Emperor

HOPE Family

DEED Strength

FEAR Darkness

DOOM Vermin



Pope

HOPE Good

DEED Wisdom

FEAR Storms

DOOM Darkness



Lovers

HOPE Endurance

DEED Wisdom

FEAR Storms

DOOM Abandoned



Chariot

HOPE Endurance

DEED Survival

FEAR Drowning

DOOM Falling



Justice

HOPE Wisdom

DEED Redemption

FEAR Vermin

DOOM Drowning



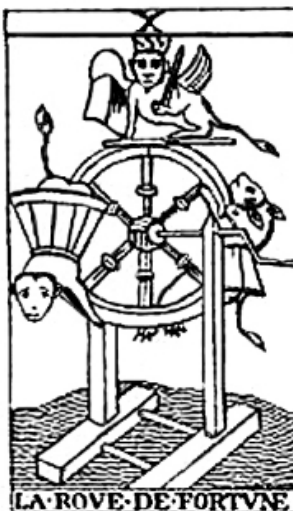
Hermit

HOPE Good

DEED Survival

FEAR Abandoned

DOOM Darkness



The Wheel

HOPE Endurance

DEED Survival

FEAR Drowning

DOOM Storms



Strength

HOPE Wisdom

DEED Survival

FEAR Falling

DOOM Vermin



Hangman

HOPE Redemption

DEED Family

FEAR Falling

DOOM Vermin



Death

HOPE Redemption

DEED Good

FEAR Abandoned

DOOM Darkness



Mercy

HOPE Wisdom

DEED Strength

FEAR Vermin

DOOM Storms



Devil

HOPE Endurance

DEED Redemption

FEAR Abandoned

DOOM Darkness



Tower

HOPE Family

DEED Strength

FEAR Storms

DOOM Falling



The Star

HOPE Survival

DEED Family

FEAR Falling

DOOM Drowning



The Moon

HOPE Redemption

DEED Survival

FEAR Darkness

DOOM Storms



The Sun

HOPE Survival

DEED Good

FEAR Storms

DOOM Darkness



The Judge

HOPE Wisdom

DEED Good

FEAR Drowning

DOOM Darkness



World

HOPE Survival

DEED Redemption

FEAR Drowning

DOOM Vermin