

**In The Shadow of Atlas** is a combo-building card game for two players. In a future where humanity has left the Sol system, players will use **Credits** and representatives of the six **Orders** to develop **Atlas** and its four satellite planets, become **Arbiter**, and build **Orbital Outposts**.

## SET UP

Place the **5 Planet cards (Undeveloped side up)** in a row between the players.

Determine a **First Player** and give that player the **Sequence - First Player card** and the **Sector A card**. The other player takes the **Sequence - Second Player card** and the **Sector B card**. These cards are placed in front of each player. **Sequence** and **Sector** cards are set to their *front side*.

Give each player **5 Credit cards**. These cards are placed in a row to the right side of each player's **Sector** card. Each player sets 2 of these to the **Credit** side and 3 to the **Spent Credit** side.

Shuffle together the **35 Order cards** and deal 3 to each player, forming each player's **hand**. Each player's hand is kept secret from the other player. The remaining **Order cards** are placed in an **Orbital Outpost side up deck (referred to in the game as the deck)** to the side of the 5 Planets.

The game begins with the **First Player** taking the first turn.

*You can find a set up reference diagram on the back of the Sector A card.*



## PLANET CARDS\*

Planet cards begin the game **Undeveloped**. As the game progresses, **Planet cards** will be flipped and **Developed**. **Developed Planets** are rotated to indicate which player is the **Arbiter** of that **Planet**. Each player plays **Order** cards to *their* side of each **Planet**.

*\*The text on these cards should be treated as part of the game's rules.*

## ORDER & ORBITAL OUTPOST CARDS

Players will play (and discard) **Order cards** throughout the game.

Each **Order card** belongs to one of six **Orders**, and features that **Order's name, color, illustration, and Ability**. The back of each **Order card** is an **Orbital Outpost**. Throughout the game, players will obtain **Orbital Outposts** from the top of the deck various ways.



## SEQUENCE AND SECTOR CARDS\*

Each player has a **Sequence card** and a **Sector card**. **Sequence cards** drive the game, and players follow the text on these cards when they are taking their turn. The back of each **Sequence card** contains the end game triggers for the game. **Sector cards** detail the game's **Actions**, and also serve as a place to denote a player's **Credits** and **Orbital Outposts**.

*\*The text on these cards should be treated as part of the game's rules.*

## CREDIT CARDS

Each player has a set of five **Credit cards**. Throughout the game, players will spend their **Credits** by flipping them to the **Spent Credit** side.

When a player gains a **Credit**, one of their **Spent Credit** cards is flipped over and becomes a **Credit**. A player can have a maximum of five **Credits**. If an **Ability** or effect would allow them to gain a **Credit** and they already have five **Credits**, they do not gain a **Credit**.



For a how to play video, please visit [smallboxgames.com/atlas](http://smallboxgames.com/atlas)

**Rules V1.0**

*This small form card game uses a combination of this rule sheet along with prompts and text found on in-game cards (**Sequence**, **Sector**, and **Planet** cards). While this rule sheet offers an overview of the game, the entire text of those in-game cards is not repeated in this rule sheet, but can be found on the cards themselves. In short: the text on those cards are part of the rules. Read and follow what the cards say to do, in the order presented, and in the context of this rule sheet.*

**In The Shadow of Atlas** is played over a series of alternating player turns. Each turn, the player taking their turn will follow the text of their **Sequence** card, allowing the player to use the **Order** cards in their hand, along with their **Credits**, to take **Expand**, **Survey**, and **Venture Actions** (the details of these **Actions** are found on each player's **Sector** card).

## PLAYER TURNS

When a player takes a turn, they follow the text of their **Sequence** card, in the order presented. A player may take as many **Actions** as they can, in any order, granted that they have the required cards in hand and/or **Credits** to spend. A player may not take an **Action** that they cannot complete. A player's turn ends when they choose not to take any further **Actions**.

There can **never** be more than one card of a single **Order** at single **Planet** (on either side). *For example, if a player plays a **Mors Order** on their side of a **Planet**, neither player may play another **Mors Order** to that **Planet** as long as a **Mors Order** is at that **Planet**.*

When an **Order** is played to a **Planet** (from anywhere), this results in the played **Order's Ability** being used. When an **Order's Ability** is used, the **Ability's** text is followed in order and to the best of the player's ability. *An example can be found on the back of the **Sector B** card.*

**+JANUS ORDER** and **LAVERNA ORDER** each have an additional special **Ability** (in italics). These additional special **Abilities** are only ever used when they are in a player's hand. *Cloning* has no effect when a **JANUS ORDER** is played to a **Planet**. *Scouting* has no effect when a **LAVERNA ORDER** is played to a **Planet**.

Drawn cards always come from the deck. Discarded cards always come from the player's hand. The discard pile is located face up to the side of the deck. If at any point during a player's turn the deck is empty, the discard pile is shuffled and becomes the deck.

Additionally, when a **Planet** is flipped and **Developed**, it can never be **Undeveloped** again. When a **Planet** is flipped and **Developed**, and the **Planet's** text is followed, one player will become **Arbiter** of that **Planet**. When a player becomes the **Arbiter** of a **Planet**, nothing happens to the other player's **Order** cards at that **Planet**.

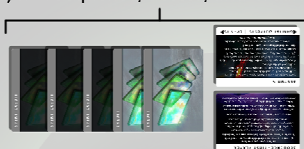
Players may gain **Orbital Outposts** a variety of ways. When a player gains an **Orbital Outpost**, they play the top card of the deck face down on the left side of their **Sector** card. Players may not look at the other side of any **Orbital Outpost**.

## ENDING THE GAME

Players take alternating turns until one of the end game triggers occurs. The end game triggers are found on the back of each player's **Sequence** card. A player wins the game outright if they have 10 or more **Orbital Outposts** and/or are the **Arbiter** of 4 **Planets** at the end of their turn.

If the game does not end by a player winning outright, the game ends at the end of the **second player's turn** if there are 15 or more **Orbital Outposts** (between both players) and/or every **Planet** is **Developed**. Players will gain points for their **Orbital Outposts** (1 Point each) and each **Planet** where they are the **Arbiter** (3 Points each). The player with the most points wins.

## Player A Sequence, Sector, and Credit cards



## Player A side of the Planets



## Player B side of the Planets



## Player B Sequence, Sector, and Credit cards

## Venture Action and Planet Example



Liz takes a **Venture Action**.

She chooses the Planet **Atlas**.



She has two Order cards on her side of Atlas, so she must spend three Credits to play a third Order there.



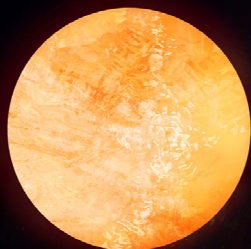
She may not play a **Mors**, **Ceres**, or **Laverna Order** to this Planet, since those Orders are already played to this Planet.

She chooses a **Janus Order** from her hand and plays it on her side of **Atlas**.

Since she played an **Order** to her side of a Planet, she follows the **Planet's text**. First, she uses the **Janus Order's Ability**.

Then, since she has three Orders on her side of **Atlas**, the Planet is flipped, and she becomes the **Arbiter** of Atlas. When she becomes Arbiter of Atlas, she moves *all* of *her* Orders at Atlas to the discard. She draws one card and gains one Orbital Outpost.

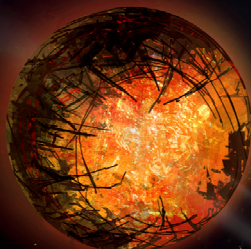
When you play an **Order** to your side of this **Planet**, use that **Order's Ability**.  
Then, if you have three **Orders** on your side of this **Planet**, flip this **Planet**.  
You become the **Arbiter** of this **Planet**.



When you play an **Order** to your side of this **Planet**, use that **Order's Ability**.  
Then, if you have three **Orders** on your side of this **Planet**, flip this **Planet**.  
You become the **Arbiter** of this **Planet**.

BRACCHII III - UNDEVELOPED

When you play an **Order** to your side of this **Planet**, use that **Order's Ability**.  
Then, if you have three **Orders** on your side of this **Planet**, rotate this **Planet**.  
You become the **Arbiter** of this **Planet**.



When you become the **Arbiter** of this **Planet**, move the **Orders** on your side of this **Planet** to the discard pile. Draw one card and gain one Orbital Outpost.  
You may not play **Orders** to this **Planet**.

BRACCHII III - DEVELOPED

## SEQUENCE - SECOND PLAYER

*At the beginning of your turn,*

*if you have three or more **Orbital Outposts**, gain one **Credit**.  
If you have five or more **Orbital Outposts**, gain another **Credit**.*

Then, you use the **Order** cards in your hand and your **Credits** to take **Expand**, **Survey**, and **Venture Actions**. You may take any number of **Actions** you would like, but you may not choose an **Action** that you cannot complete.

When you are finished taking **Actions**, flip this card over.

*When you spend a **Credit**, flip one of your **Credits** face down.*

*When you gain a **Credit**, flip one of your **Spent Credits** face up.*

*When you gain an **Orbital Outpost**, play the top card of the deck face down to the **Orbital Outposts** side of your **Sector** card.*

## SEQUENCE - BACK

The game ends and you win outright if:

You are the **Arbiter** of four or more **Planets** and/or you have ten or more **Orbital Outposts**.

Otherwise, the game ends at the end of your turn if:  
All **Planets** are **Developed** and/or there are fifteen or more **Orbital Outposts** between both players.

If the game ends without you winning outright:

Gain 3 Points for each **Planet** where you are the **Arbiter**.

Gain 1 Point for each **Orbital Outpost** you have.

The player with the most Points wins (most **Arbiters** wins ties).

If the game did not end, gain two **Credits** and draw three cards.

Discard down to five cards in hand.

Flip this card over and the other player takes a turn.

## SEQUENCE - FIRST PLAYER

*At the beginning of your turn,*

*if you have three or more **Orbital Outposts**, gain one **Credit**.  
If you have five or more **Orbital Outposts**, gain another **Credit**.*

Then, you use the **Order** cards in your hand and your **Credits** to take **Expand**, **Survey**, and **Venture Actions**. You may take any number of **Actions** you would like, but you may not choose an **Action** that you cannot complete.

When you are finished taking **Actions**, flip this card over.

*When you spend a **Credit**, flip one of your **Credits** face down.*

*When you gain a **Credit**, flip one of your **Spent Credits** face up.*

*When you gain an **Orbital Outpost**, play the top card of the deck face down to the **Orbital Outposts** side of your **Sector** card.*

## SEQUENCE - BACK

The game ends and you win outright if:

You are the **Arbiter** of four or more **Planets** and/or you have ten or more **Orbital Outposts**.

If the game ends without you winning outright:

Gain 3 Points for each **Planet** where you are the **Arbiter**.

Gain 1 Point for each **Orbital Outpost** you have.

The player with the most Points wins (most **Arbiters** wins ties).

If the game did not end, gain two **Credits** and draw three cards.

Discard down to five cards in hand.

Flip this card over and the other player takes a turn.

## SECTOR A

**Venture Action:** Choose a Planet. Spend one Credit, plus one additional Credit, for each Order you have at that Planet. Play one Order from your hand to your side of that Planet and follow that Planet's text.

**Survey Action:** Spend three Credits. Play the top card of the deck as an Order to your side of a Planet. Follow that Planet's text. *If the card cannot be played to a Planet, add it to your hand.*

**Expand Action:** Discard two matching Orders from your hand. Gain one Orbital Outpost and gain one Credit.

*There can never be more than one card of a single Order at single Planet (on either side).*

◀ ORBITAL OUTPOSTS | CREDITS ▶

## SECTOR B

**Venture Action:** Choose a Planet. Spend one Credit, plus one additional Credit, for each Order you have at that Planet. Play one Order from your hand to your side of that Planet and follow that Planet's text.

**Survey Action:** Spend three Credits. Play the top card of the deck as an Order to your side of a Planet. Follow that Planet's text. *If the card cannot be played to a Planet, add it to your hand.*

**Expand Action:** Discard two matching Orders from your hand. Gain one Orbital Outpost and gain one Credit.

*There can never be more than one card of a single Order at single Planet (on either side).*

◀ ORBITAL OUTPOSTS | CREDITS ▶