

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.

For a how to play video, please visit smallboxgames.com/atlas

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

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.

Player A Sequence, Sector, and Credit Cards



Player A side of the Planets



Player B side of the Planets



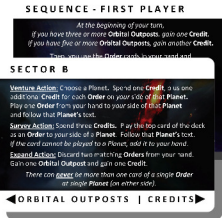
Player B Sequence, Sector, and Credit Cards



PLANET CARDS (*the text on these cards should be treated as part of the game's rules*) 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 will play **Order cards** to their side of each Planet.

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 (*the text on these cards should be treated as part of the game's rules*) Each player has a **Sequence card** and a **Sector card**. **Sequence cards** drive the game, and a player follows 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**.

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 a player to gain a **Credit** and they already have five **Credits**, they do not gain a **Credit**.



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*).

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**.

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.++

SECTOR B

Venture Action: Choose a Planet. Spend one **Credit**, plus one additional **Credit** for each **Order** on your side of 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 ▶

When an **Order's Ability** is used, the **Ability's** text is followed in order and to the best of the player's ability.

Venture Action and Planet Example

Liz takes a Venture Action. She chooses the Planet **Atlas - Undeveloped**.



She has two **Order** cards on her side of **Atlas - Undeveloped**, 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 that **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 to the other side, and she becomes the **Arbiter** of **Atlas - Developed**. When she becomes **Arbiter** of **Atlas - Developed**, she moves all of her Orders at **Atlas - Developed** to the discard. She draws one card and gains one Orbital Outpost.

++**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* can be used at any point during a player's turn and 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 or more **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.