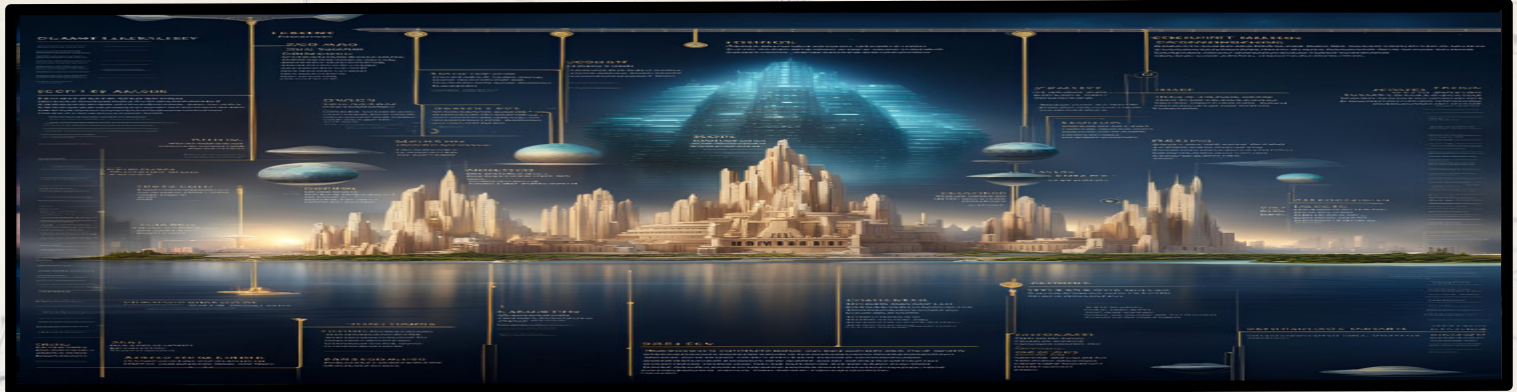


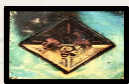
# ATLANTIS OMNI

www.atlantisomni.site

A lost City, four factions come face to face with a common goal, to claim it. Their only weapons are the Omni (Airships) and the elements of nature fire, water, earth, and void that must move strategically in order to survive and win. Two levels of energy shape the powerful to turn the game upside down. Nothing is unlimited, time is running out, energy is running low, every decision counts and victory is uncertain even to the end...



## Game Components



(9) Wooden dashboard tiles,



(12) Tokens - Energy Indicators



(1) Counter Gear



(30) Energy Cards



(4) Atlantian Cards



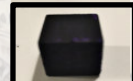
(1) Energy Dice



(16) Cubes as Omnis,



(16) Tokens as Energy Wheels



(36) Gravity Cubes

## Construction - Game Set up

A. Place the 9 tiles with the numbers as shown in the photo. Atlantis Omni is initially played on 2 energy levels, one Low and one High. Turn over the tiles 2,4,6,8 and set up the Low Energy Level.

B. Put 4 Gravity cubes in the 4 corners and in the center as supports Then place the tiles 1,3,5,7,9 on the cubes and set up the High Energy Level. The Board is complete.



## Energy Spots



## Energy Sources



Omni Base

C. Place the game contents for 4 players as below:

1) Put 4 Omnis of the same color on each Omni Base on its 4 Energy Points (1,3,7,9 tiles)

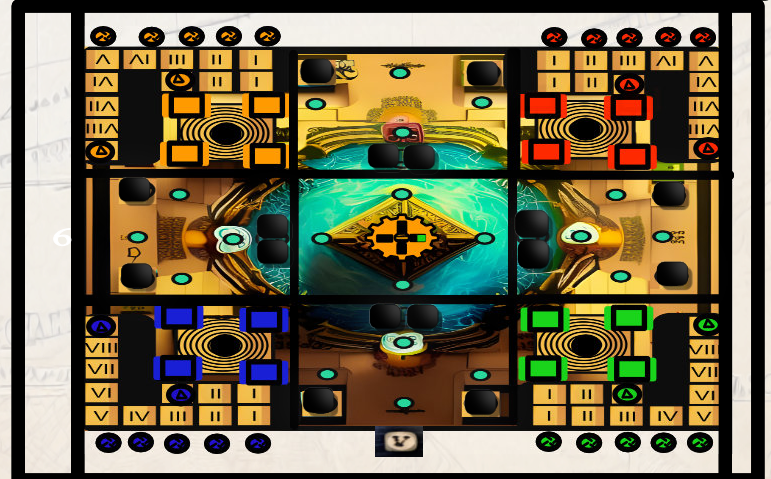
2) Place 4 Gravity Cubes on the 3 Energy Sources per tile at 2,4,6,8 (from 1 on the 2 Land Sources and 2 on the Sea Source).

3) Place the 5 tokens - Energy Wheels in correspondence with the color under each Omni Base.

4) Place the Gear Counter in the Center on tile #5.

5) Place 3 Color Matching Energy Counters on the 2 Horizontal Columns with Roman numerals on each Omni Base.

6) Set aside 1 Dice.

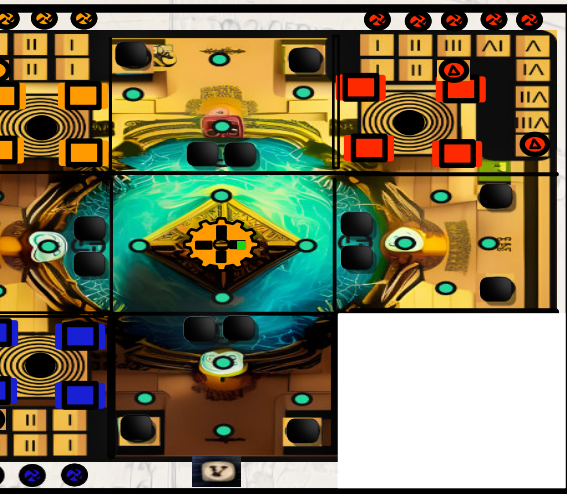




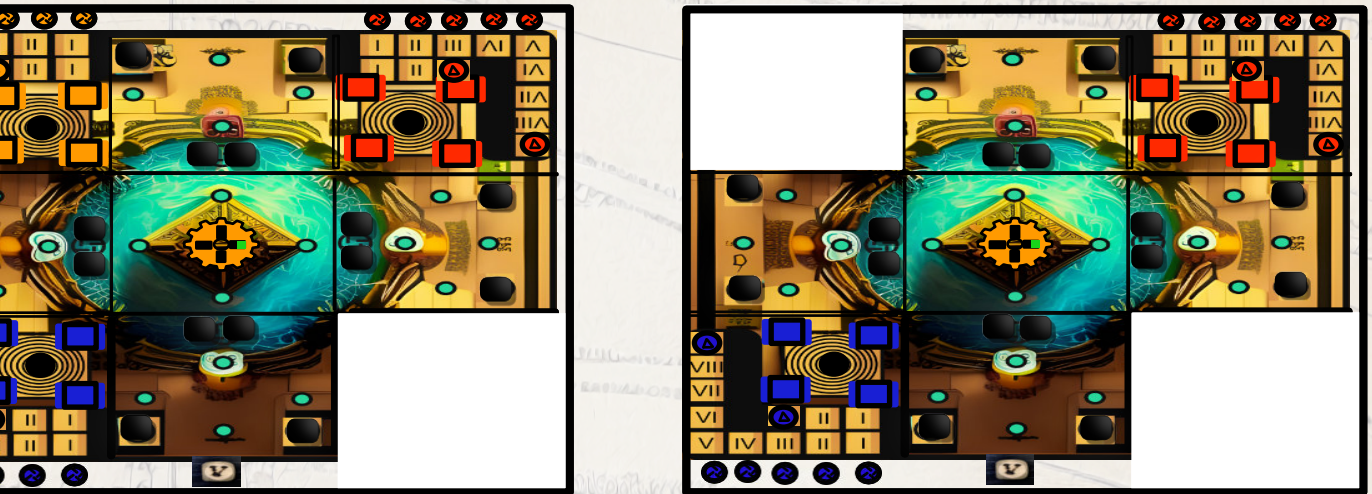
## SQUILLICE

ed by the rest in clockwise order.

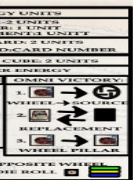
### 3 Players



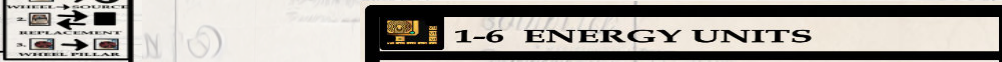
**3 Players** **2 Players**



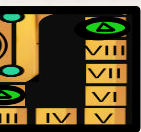
## an Card




The game Atlantis Omni is played through the Atlantis Card and each player-faction takes one. Below we will examine the actions that the player-faction can take in its turn step by step according to the card.



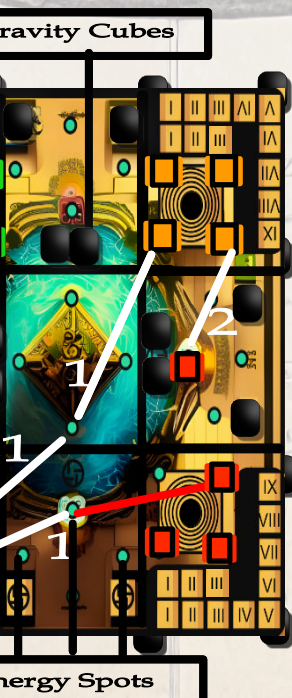
**AVAILABLE ENERGY:** Each faction has 1 Black Hole in its Omni Base that produces energy. The faction, on its turn, chooses how to spend 1-6 units of Available Energy from the Black Hole's Energy Reserve. The difficulty index of is configured according to the number of energy stock that the players start the game (39-29 Units).




 **Energy Indicators:** At the base of each Black Hole there are 2 horizontal columns with Latin numbers that count its Energy reserve starting from 29 Units. The upper Column I, II counts the tens and I-IX the units of energy.

I, IX


On I-II-III (tens) there is 1 triangular pointer starting from II(20) or III(30). In the total Column I-IX (1-9) (Units) there are 2 pointers one triangle and one with the triangle upon the black pointer starting from IX (9). When a player 1-6 energy on his turn, the black marker remains stationary while the other one moves, in order not to forget the initial energy position of the triangular marker before the faction's movement. When the faction completes its' movement, the marker goes back under the new position of the triangular index.



**MOVE: 1-2 UNITS**  
**RECOVER: 1 UNIT**  
**REPLACEMENT: 1 UNIT**



**MOVE: 1-2 UNITS:** Each Omni can move from tile to tile on 1 of the 4 energy spots with energy in horizontal, vertical and diagonal directions to the blue-green spots on the board called Energy Points. There are 4 Energy Points per tile where Omnis move to gain Gravity Cubes or collide and defeat an opposing Omni in Battle. Initially, Omnis are in their Base at the high energy level. An Omni moves, spending 1 Energy to move from tile to tile when it moves on the same level or from high to low. When it moves from low energy level to a high one spends 2 Energy Units.



**RECOVERY: 1 UNIT:** When a faction's Omni loses a battle with an opposing Omni, it goes out of Atlantis. A player at his turn can take back a lost Omni and place it on its base by spending 1 Energy Unit.

**REPLACEMENT:1 UNIT:**Before playing a faction, each player can redistribute his Omnis between their positions. The Omnis are redeployed for deception, by spending 1 Energy in total, not necessarily in their turn.



# ATLANTIS OMNI 3



**GET A CARD: 2 UNITS**

**USE CARD: CARD NUMBER**



**GET A CARD: 2 UNITS:** There are 30 Energy Cards in total. A faction can draw 1 card from the card pile by spending 2 Energy Units in its turn keeping it face down initially. A faction can hold face down the card or activate it. A faction can hold - activate up to 4 energy cards.

**USE CARD: CARD NUMBER:** When a faction draws a card from the cardpile it can either face it down or activate it and make use of it. Activating a card is done by revealing it and spending the Energy Points it says on the front. Cards that say 'INSTANT PLAY' cannot be held and must be used immediately.



**GET A CUBE: 2 UNITS**

Gravity Cube



**GET A CUBE: 2 UNITS:** Each tile from 2,4,6,8 has 4 Gravity Cubes on its 3 Energy Sources. There is 1 cube on each Land Source and 2 Cubes on each Sea Source. A player after moving an Omni to 1 of 4 Energy Points of the 2,4,6,8,tiles, he can take Gravity Cubes from the corresponding tile by spending 2 Energy Units for each one. When a player gets 4 Gravity Cubes he can upgrade the Energy level of one of the 2,4, 6,8, tiles, by placing the tile upon the 4 cubes at the 4 corners. One faction can also acquire more Cubes with the purpose to cut off this ability from the other factions.



**RECOVER ENERGY**



**RECOVER ENERGY:** When a faction wants to replenish energy it can play a pass on its turn and roll the dice. The number 1-6 it rolls will replenish corresponding Energy Units in its Energy Poo

**OMNI BATTLE**

Omni floor



Earth Water Fire Void

When 2 Omni opponents are found in the same Energy Spot, a collision is mandatory, which causes the **Battle of Elements**. The outcome of the battle depends on the element-color that is on each Omni floor. The elements of the Omni floors are **Earth**, **Water**, **Fire** and **Void** (green, blue, red, black). No energy consumption is required to do an Omni Battle.



**LEFT OMNIS WIN**

**LEFT OMNIS WIN :** It depicts the power rule Earth>Water, Water>Fire and Fire>Earth, when the 3 elements Earth, Water and Fire are fighting each other on the two floors of the Omni. The winning faction in the Battle keeps the Omni in place and flies out of Atlantis Omni the opponent. (The symbol > means Bigger-Stronger)



**BOTH OMNIS OUT**

**BOTH OMNIS OUT:** When in 1 of the Omni floor is one of the 3 elements Earth, Water or Fire and in the other Omni floor is the Void, no faction wins, and both of the 2 Omnis are out of Atlantis.



**SAME DIE ROLL WINS**

**SAME DIE ROLL WINS:** When both of the Omni floors have the same element, the winner Omni is defined with a die roll. The winning faction in the Battle keeps the Omni in place, and throws the opponent out of the Atlantis Omni. In the event of a tie, the battle continues until a winner emerges.

**OMNI VICTORY:**

A faction with an Omni victory can choose and make one of the following 3 actions :

1. →

**WHEEL → SOURCE**



**1.WHEEL TO SOURCE:** There are 5 Energy Wheels that initially are under each faction's Omni Base with latin points 3,2,1,1,Empty(0) with face down. Each faction after a victory with an opposing Omni, can optionally choose and place 1 of the Wheels of Energy on an Energy Source that does not have a Gravity Cube on tiles 2,4,6,8. During the game, each faction can see the points only from its own Wheels. Points are revealed on their floor and counted when the game ends. The points are counted from Wheels on Energy Sources only from the tiles that are on a High Energy Level. When The wheel is placed on Power Source in the sea (always when a tile is on high energy level), the points are counted as double in the end of the game.



# ATLANTIS OMNI 4



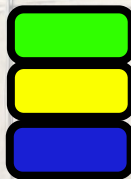
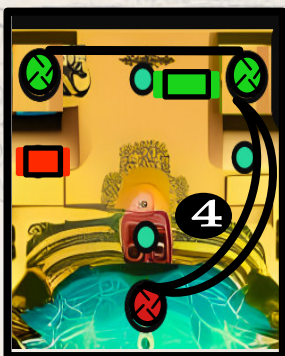
**2.REPLACEMENT:**When a faction wins a battle with an Omni opponent, instead of placing an Energy Wheel it may optionally replace 1 of its unactivated cards from the card pile, placing the old card at the base of the pile.



**3.WHEEL PILLAR:**A faction with an Omni victory can place 1 of its Wheels that is under its Omni Base on a friendly Wheel that is already on a Power Source creating a Wheel Column. Up to 3 Wheels can go into 1 Column.



**WHEEL ON OPPOSITE WHEEL:**A faction on its turn may place one of its Wheels that is already in a Source on an opponent's wheel that is also in a Source on the same or a different tile by spending 4 Energy and after winning a dice roll battle. The winner places the wheel on the loser even when he is defending. In case of a tie on the dice roll, the Battle continues until a winner emerges. This is also a **Wheel Pillar** but with Sources from different factions.



The faction that has the Wheel at the top of a Column has its dominance, with the points of all Wheels counting in its favor, but without the player being able to see the points of the opposing Wheels. The dominance of a Column can be changed depending on the Top Wheel. When a Void Wheel (0) is placed on a Wheel or inside a Wheel Pillar eliminates the victory points of all Wheels of all factions.

Wheels or Wheel Columns which are at low energy level do not give victory points at the end of the game. When a faction wants to move Wheels and top Wheels on Wheel Pillars on a an opponent Wheel or Wheel Pillar placed on a higher energy level, 2 additional Energy Units are required to make the action( **total 4+2=6 Units**).

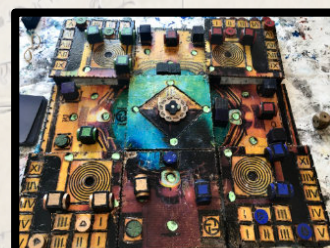
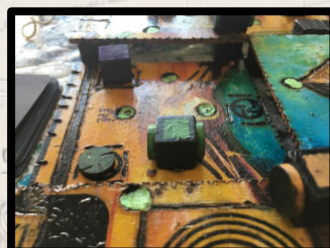
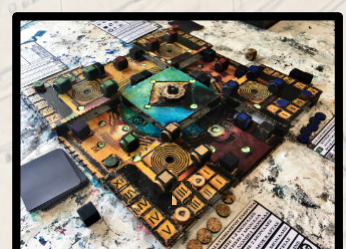


**Atlantis Source:**The center tile #5 sits with the 4 Omni Bases on the high energy level and has 4 Energy Spots that allow the Omnis to move diagonally from Base to Base. In the center of the Source is the counter gear that counts the rounds of the game.



When all factions have played the round ends, and the last faction moves the pointer on the counter gear clockwise one position starting at 9. When the counter reaches 0, the game ends (9 rounds).The factions reveal and count the points of the Energy Wheels on the Energy Sourcesonly those that are placed on high energy level tile. The faction with the most points wins. Ties accepted.

## Set up-Gameplay Photos



More info and gameplay videos:[www.atlantisomni.site](http://www.atlantisomni.site)

