ATLAS
EXPANSION MANUAL

1 ATLAS MONUMENT

1 ATLAS BOARD

15 GOLDEN APPLE TOKEN

1 ATLAS HELP CARD

1 OVERLOAD TOKEN

1 ATLAS BONUS TOKEN

5 PORT TOKENS

Note! This expansion has two optional versions. In both versions, this expansion changes the base game and is intended for experienced players. We suggest using up to 1 expansion marked with the *icon during the game.*

ATLAS: OVERLOAD

SETUP

- Place 5 Port Tokens randomly (numbered face down) in the following Regions: Messenia, Crete, Acarnania, Boeotia and Chalkidiki. Then, flip them so each number becomes visible.
- Place the Atlas Monument in Messenia and put the Atlas Board on his hands, the 0-15 track side face up. Then, place the Overload token on space 15 of the track.
- Atlas Victory condition is an **additional** Victory condition.

OVERLOAD

- Each time a Monument is built, players can send Hoplites from Regions with a Port (1 Hoplite per Region) to the Atlas Monument, in the order determined by the numbers on the Port Tokens. Note that the Atlas Monument has 6 slots for Hoplites, not Priests (see the Atlas Help card for details).
- The player with the most Hoplites on the Atlas Monument gains the Atlas Bonus token, which raises 1 of their Hero Attributes by 1 as long as they own it. In case of a tie, the player who owns the token gets to keep it.

  Then, draw 2 Combat cards and add their Strength.

  Move the Overload token by a number of spaces equal to the value of the drawn cards, minus 1 for each Hoplite on the Atlas Monument (the token cannot go backward on the track, even if the number of Hoplites is greater than the added strength of the Combat Cards).
- If the Overload token reaches 0, the game ends immediately and the player with the most Hoplites on the Atlas Monument wins. In case of a tie, the player who owns the Atlas Bonus token wins.
- When you end a Hero Movement action in the Region with the Atlas Monument, you can remove your Hero from the board, and move the Overload token backward on the track by a number of spaces equal to your Hero's Strength attribute. Place your Hero back in that Region after the next Build Monument Special Action.

ATLAS BONUS TOKEN

When you gain the Atlas Bonus token, place it in the space above any one of your Hero's Attribute tokens. The chosen Attribute is raised by 1 as long as you own the Atlas Bonus token. It also means that when the Hero has an Injury in the chosen Attribute, its value will be 2 instead of 1.

ATLAS: THE HESPERIDES GARDEN

SETUP:

- Place 5 Port Tokens randomly (their number doesn't matter in this mode) in following Regions: Messenia, Crete, Acarnania, Boeotia and Chalkidiki.
- Place the Atlas Monument in Messenia and put the Atlas Board on his hands, the Hesperides Garden side face up. Then put 15 Golden Apple tokens on it.

GOLDEN APPLES

- When performing a Hoplite Movement Regular Action, a player may send 1 of his Hoplites from any 1 Region with a Port to the Atlas Monument. If he does, he gains 1 Golden Apple token. Note that the Atlas Monument has 6 slots for Hoplites, not Priests (see the Atlas Help card for details).
- Each time a Monument is built, every player who has at least 1 Hoplite on the Atlas Monument gains 1 Apple Token.

  The player with the most Hoplites on the Atlas Monument gains 1 additional Apple token (in case of a tie, no additional Apples are gained).

  Then, remove all Hoplites from the Atlas Monument.
- Golden Apple tokens may not be added to the Atlas Board in any way, which means there never be more than 15 of them during a single game.
- Golden Apple tokens may be used in 2 different ways:

  1. Once per Battle, instead of playing a Combat Card, you can spend 1 Apple token to gain +1 Army Strength. All used Apple tokens are removed from the game after the Battle.

  2. At the beginning of your Turn, you can spend 1 Apple token and remove from the game to heal 1 Injury of your Hero, OR you can spend 1 Apple token to raise 1 of your Hero's Attributes by 1 until the end of that turn. Mark the raised Attribute with the spent Apple token. At the end of your turn, remove that token from the game.

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