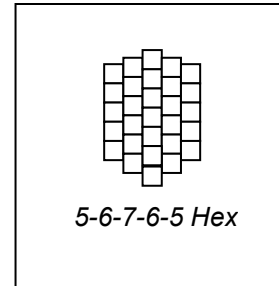


Sinking Atlantis

Build a board based on the number of players:

- Three players - 16 pieces in a 4x4 grid
- Four players - 29 pieces in a 5-6-7-6-5 "hex"
- Five players - 36 pieces in a 6x6 grid
- Six players - 25 pieces in a 5x5 grid



The player who would look the most natural with gills goes first. Play then proceeds around clockwise. For the first round (each player's first turn), no board pieces are removed. After that, each player removes one "outside" piece after he is done using figures. An outside piece is one that has at least one full edge not touching another board piece. This continues until there is only one board piece left.

During your turn, a one block high wall causes a 2" penalty for movement.

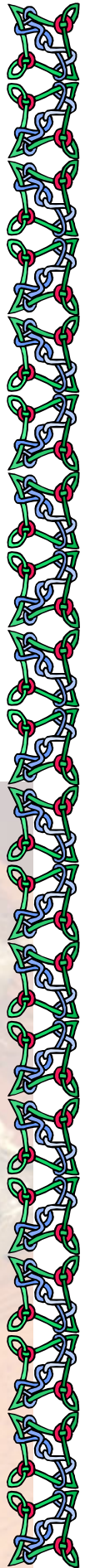
If you target a figure on the other side of a one block high wall, roll a d6. On a 5 or 6, the shot is blocked.

Figures must move around two block high walls.

Figures cannot target figures on the other side of a two block high wall.

Any surface other than the board pieces is water. It takes a 2" penalty for movement. If a figure ends its turn in water, it drowns and is removed from the game.

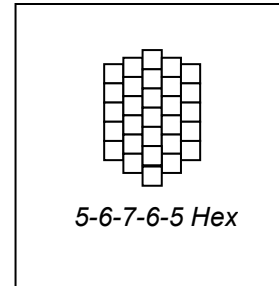
Play continues to last figure standing, which can sometimes take a few turns past the point where there is only one board piece left.



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