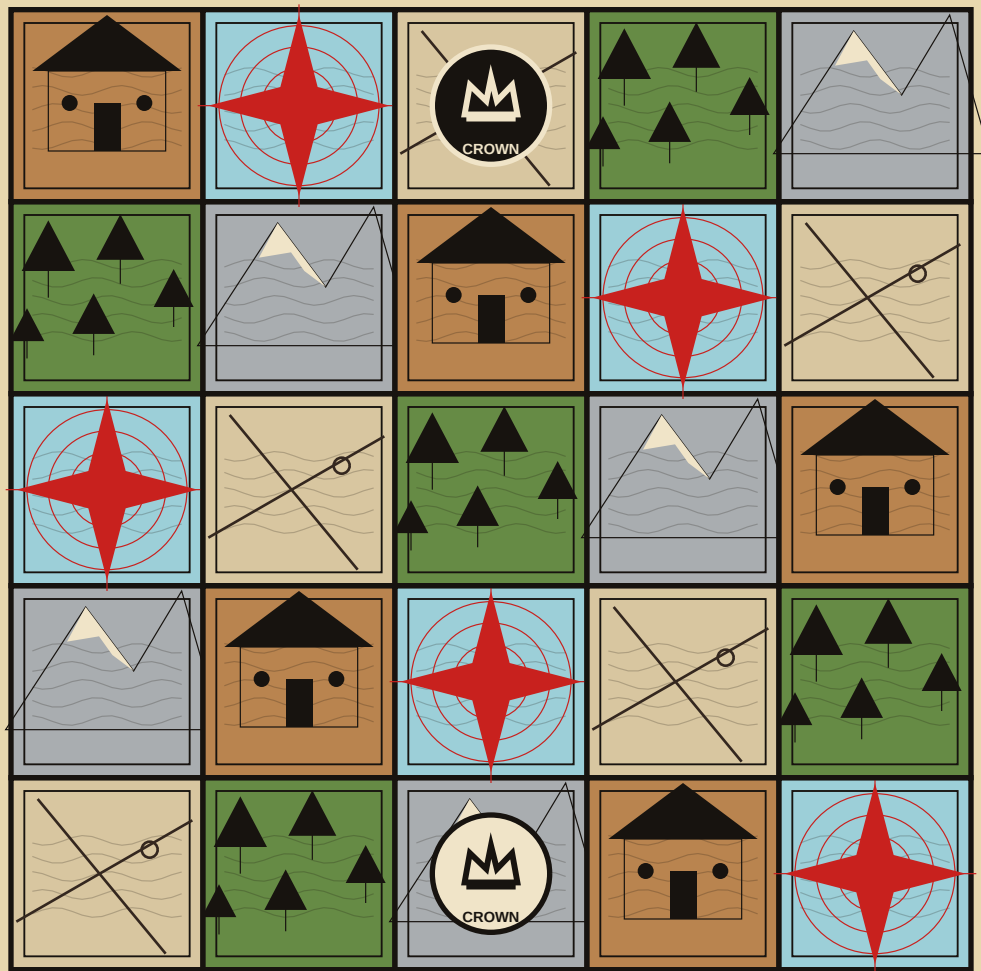


ATLAS GAMBIT

A FAST MAP-BUILDING STRATEGY GAME FOR TWO



PLACE ONE TILE. MOVE ONE PIECE. CONTROL THE ATLAS.

2 PLAYERS • 15-25 MINUTES • AGES 8+

OBJECTIVE

Capture the opposing Crown, or control all three Landmark tiles at the end of your turn.

SETUP

- Place the empty 5 x 5 board between the players.
- Place one Landmark in the center.
- Shuffle the other 24 terrain tiles and give each player two.
- Each player places a Crown in the center of the nearest edge and the four remaining pieces beside it.
- Choose the first player randomly.

YOUR TURN

1 MAP

Place one tile from your two-tile hand. It must touch an existing tile orthogonally, or cover a temporary starting space occupied by your piece. Draw back to two tiles.

2 MOVE

Move one piece using its movement rule. Movement may be skipped, but tile placement is required while legal empty spaces remain.

CAPTURE

Move onto an enemy piece to remove it. Capturing the Crown wins immediately.

PLACE ONE TILE → MOVE ONE PIECE

THE CORE RHYTHM



CROWN

1 space in any direction. May enter every terrain. May not move into immediate capture.

TOWER

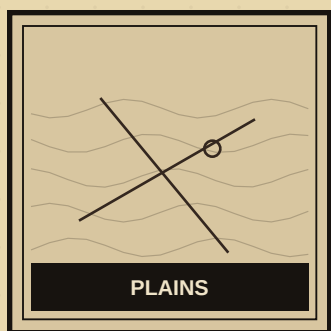
Any distance orthogonally. Cannot jump. Cannot enter Mountains. Stops upon entering Forest.

SCOUT

Chess-knight L move. Jumps pieces and terrain. May land on Mountains.

RANGER

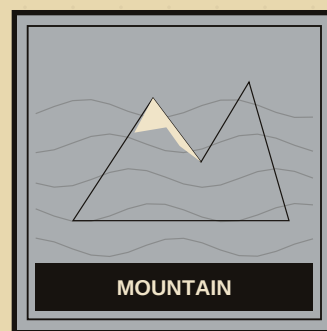
1 space in any direction. Cannot enter Mountains. Stops upon entering Forest.



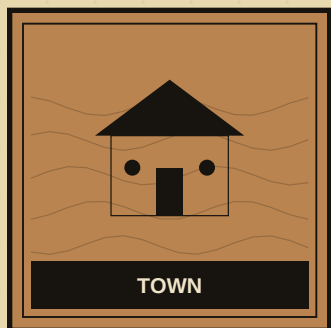
No effect.



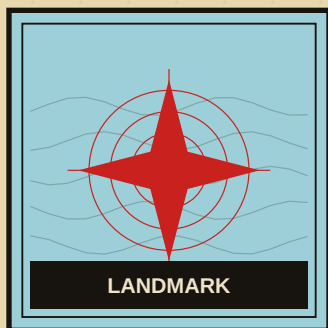
A moving piece must stop after entering.



Only the Crown and Scout may enter.



No effect in the introductory game.



Occupy to control. Control all three to win.

LANDMARK CONTROL

A player controls a Landmark only while one of their pieces occupies it. Control changes immediately when that piece leaves or is captured.

TIEBREAKERS

Most Landmarks, then most surviving pieces, then Crown closest to the center. If still tied, share the victory.

END OF MAP

After the final tile is placed, finish the current turn. The other player takes one final turn. If nobody wins immediately, score the map.

FESTIVAL GAME

Use a 4 x 4 board, four pieces per player, and two Landmarks. First to capture the Crown or control both Landmarks wins. Typical play: 8-12 minutes.

FINAL SCORING

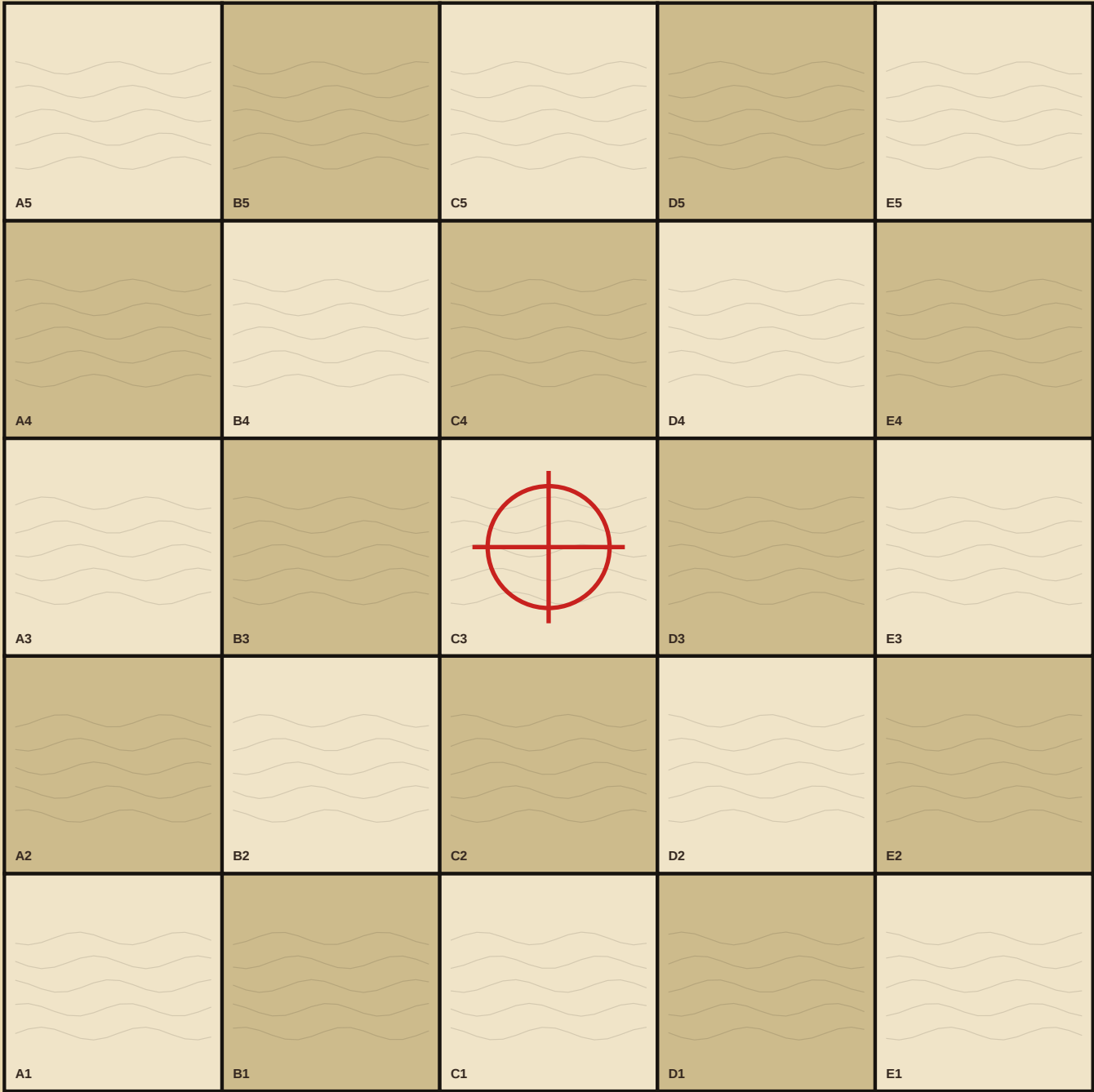
3 points per controlled Landmark; 1 point per captured enemy piece; 1 point if your Crown occupies the center tile.

EXPLORER VARIANT

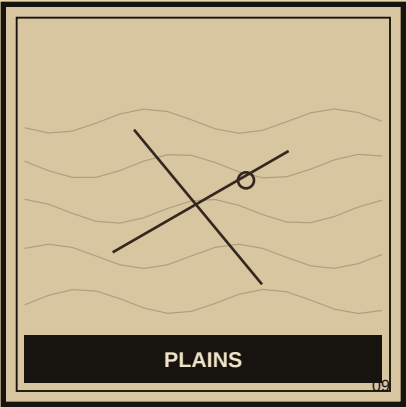
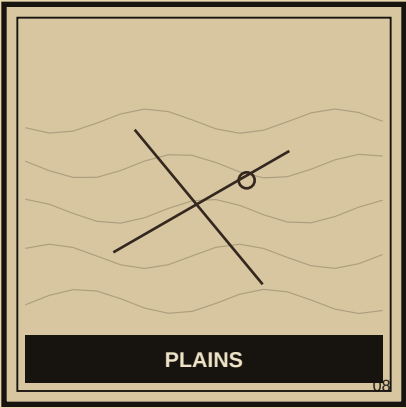
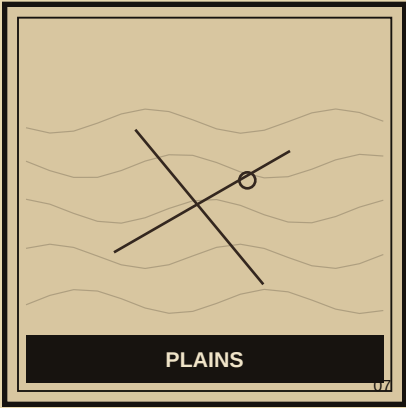
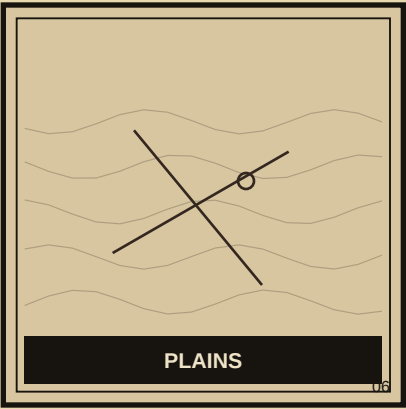
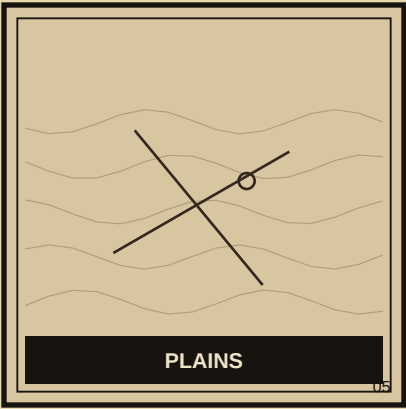
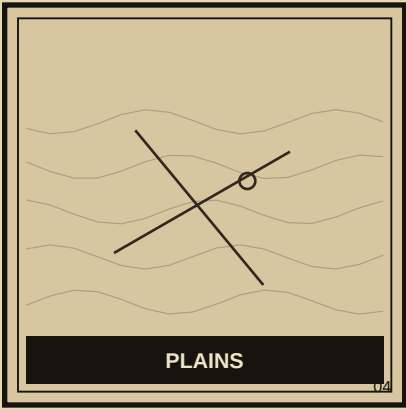
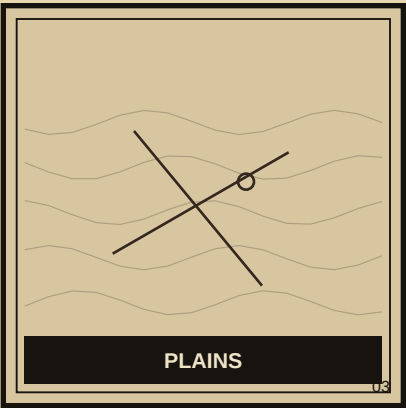
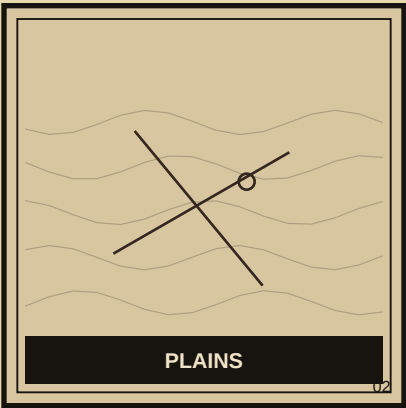
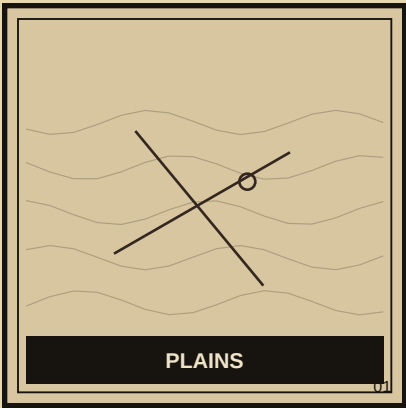
Place terrain face down. Reveal a tile when a piece enters or moves adjacent. Treat unrevealed tiles as Plains. If a revealed Mountain blocks entry, stop on the previous tile.

FIRST PROTOTYPE RECOMMENDATION

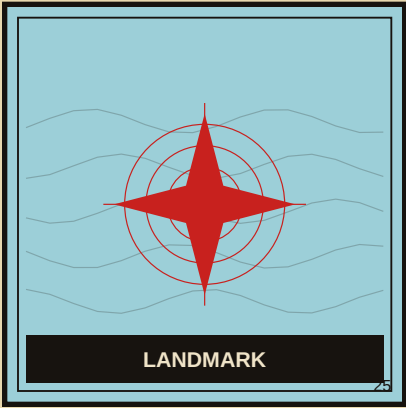
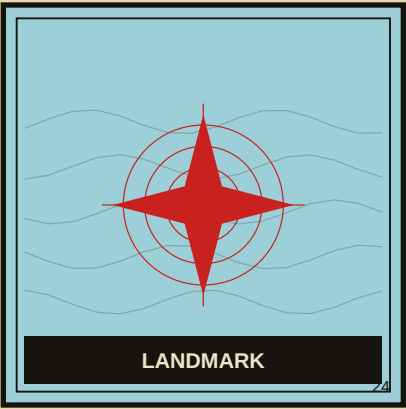
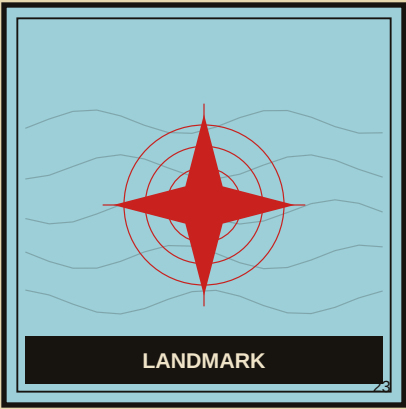
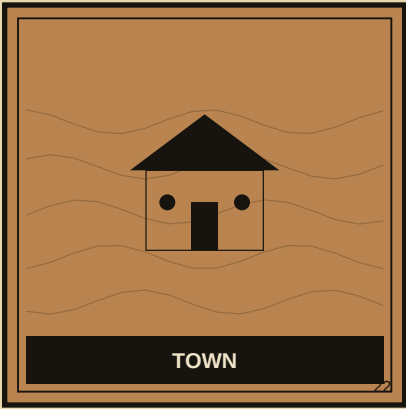
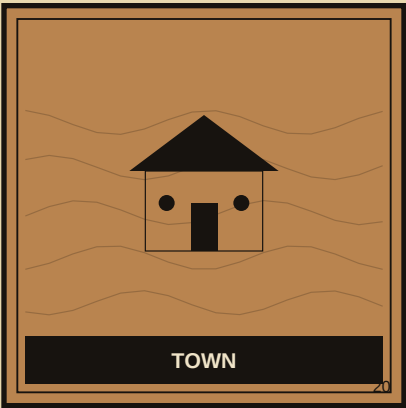
Play face up, use the 5 x 5 board, and leave Towns without special powers.



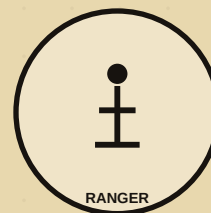
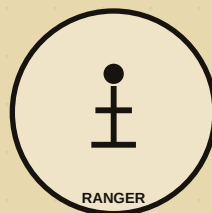
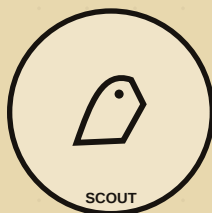
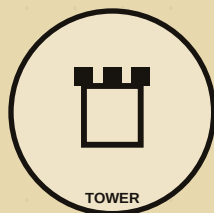
STARTING ROWS: A1-E1 AND A5-E5 • CENTER: C3



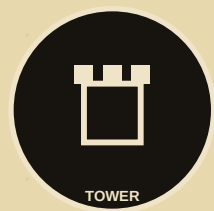




IVORY EXPEDITION



BLACK EXPEDITION



CONTROL MARKERS



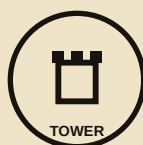
ATLAS GAMBIT — TURN CARD

1. MAP Place one tile, then draw back to two.

2. MOVE Move one piece. Capture by replacement.



1 any



slide +



2+1 jump



1 any

WIN: CAPTURE THE CROWN OR CONTROL ALL 3 LANDMARKS

ATLAS GAMBIT — TURN CARD

1. MAP Place one tile, then draw back to two.

2. MOVE Move one piece. Capture by replacement.



1 any



slide +



2+1 jump



1 any

WIN: CAPTURE THE CROWN OR CONTROL ALL 3 LANDMARKS

DESIGN INTENT	A tactile international-atlas boardgame with disciplined poster accents. Strong geometry, visible print texture, compact uppercase labels, and unmistakable gameplay hierarchy.
HIERARCHY	1 Pieces; 2 Landmarks; 3 terrain classes; 4 grid and coordinates; 5 decorative contours and micro-labels.
COLOR ROLES	Cyan identifies objectives and geographic water motifs. Ochre and parchment carry neutral land. Green and slate encode Forest and Mountain. Red is reserved for titles, targets, and urgent rules.
TYPE	Display: condensed bold sans. Rules: neutral sans. Tile labels: compact uppercase bold. Use no more than two families in production.
LINEWORK	2 pt component borders, 0.7 pt inset neatlines, 0.4 pt contour decoration. Avoid detail near movement icons.
ACCESSIBILITY	Terrain uses icons and texture as well as color. Player sides use light/dark value contrast. Key text meets high contrast against panels.
AVOID	Military insignia, national flags, realistic weapons, camouflage, faux-Cyrillic lettering, tiny ornate labels, low-contrast red/green distinctions, and decoration that obscures legal movement.