

**1****SUMMARY**

- Wield mighty waves and crushing sand to be the first to build your gateway to Atlantis!

**SETUP**

- Determine who goes first and shuffle the Deck thoroughly.
- Deal 1 Build and 1 War card to each player face down (these are the starting Hands).
- Deal 1 Build card face down to each player (this is a starting bridge section).
- Deal 4 cards face up to the side of the Deck (these are called “Face cards”).



- Above is an example of placement (deck is on the right, with 4 face up cards to its left; each player has a face-down build card, and 2 cards in their hands).
- Each player should secretly look at their Hand and face down Build card.

**CARD TYPES**

- There are 4 types of cards (card backs shown above the card fronts below them):

**2****TURN**

- Each turn is broken down into 3 steps:
  - 1) Leader Action
  - 2) Actions
  - 3) Replenish
- 1) Leader Action - If you possess a Leader card and at least 1 non-Leader card, you may use the Leader card to achieve its listed result (see Leaders for details):
  - Hephaestus - Swap 1 Bridge Build card with 1 Gate Build card.
  - Poseidon - Attack up to 2 cards in a Bridge or Gate with any card(s) at a 1:1 ratio.
  - Ares - Move any 2 enemy War cards to fortify 1 of your Bridge sections.
  - Ceto - Swap your hand (containing 1+ other cards) with 1 enemy's hand.
  - Note: Leader cards can break the rules requiring War cards on every Bridge section to swap with or attack Gate sections.
- 2) Actions - Examine your Hand and perform up to two of the following Action types:
  - Build (see Build)
  - Fortify (see Fortify)
  - Attack (see Attack)
  - Note: You may perform as many of one or two action types as your Hand allows.
- 3) Replenish - Next, replenish your Hand according to the Action(s) you performed as follows:
  - Build only - 2 Face cards
  - Build & Fortify - 2 Deck cards
  - Fortify only - 1 Face card
  - Fortify & Attack - 1 Deck card & 1 Face card
  - Attack only - 1 Deck card
  - Attack & Build - 1 Face card

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- Note: After you Replenish, you may not perform another Action this turn.
- Notes:
  - Draw Face cards furthest from the Deck first. Slide all Face cards away from the Deck and draw a new Face card to fill the empty spot.
  - Reshuffle the Discard pile as needed.
  - When all players have completed a turn, this is known as a “Round.”

**BUILD**

- Building creates a brand-new section of your Gateway to Atlantis.
- There are 2 stages:
  - Bridge - You must create 4 bridge sections with at least 1 Build card and 1 War card each to complete your Bridge before you can begin building your Gate or attacking your opponent's (see Bridge below).
  - Gate - You must create 3 gate sections with at least 1 Build card each to complete your Gate.
  - If your completed Bridge and Gate survive your opponent's turn, your Gateway to Atlantis is complete and you win the game!
- To build, fortify, or attack a Gate, you must first have at least 1 Build and 1 War card in each of your 4 bridge sections (see Gate). Hephaestus and Poseidon can ignore this rule.

**FORTIFY**

- Fortifying means to strengthen a section, either through additional construction or by adding more soldiers to protect it.
- You may add 1 face down Build card to an existing Build card of a section (maximum of 2 Build cards for any section).
- Similarly, you may add up to 2 face down War cards to protect an existing Build bridge section.

**4****ATTACK**

- Attack requirements:
  - Each attack should be directed at either War card(s) or Build card(s).
  - You must destroy War cards before attacking Build cards underneath them.
- To attack a Gate, you need at least 1 Build and 1 War card in each of your 4 bridge sections.
- To attack, indicate which card(s) you are attacking, present your attacking card(s) face up, and wait for your enemy to reveal their defending card(s). Consult the following to determine the outcome of an attack (you either win or lose).
- Attacking War cards:
  - With War cards - Can use 1 or more War cards to attack an enemy's War card(s). Your total must match or exceed their total to win (see Winning).
  - With Build cards - Can use 1 or more Build cards to attack an enemy's War card(s). Your Build card total must be at least double the enemy's War card total to win (see Outcome).
- Attacking Build cards:
  - With Build cards - Can use 1 or more Build cards to attack an enemy's Build card(s). Your total must match or exceed their total to win (see Winning).
  - With War cards - Can use 1 or more War cards to attack an enemy's Build card(s). Your War card total must be at least double the enemy's Build card total to win (see Outcome).
  - You may attack your own Build cards with Build/War cards (see Bridge or Gate). If there is at least

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1 War card protecting it, you must leave 1 Build card. If you decide to destroy both Build cards, any War cards should be discarded (they perish!).

- Outcome:
  - Winning - If attacking, winner discards his/her card(s). If defending, winner places his/her card(s) face down again.
  - Losing - Loser discards his/her card(s).

### BRIDGE

- Bridges are composed of 4 sections, and each section has Build card(s) to represent it and War cards to represent soldiers who protect it.
  - You must put a minimum of 1 Build and 1 War card on each of the 4 Bridge sections to complete the Bridge.
  - You may put a maximum of 2 Build and 2 War cards on any given Bridge section.
- Before you can win, the numbers printed on the Build cards of a Bridge section must either be an even number in total, or an odd number in total - and all Bridge sections must be of the same type (even or odd).
- All 4 of your Bridge sections must have at least 1 Build card to enable you to:
  - Build or Fortify your Gate
  - Attack your enemy's Gate
  - Note: Haphaestus and Poseidon bypass this rule.
- You can attack your own Bridge Build card to destroy it with Build or War cards in your hand. Note: When attacking your own Bridge, you must leave 1 Build card if there is 1 or more War cards on top of it.
- To complete a Bridge, each of its 4 sections must have at least 1 War and 1 Build card.
- Remember that by the end of the game, all Build cards must follow the odd/even rule. Important: If at the end of the game it is revealed that you made a mistake with this,

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it means you automatically lose the game.

### GATE

- A Gate requires 3 sections composed of 1 or 2 Build cards each.
- To complete a Gate, each section's Build card total must sequence with each other (in any order). The following is an example of a valid sequence of Gate sections:
  - Section 1 = 4. Section 2 = 2,1 (3 total). Section 3 = 3,2 (5 total)
  - This would ultimately create a sequence of 3, 4, 5 (out of order is fine).
  - Important: If at the end of the game it is revealed that you made a mistake with this, it means you automatically lose the game.
- You can fortify each Gate card with 1 additional Build card.
- You cannot fortify any part of your Gate with War cards.
- You can attack your own Gate card (one at a time) to destroy it with Build or War cards. Normal attack rules apply (e.g. War must be equal to or more than 2x stronger to take Build cards, etc.).

### LEADERS

- There are 4 Igétis, or Leaders, in this game. Each Igétis has a special ability that can be used once at a time of its follower's choosing.
- For every Igétis card you draw, draw 1 additional card from the same location (either Face or Deck). This applies during Setup as well.
- For every Igétis card you play, announce it by drawing 1 additional card from the Deck, then discard the Igétis card. Once you announce/draw, you must play the Igétis card.
- Playing an Igétis card ends your turn actions. You should replenish at this time.

### WINNING

- If, after completing both your Bridge and Gate, all opponents have a turn, and you still have a complete Bridge

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and Gate, then you have completed your Gateway to Atlantis. You win!

- In the case of a tie, the player who still holds an Igétis card wins. If 2 or more winning players have an Igétis, shuffle the Deck, deal 1 card each, and highest card drawn wins!



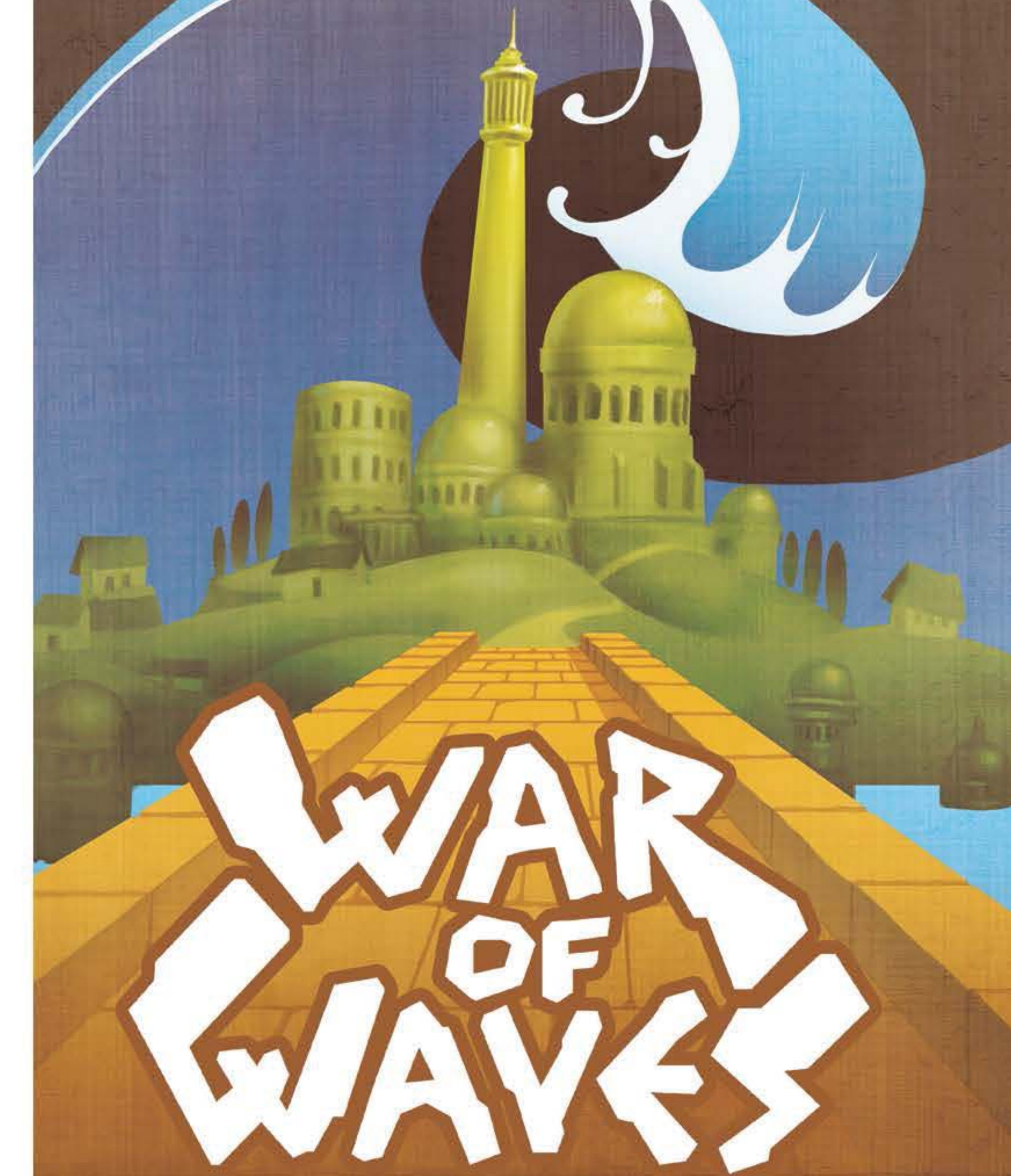
- The above is an example of a complete and final placement for both players having completed their bridges and gates. Note: Each Gate section could have up to 2 cards each.

### STRATEGY & TACTICS

- There are a number of key things to keep in mind when playing War of Waves:
  - 1) The Actions you choose determine what cards you gain. This is critical to strategizing your next moves and to help predict what your opponent will do.
  - 2) Whether you Build or you Attack and when you do it is critical to success. One wrong move can cost you the game.
  - 3) Leader cards, if used wisely, can turn the tide of the battle.
  - 4) Remember that an enemy Gate cannot be completed if a bridge section is missing War card(s).
  - 5) Attack to reveal enemy cards. This can clue you in to values they are building and need.
  - 6) Collect Leader cards! They provide 1 extra card when picking them up, and another card when playing them.

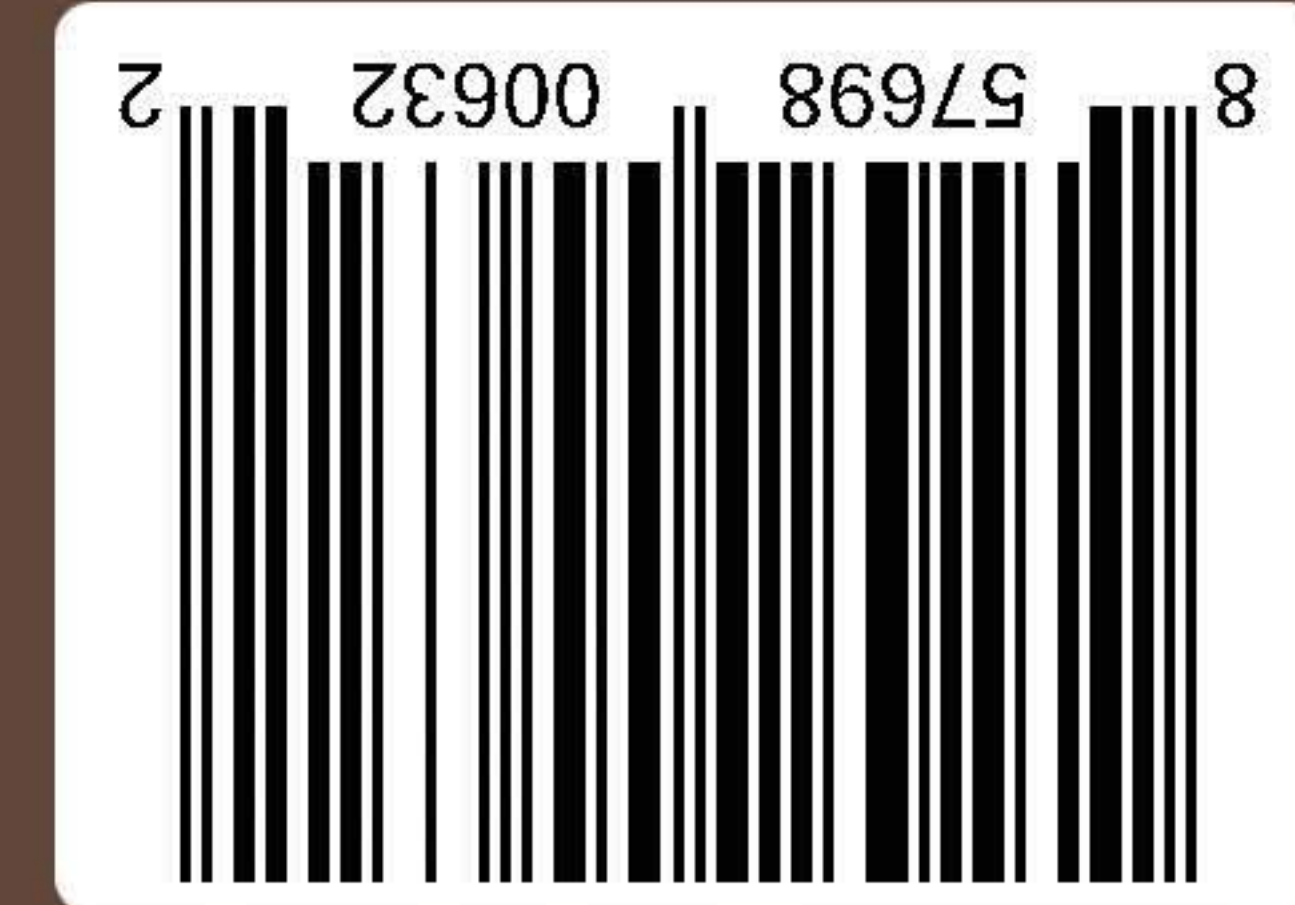
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# War of Waves™

## Battle to Atlantis



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