



Rulebook

W·A·V·E·S



Components



Elder cards



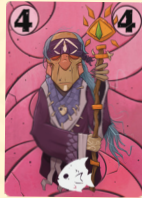
20 Scholars



20 Keepers



20 Knights



20 Seers



20 Nobles

Tokens



1 Wave token



5 Ceremonial
Shells

Council cards

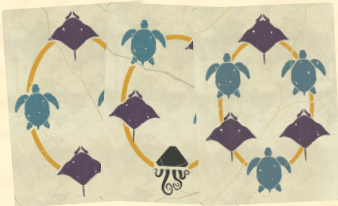


Head to head mode
2 players



All vs All mode
3 players

Council cards



Teams mode
4, 5 or 6 players



All vs All mode
4, 5 or 6 players



Modes & Council cards



Waves can be played in different ways, depending on your player count and preference. Some game modes have small changes in setup, goals and gameplay. However, the core rules (page 9-14) are the same across all modes.

At **2 players**, use the Head to head Council card and consult page 15 for the differences in setup and gameplay.

At **3 players**, use the pink Council card.

At **4 or more players**, you have the option to either play a **Team vs team game** or go **All vs All**. In Teams mode, 2 or 3 players will have to cleverly work together to outplay their opponents on the other team. In All vs All mode, each player will try to win for themselves.

Decide as a group which mode you want to play and take the appropriate Council card. The amount of icons on the back of the card indicates the number of players.

Team games usually have the most interaction between players.

Seating order for Team mode:

Split into 2 teams of equal size. At 5 players, select one player to play solo. Every player takes a seat between 2 opponents. You can also reference the back of the Council card for the seating order.

Example: 5 player Team mode



5 players decided on a Team mode game. They take the white Council card with 5 icons on the back. They sit down next to two opponents as indicated on the back of the card.



Setup



A Find the *Council card* for your player count and chosen game mode (page 3) and place it face up near the center of the table.

B Shuffle the *Elder cards* into a facedown deck. Deal 5 cards to each player and place the rest within reach of everyone.

In a 5 player team game, the **solo** player receives 6 cards instead of 5. Their maximum handsize remains 6.

C Draw one card from the deck for each player and place it face-up in front of them. Move these cards close together to form the Council of Elders.

In a 3 player game, place one extra card between 2 players. This Elder is not associated with any player, but will affect **Open and True Majority** and **some Rule Tablets** (see Gameplay).

D Pick a random player to receive the *Wave token*.

E Place the *5 Rule Tablets* near the rest.

For your first game, use the sides depicted in the image on the right. Choose which tablets and sides to use in subsequent games.

F Place the *5 Ceremonial Shells* close to the center of the table.

2 player mode

Check page 15 for the differences in Setup.

Example: set-up for 4 players

1 Scholars
 All Scholars have 6 Power (instead of 1)
6

2 Keepers
 Agents need an equal or lower power to collect Elders

3 Knights

4 Seers
 ⚡ Rotate Elders one player counterclockwise

5 Nobles

E

1	
2	
3	
4	
5	

A

F

C

D

B

Each player receives 5 cards



Overview & Terms



Players are the leaders of the most powerful Houses of Atlantis. You are constantly competing for control of this majestic city. The best way to reach this goal, is by gaining influence with the **Council of Elders**.

During the game, you will play cards called **Agents**, who will try to persuade these **Elders** to support their interests. Knowing which Agents to play and in what manner is key to succes.

Strategic communication with your team is crucial. You will have to consider player order and the number of available **Ceremonial Shells**. But above all, you must work together to get the Council to put forth the **Rule Tablet** that works in your favor!



Elder

The card that is face-up in front of you is referred to as your **Elder**. All **Elders** in play form the **Council of Elders**.



Class & Power

Elders come in 5 different classes, with Power 1 through 5. Power can be changed by Rule Tablets

Agent

Each round, you will play one or more cards face down at the **Elder** in front of you. Cards played from your hand are referred to as **Agents**.



Followers

Agents can be played as Followers, represented by the Fish icon.

Rebels

Agents can also be played as Rebels, represented by the Crab icon.

Rule Tablet

In each round, one Rule Tablet will be active. Elders and Rebels influence which Tablet will be activated.



Direct

Rules with the lightning symbol should be applied directly. All others are active during the Waves.



Goal



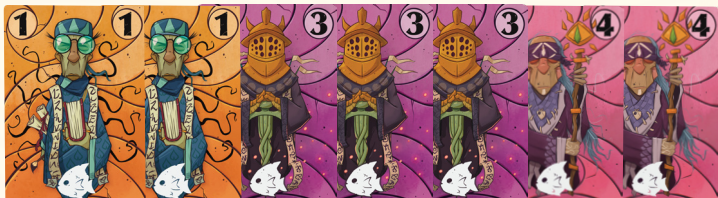
Players or teams try to be the first to collect a set number of Elders. As soon as this happens, the game ends immediately. The amount you need to win depends on the mode you are playing.

2 player, 3 player and Teams mode

- Either collect **all 5 different Elders**:



- Or collect **7 Elders in total** (any combination of cards):



In a 5 player team game, the **solo** player wins as soon as they are able to collect either **4 different Elders** or **6 Elders in total**.

In Teams mode, have one player per team display all the collected Elders in front of them, so the team's progress can easily be tracked.

All vs All mode for 4+ players

- Either collect **4 different Elders**.
- Or collect **6 Elders in total** (any combination of cards).



Gameplay



Waves is played over a number of rounds, consisting of the following phases. These are the same for every game mode.



Open Majority

At the start of each round, determine which class of Elder has the majority in the current Council. Simply observe which class has the most cards. Ties are broken in favor of the class with the highest Power. Then, consult the Council card to determine how many Shells should be placed in the center of the Council.

Example: Open Majority



*The Open Majority of this Council goes to the Seers [4].
2 Shells are placed in the center of the Council.*



Playing Agents

Starting with the player holding the **Wave Token** and going clockwise around the table, players take turns placing one or more Agents from their hand facedown at the **Elder** in front of them.

You can play **Agents** in 2 ways:

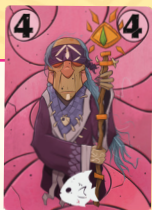
- As a **Follower**. To do so, place one card from your hand beneath the Elder in front of you, with the Fish icon upright.
- As a **Rebel**. To do so, place any number of cards **from the same class** partially over your Elder. Obscure the Elder's Fish icon with the Agent's Crab icon. Make sure the other players can see how many cards you've played.

Note: you can never play **Agents** at another player's **Elder**.



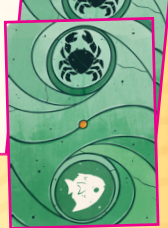
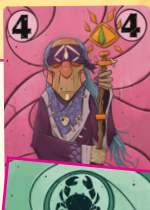
Play as a
Follower

Followers get the first opportunity to collect Elders



Play as a
Rebel

Rebels influence the Council's True Majority



Communication in team mode !

Each round, players are allowed to openly communicate with their team, until they have played their **Agent(s)**. After that, they may not communicate in any way until the last player placed their **Agent(s)**.



True Majority

After the last player placed their Agent(s), all Rebel Agents are revealed. Follower Agents are kept facedown.

Now, determine which class has True Majority from all the cards open on the table. Look at both Elders and Rebel Agents. In case of a tie, True Majority goes to the class with the highest Power.

Take the Rule Tablet associated with the class that has True Majority and place it close to the Council. This is the active rule for this round.

If the active rule conflicts with a base rule, always follow the active rule.

Example: True Majority



1 Scholars

All Scholars
have 6 Power
(instead of 1)

6

After revealing the Rebel Agents, it turns out the True Majority in the Council is held by the 3 Scholars.

The Tablet associated with the Scholars is placed near the center of the table, to indicate that it is active.

Discard extra Rebels

Extra Rebel Agents only help to obtain True Majority.

After establishing True Majority, extra Rebel Agent cards are discarded, face up, until **each player has just one Agent card left**. Keep this card over the Fish icon of the Elder to indicate that you have rebelled.



1st Wave - Followers collect

Starting from the player who holds the Wave token and going clockwise around the table, the players who followed reveal their **Agent** and check if they collect their **Elder**.

Elders are collected when:

1. There is still at least one **Shell token** available in the Council.
2. The **Agent** has a higher Power than the **Elder**.
3. The active Rule Tablet allows you to collect your **Elder**.

If you collect an **Elder**, remove a **Shell token** from the center of the Council. Keep collected **Elders** clearly visible, so that other players can keep track of your (team's) progress.

If you **do not collect your Elder**, take the card into your hand instead.

Note! If the holder of the Wave token rebelled, they are skipped in the first Wave.



2nd Wave - Rebels collect

After all the Followers took their turn, the Rebel players will now have a chance to collect their **Elder**. Start again from the player holding the Wave token and go clockwise around the table.

The same rules for collecting **Elders** apply.

Example: Collecting Elders

The Scholars have True majority, so this is the active Rule

1 Scholars

All Scholars have 6 Power (instead of 1)

6



1st Wave: Followers

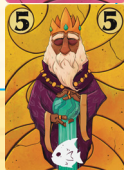
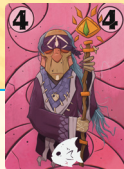
The first Follower Agent is a **Knight** [3].

Because of the current rule, the **Scholar** has a Power of 6, so the Agent's Power is not high enough to collect the **Elder**. The **Elder** is taken into the player's hand.



The second Follower Agent is a **Noble** [5].

Neither **Agent**, nor **Elder** is affected by the current Rule. So the **Elder** with Power [4] is collected and a **Shell** is removed from the Council.



2nd Wave: Rebels

The first Rebel Agent is a **Scholar** [1].

Because of the active Rule, the **Scholar** now has 6 Power. So it collects the **Elder** [4] in front of them. The second, and final Shell is removed.



The second Rebel Agent is a **Knight** [3]

This **Agent** has more power than the **Elder** [2]. However, there are no Shells left in the Council, so the **Elder** is not collected and is taken back into the player's hand.





Preparing a new round

- Move the Wave token to the next player in clockwise order.
- Each player draws 1 card from the deck.
- All players discard down to 5 cards in hand. Cards are always discarded face up. **The solo player in 5-player team games discards down to 6 cards.**
- The Agents that were played this round now become the new **Elders**. Move them close together to form the **Council** for the next round. **In 3 player games, discard the unassociated Elder and draw a new one to add to the Council.**
- The Rule Tablet is no longer active. It can be placed back with the rest.

Continue with a new round.



In Team games, players may openly communicate up to the end of their turn. Once their Agents are played, they may no longer communicate in any way.



If you have played multiple Rebel Agents, you will likely have to play the next round(s) with less cards in your hand.



Changes in Head to head mode

Setup

Draw 2 cards for each player. One player places both cards in a vertical line, **facing them**. The other places their cards in a horizontal line, **facing them**.



Select a random player to go first. The other player places the Wave token at one of the two Elders of the starting player. Each player draws 5 cards in hand like normal.

Gameplay

Playing Agents

Players play Agents at both of their Elders each round. Start with the Elder next to the Wave token and then move clockwise to the Elder of the other player. Keep going until every Elder has one or more Agents.

Drawing cards

Each round, after you have played Agents at the **first Elder**, draw 2 new cards.

End of a round

Don't draw new cards. Discard to 5 cards in hand if you need to. Move the Wave token to the next Elder in clockwise order.

Deep dive: Rule Tablets

Beginner: Calm Tablets

The Tablets for the Knights and the Nobles have 1 side without any text.

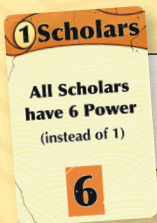
If these Tablets are active on a round, there are no special rules that apply.

Use these for your first game(s) to lower the game's complexity.



Base Tablets

All Tablets with a black title have a medium complexity. Simply decide as a group which side you want to use for your game.

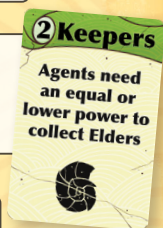


All Scholars, both **Elder** and **Agent**, have 6 Power instead of 1 this round. This means **Elder Scholars** cannot be scored.

This round, your Agent needs to have a Power equal to or lower than the Elder in order to collect it.




This round, all **Rebel Agents** collect **Elders** in the first Wave. **Follower Agents** collect Elders in the second Wave.



Your Elder has their Power changed to the Power printed on the Elder to its right. Determine this before cards are collected.

3 Knights

 Elders have the Power of the Elder to their right



4 Seers

 Rotate Elders one player counterclockwise



The **Elder** in front of each player is placed in front of the player to their right. The **Agents** remain with their owner.

4 Seers

Followers have -2 Power

 -2

Follower Agents have their Power decreased by 2.

4 Seers

Collecting Elders goes counterclockwise



Starting with the player holding the Wave token, both Waves continue with the player to their right, instead of the player to their left.

5 Nobles

First collected Elder is returned to the hand instead



The first time an Elder would be collected this round, that Elder is returned to the player's hand instead. Don't remove a Shell.

5 Nobles

You cannot collect Elders you already have



If you or your team already has a copy of the **Elder** in front of you, you cannot collect it. Even if the copy was required this round.

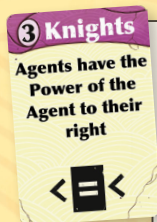
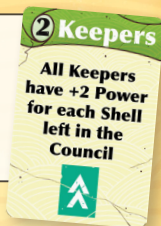
Advanced Tablets

Each Class has one side with a white title on their Rule Tablet. These offer a bit more complexity in gameplay than their counterparts. It is recommended that these sides are not used when playing with players unfamiliar with Waves.



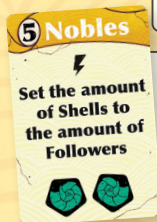
Instead of their original Power, every **Agent** played as a **Follower** has 3 Power.
Every **Rebel** has 6 Power.

All Keepers, both **Elders** and **Agents**, have their Power increased by 2 for every Shell currently in the Council. Their Power drops as Shells are removed.



The Power of your **Agent** is equal to the number printed on the Agent card of the player your right.
Reveal that Agent card if needed.

You can only collect your **Elder** if there are no other Elders of the same class in the Council at the start of the round.
Disregard open Agent cards for this.



Add or remove Shell tokens until there are as many as there are Followers this round.
This will be zero if every player rebelled.

Rule Tablet suggestion

While any combination of Rule Tablets works for any game, here are some suggestions per game mode.

Head to head

1 Scholars All Scholars have 6 Power (instead of 1) 	2 Keepers Agents need an equal or lower power to collect Elders 	3 Knights Rebels collect Elders first, Followers second 	4 Seers Followers have -2 Power 	5 Nobles You cannot collect Elders you already have 
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3 player All vs All

1 Scholars All Scholars have 6 Power (instead of 1) 	2 Keepers All Keepers have +2 Power for each Shell left in the Council 	3 Knights Agents have the Power of the Elder to their right 	4 Seers Rotate Elders one player counterclockwise 	5 Nobles Set the amount of Shells to the amount of Followers 
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Teams

1 Scholars All Scholars have 6 Power (instead of 1) 	2 Keepers Agents need an equal or lower power to collect Elders 	3 Knights Rebels collect Elders first, Followers second 	4 Seers Rotate Elders one player counterclockwise 	5 Nobles First collected Elder is returned to the hand instead 
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All vs All

1 Scholars Followers have 3 Power Rebels have 6 Power  	2 Keepers All Keepers have +2 Power for each Shell left in the Council 	3 Knights Elders have the Power of the Elder to their right 	4 Seers Collecting Elders goes counterclockwise 	5 Nobles You cannot collect Elders you already have 
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Round overview

1. Place Shells

based on **Open Majority**



2. Play Agents

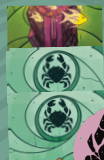
as either **Followers** or **Rebels**



Turns go clockwise, starting with the Wave token holder



Follower



Rebel

3. Reveal Rebel Agents

and activate **Rule Tablet** based on **True Majority**



4. Followers collect first, then Rebels



if there is still a **Shell** available..



..Agent has more Power than the **Elder**..



..and the active **Rule Tablet** allows it

5. End round

- Wave token moves clockwise
- Each player draws a card
- Discard down to 5 cards
- Agents become new Elders