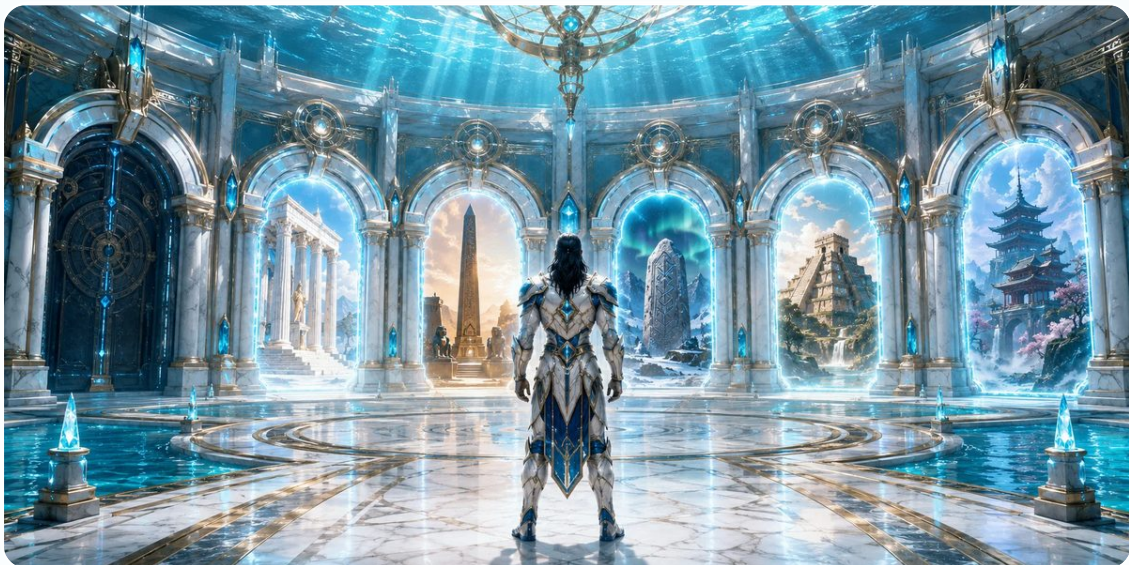




THE COMPLETE GUIDE

ATLANTHEOS

ATLANTIS ASCENSION



“Every nation on earth paid the gods tribute. Atlantis stopped needing them — and the gods answered with a flood.”

FROM THE FIRST GATEKEEPER TO PANGU

CONTENTS

What is in this book

I	Atlantis Refused — the legend
II	First Steps — your first Atlantean
III	Four Coins
IV	Buying Pearls and Essence
V	How a Duel Works
VI	The Five Classes and their Skills
VII	Supplies
VIII	Gear, Wear, and the Ladder of Tiers
IX	The Meridian — forty-four gods
X	Vitality and Crystals
XI	Rivals and the Law of Ascension
XII	Leagues and the Climb
XIII	The Twenty Artifacts
XIV	The Artifact Market and Essence
XV	Pangu

HOW TO READ THIS BOOK

Every number in it — every price, every threshold, every drop chance — is taken from the live game, not from a designer's note. Where the game changes, this guide is rebuilt from it. If a page here and the game ever disagree, the game is right and the page is stale.

Atlantis Refused

Four things happened, in this order.

Atlantis stopped needing the gods. Every nation on earth paid them tribute, because every nation needed something only a god could give. Not Atlantis: its smiths forged edges that cut the immortal, its healers mended what others could only pray over.

So Atlantis stopped paying. The gods answered with a flood.

You are a Clan, not a hero. You never fight yourself. You recruit Atlanteans, raise them, arm them, and send them through the Meridian to face the gods one at a time — four Gatekeepers first, then forty gods, eight to a pantheon.

The city goes under and does not die. The flood the gods meant as an execution is the last step of the Ascension. Beating the gods is only half of the law: the power passes to the one Clan that outlasts every other Clan as well. That Clan ascends and becomes Atlanteos — Atlanteans who are gods.

THE TWO ROADS

One road goes through the Meridian: forty-four gods, ten tiers of gear, twenty Artifacts, and Pangu at the end of it. The other is **Rivals**, where the opponent is another player's clan and what you win is standing. Neither road is optional scenery — the Artifacts you take off gods are what you carry into Rivals, and Rivals is where they count.



Atlantis — the city that stopped needing the gods.

First Steps

Your clan begins with one Atlantean and one choice.

Before anything else the game asks you to choose your first Atlantean. Five paths stand in front of you, and the choice is not cosmetic: each class was made to answer a different kind of god, and each one pays for that strength with a flaw it never grows out of.

				
Warrior	Mage	Smith	Healer	Seer
VS WAR	VS MAGIC	VS ARMOUR	VS DEATH	VS TRICKSTERS
cannot heal itself	most doors, weakest key	five doors, best key	low damage	depends on crit

Above: the five Initiates — rank one of ten, and the face each path starts with.

Your first Atlantean is an **Initiate**, the first of ten ranks. From there the first stretch of the game is short and clear:

- 1 Spend your **Shells** on the starter set in the Gear Store. It is cheap, it has no tier, and nothing gates it.
- 2 Open the **Armory** and put the set on. Gear does nothing sitting in your bag.
- 3 Go to the **Pantheon Gates** and break the four Gatekeepers — Kor, Ilyra, Veyr, Nhal. Kor alone opens armour Tier 1, and Nhal opens Tier 2 and the whole Greek Pantheon behind it.
- 4 From then on every step upward is the same shape: beat the god that holds a tier, buy that tier, and walk into the next god better armed than you left the last one.

DESIGN PRINCIPLE

Progress should be **felt**. Each god hits harder than the one before, and each step of gear is visible in the fight. Money makes the road quicker — it removes no god from it. You fight either way.

Four Coins

Four currencies, four jobs, and they do not substitute for each other.



Shells

The everyday coin, paid out by every god you beat. Shells buy the starter set, supplies and healing. They are never bought for money and never turned back into money.



Pearls

Bought, never dropped by a god. Pearls buy every tiered piece of gear and every Atlantean you recruit. **1 EUR = 10 Pearls**, minimum top-up €10 — or traded out of your own winnings in the Gear Store, **1000 Shells for 10 Pearls**.



Crystals

Taken from beaten gods and nowhere else. They buy one thing: rest. A Crystal restores the Vitality of a spent Atlantean (chapter X).



Essence

The currency of legends, spent on the Artifact Market between clans. **1 EUR = 1 Essence**, and Essence earned by selling Artifacts is the only balance that can be converted back to money (chapter XIV).

THE ONE RULE THAT MATTERS

No amount of Pearls opens a tier. The god who holds that tier opens it, and only then does the shop let you buy. Money is the means of purchase, never the permission.

WHAT EACH RANK OF ATLANTEAN COSTS

Recruiting is paid in Pearls, and the price climbs with the rank: Initiate 100 · Adept 200 · Veteran 400 · Champion 700 · Master 1100 · Elder 1600 · Sage 2200 · Ascendant 3000 · Exalted 4000 · Divine 5500.



Buying Pearls and Essence

The Treasury, in four taps.

PEARLS	PRICE	ESSENCE	PRICE
100	€10	10	€10
500	€50	50	€50
1000 + 100 · popular	€100	100 + 10	€100
5000 + 750	€500	500 + 50 · popular	€500
10000 + 2000 · best value	€1000	1000 + 150 · best value	€1000

The bonus shown after the plus sign is credited on top of the package.

1

Open the **Treasury** from the main menu. The window has two tabs, **Deposit** and **Withdraw**; inside Deposit, Pearls stand in the left column and Essence in the right.

2

Pick a ready package, or type your own amount. The minimum top-up is **€10** either way.

3

Enter the cardholder name and the card number, and agree to the Terms of Service and the Privacy Policy.

4

Press **Pay**. The balance updates immediately, and a receipt with your order number is emailed to the address on your account. If the receipt cannot be sent, the game shows the order number on screen — write it down, it is the same number.

KEEP THE ORDER NUMBER

It is shown at the end of checkout and repeated on the receipt. If anything ever goes wrong with a payment, that number is the fastest way for support to find the transaction.

How a Duel Works

A round is two guesses, made blind, at the same moment.

Each round you choose one zone to strike and one to guard. The god chooses at the same moment, and neither of you sees the other's choice until both land.

Head	Chest	Belt	Legs
------	-------	------	------

WHAT DECIDES THE ROUND	HOW IT WORKS
Block	If your guard matches the zone they strike, the blow is stopped dead. Four zones, chosen blind, means roughly one attack in four is blocked — in both directions.
Damage	Your strike is a roll inside a range. Better weapons and a higher-ranked Atlantean move the whole range upward.
Armour	Reduces incoming damage as a share, not a flat number, and the reduction saturates: more armour always helps, but it can never remove more than 80% of a blow.
Health	Base health is 100 , and everything you have equipped is added on top of it. That is why the pool grows faster over the game than damage does.
Critical hit	A blow can land critical for x1.5 damage. The base chance is small; higher Atlantean ranks raise it.
Counter	A class fighting the kind of god it was made for hits measurably harder. This is the single biggest lever you control.

FAIR PLAY

No god is tuned so that it cannot be beaten without supplies. Every one of them can be taken with the right class, the right gear and a clean read of the round. Supplies make a hard fight calmer — they are insurance, not a requirement.

TENDING A WOUND COSTS THE STRIKE

Drinking a flask or using a healing skill means you do not attack that round. Two things heal without spending it — the **Tidecrystal**, bought with Pearls, and the Healer's **Sap**, which takes the health out of the god instead of out of a bottle.

The Five Classes and their Skills

Three skills each, free to use, and strictly rationed.

Every Atlantean carries three skills of its class. They cost no money and, with two exceptions, no turn either — but you get only **rank + 1** presses for the whole fight, and each skill has its own cooldown on top of that. A rank 1 Initiate presses twice in a fight; a Divine presses eleven times. The exceptions are the Healer's **Mend** and **Purge**: mending a wound costs the strike, whoever does it.

CLASS	ANSWERS	SKILLS	PAYS WITH
Warrior	gods of war	Warcry · Sunder · Stagger	cannot heal itself
Mage	gods of magic	Arcane Burst · Hex · Phase	fits the most gods — ten of forty — and hits them the least
Smith	armoured gods	Temper · Rend Armor · Forge-Ward	fits only five gods of forty, but hits them hardest of all
Healer	gods of death and curses	Mend · Purge · Sap	low damage
Seer	trickster gods	Foresight · Jinx · Omen	depends on crit

NO SINGLE ATLANTEAN BEATS ALL FORTY-FOUR

That is what a Clan is for. A god you cannot break with one champion is often routine for another, and swapping who walks through the gate is a legitimate move, not a failure.

The gods fight with the same tools you do — stun, armour-pierce, weaken — and those tools answer back: a snare takes a god's turn exactly as theirs takes yours. Before each fight the game names what the god will use and whether the answer is already in your bag. What it never does is heal them: **a god never heals, and a god never rises again.**



An Atlantean against a god of the Mexica Pantheon.

Supplies

Insurance in a hard fight, and every one of them is rationed.

Supplies are bought in the Gear Store and carried into the fight. Nothing below is locked — all of it is buyable from your first minute. What limits them is the **per-fight cap**: the answer to a hard god is never "bring more bottles".

SUPPLY	WHAT IT DOES	PRICE	PER FIGHT
Waterskin	Gives back 6% health	100 Shells	3
Tidecrystal	Gives back 40% health, and costs no turn	400 Pearls	1
Returning Tide	Rise again at 40% health after a defeat. You never press it — it fires by itself	500 Pearls	no limit
Deep Venom	18 damage a turn, for three turns	200 Shells	1
Echo Pearl	Your next landed blow hits 40% harder	150 Shells	1
Undertow	Your own blow, twice over, and no block stops it	200 Pearls	3
Kelp Snare	Takes the god's turn away	150 Pearls	2
Tempest Draught	Forces your blows to land critical for three turns	300 Pearls	2
Anchor Seal	For three turns, the next stun aimed at you fails	250 Pearls	2
Reef Salt	Your block holds against piercing, two turns	300 Pearls	2
Warden Seal	Your gear takes no wear this fight	200 Pearls	1

The five counters

Five more exist for one purpose: to lend a champion the counter-bonus of a class it does not belong to. Each costs **200 Pearls**, once per fight.

SUPPLY	AGAINST	EFFECT	STANDS IN FOR
Armorbane	armoured gods	+26%	the Smith
Seer's Lens	trickster gods	+21%	the Seer
Null Sigil	death and curse gods	+19%	the Healer
War Draught	gods of war	+17%	the Warrior
Wardstone	gods of magic	+17%	the Mage

A counter item never fully replaces the right class — it brings most of what that class would have brought. These five answer **gods**, and only gods: a rival clan has no kind, so in Rivals they do nothing.

Gear, Wear, and the Ladder of Tiers

Gear cannot be bought ahead. Each tier is opened by a victory.

Eight pieces make a set — Crest, Aegis, Shroud, Girdle, Striders, Bulwark, Gauntlets and Corestone — plus the weapon. Above the starter set there are **ten tiers** of armour and ten of weapon. The shop hides nothing: a tier you have not earned stands there greyed out, with the name of the god who opens it written on it.

TIER	ARMOUR OPENED BY	WEAPON OPENED BY	ATLANTEAN RANK OPENED BY
1	Kor · Gatekeeper	from the start	from the start
2	Nhal · Gatekeeper	Apollo	Veyr
3	Ares	Zeus	Athena
4	Zeus	Osiris	Thoth
5	Horus	Ra	Sekhmet
6	Ra	Loki	Freyja
7	Vidar	Odin	Thor
8	Odin	Mictlantecuhtli	Tlaloc
9	Tonatiuh	Tezcatlipoca	Quetzalcoatl
10	Xiwangmu	Erlang Shen	Lei Gong

Three ladders. Armour starts locked — even Tier 1 waits for Kor — while the first weapon and the first rank are yours from the start; above them a god stands on every rung.

GEAR IS SPENT, NOT REPAIRED

Every piece of armour wears down as you fight in it, and when it is worn through it is gone. There is **no repair button anywhere in Atlanteos**, and there will not be one. The weapon is gentler: a broken Form does not vanish, it **falls one step** — and never below Form I. The Warden Seal exists for the fights where you would rather nothing wore at all.

The starter set is the exception to everything above: it is bought with Shells, carries no tier, and no god gates it. It is meant to get you as far as the Gatekeepers and no further.

The Meridian

Four Gatekeepers, five pantheons, forty-four gods.

At the centre of the city stands the Meridian, the gate to the five pantheons. It does not open all at once, and it does not open for money.

Four Gatekeepers come first — the First Body, the First Breath, the First Eye, the First Silence. Until all four are broken, no pantheon is open at all.

PANTHEON	OPENED BY	GODS
Greek Pantheon	Nhal, the last of the four Gatekeepers	8
Egyptian Pantheon	the fall of Zeus	8
Norse Pantheon	the fall of Ra	8
Mexica Pantheon	the fall of Odin	8
Celestial Pantheon	the fall of Tezcatlipoca and all sixteen Artifacts of the first four pantheons	8



Greek



Egyptian



Norse



Mexica



Celestial

THE SECOND LOCK

Only the Celestial Pantheon has one, and it is a collection, not a fight: sixteen Artifacts before the door turns, and all twenty before Pangu will face you. A collection nobody finished is a road that ends early.

The blow of every god is stronger than the blow of the god before it — that ladder does not dip once across all forty-four. Health is deliberately not so smooth: the first god of a new pantheon often holds less than the last god of the old one, and that breath is where you re-equip. The Gatekeeper Kor opens with 135 health and a strike of 31–42; Nüwa, seventh of the Celestial Pantheon, holds 905 and strikes for 463–614. Between those two numbers lies the whole game.

Vitality and Crystals

Atlanteans never wear out. They tire.

Gear wears down and is thrown away. Your Atlanteans do not — instead they lose **Vitality** after every fight, and Vitality is the reason a clan is a clan and not one champion repeated.

A SPENT ATLANTEAN IS STOPPED AT THE DOOR

Not weakened, not sent in at a penalty — stopped. When Vitality runs out, that champion does not walk through the Meridian until it is restored.

Vitality returns on its own with time, or at once for **Crystals**. Crystals come off beaten gods and from nowhere else — they cannot be bought for money, and they buy nothing but rest.

That gives you two honest moves when a champion is spent, and they cost different things: rest the champion and send another one through the gate, or spend Crystals and send the same one straight back in. Which is right depends on who is standing behind the next door — and that is exactly the decision the system exists to make you take.



The Armory — the hall where the clan keeps its gear and its champions between fights.

Rivals and the Law of Ascension

The other half of the game, where the opponent is another clan.

The strength of a fallen pantheon passes to one clan only. So the Council set the Law of Ascension:

THE LAW OF ASCENSION

The next pantheon is not the first clan to beat the gods, but **the last one still standing**.

Rivals runs on the same combat as the gods do — the four zones, armour, health, crit. What differs is the meaning of the fight. Your champion is matched against the champion another house has been raising all this time.

IN RIVALS	WHAT HAPPENS
A win	adds up to 5 Ascent — more when the rival stood above you, and nothing at all when they stood far below.
A defeat	costs 1 or 2 Ascent and drops your rank by one to three places. It is not free.
What it never pays	No Shells and no Crystals. Rivals pays in Ascent only — and it still spends Vitality and wears your gear, exactly as a god would.
Artifacts	An Artifact does nothing sitting in a collection. Equipped, it counts here and against Pangu — and nowhere else.
The ladder	Public. You can see which clans stand closest to Ascension and exactly how far ahead of you they are.

Rivals is open from your first minute. Nothing has to be beaten to unlock it — but a clan that has not been through the Gatekeepers will meet champions that have.

WHO YOU ARE ACTUALLY FIGHTING

The champion across from you is not a dummy with a number attached. Every rival clan fields a real Atlantean — one of the same fifty, with its own class, its own rank and its own face — and the higher the league, the higher the rank it sends. The counter rules hold here too: the class you bring is read against the class they brought.

Leagues and the Climb

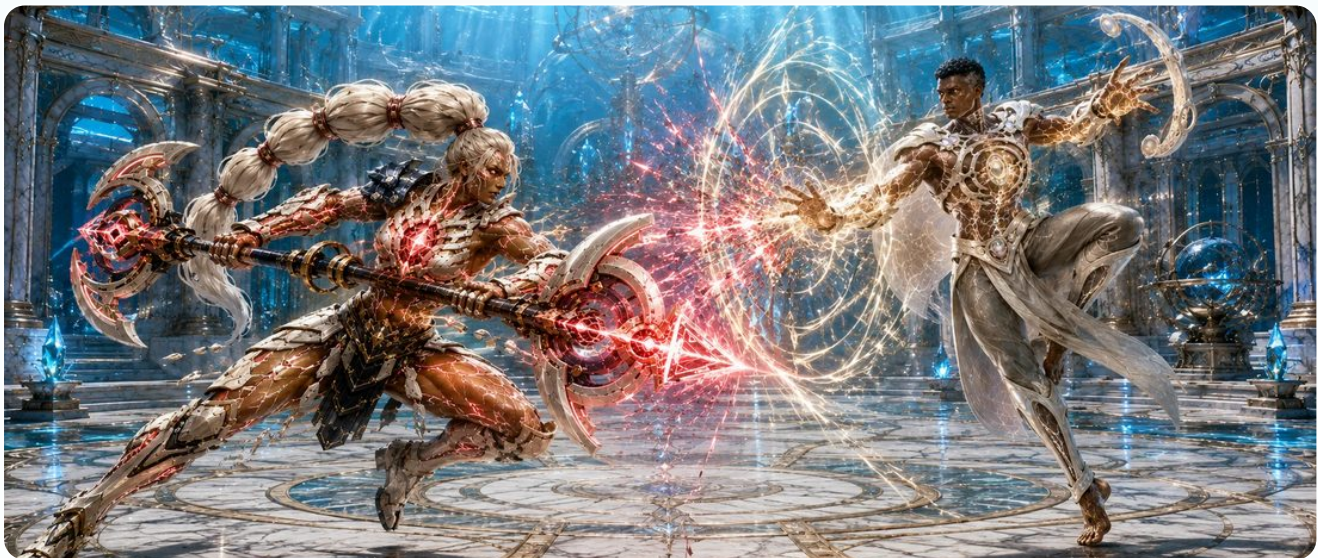
Five rungs, and a sixth road that leaves the ladder.

Your league is decided by your Ascent, and you rise by winning. Each threshold puts you among harder opponents.

LEAGUE	ASCENT	WHAT IT MEANS
Tidebound	0 – 24	where every clan begins
Contenders	25 – 74	the first real climb
Elite	75 – 174	champions who have taken pantheons
Meridian	175 – 349	the clans in sight of the summit
Ascendancy	350 +	the top of the ladder
Artifact League	—	a separate road, entered by equipping an Artifact — and a harder one

THE SIXTH IS NOT A SIXTH RUNG

Equip an Artifact and you leave the ordinary ladder for the **Artifact League**. Be warned what that costs: there the rivals are **far stronger** and are no longer matched to your strength at all. In exchange, **every win there is worth double Ascent**. It is not a higher rung — it is a harder road with a bigger payout.



Clan against clan. Both champions are Atlanteans somebody raised.

The Twenty Artifacts

Four to a pantheon, every one taken off a god.

There are twenty Artifacts in Atlanteos and no more. They are not bought from the game at any price — they fall from gods, and the rules of that fall are fixed. **Pangu drops nothing at all**: by the time you face him you must already hold every one.

RULE	HOW IT WORKS
The three common ones	drop from any of the pantheon's ordinary gods, at a 35% chance.
The named one	drops only from the pantheon's own great god — Zeus, Ra, Odin, Tezcatlipoca, Nüwa — at 18% .
Never leaves home	an Artifact of one pantheon never falls in another. The staff of Zeus cannot drop out of Apollo.
A god gives once	a god who has already given you an Artifact drops another at 2% . Farming one god is not a strategy.
Duplicates	are real, and they are what the Artifact Market is for.



Greek
Shield of Achilles



Egyptian
Solar Barque Disc



Norse
Gjallarhorn



Mexica
Sun-Stone Shard

WHERE THEY COUNT

An Artifact in your collection does nothing at all. It works when it is **equipped**, and it works in **Rivals** and against **Pangu**. Against every other god you fight on tier gear alone.

Sixteen of them open the Celestial Pantheon. All twenty open Pangu. That is the whole reason the collection exists.

The Artifact Market and Essence

The one place where relics change hands.

The Artifact Market is driven by the clans themselves. Tier gear and Atlanteans are not sold here — only Artifacts, and the currency is **Essence**.

1

Selling. Only a **spare copy** can be offered — never your only one; the market refuses that. The Artifact leaves your collection while the listing stands, and you can withdraw it from sale any time before it is bought.

2

Buying. Spend Essence to take a relic from another clan's listing — which is how a clan the gods were unkind to still finishes its sixteen.

3

Converting back. Essence earned this way can be withdrawn to a bank card at a fixed rate of **1 Essence = €0.50**, minimum 50 Essence. Every request is reviewed by a person.

WHAT THE MARKET IS NOT

Shells, Pearls and Crystals are in-game currencies and are never converted into money. Only Essence has a way back out, and only through the game's own Withdraw tab — never by email and never through anyone offering to trade outside the Platform.

HOW A WITHDRAWAL ACTUALLY GOES

You submit the request in the **Withdraw** tab, and the Essence is held aside at once. A person reviews it. Once approved, you enter the card that should receive the money, and then it is sent. You can follow the request through its four states — **Awaiting approval**, **Approved**, **Card submitted**, **Completed** — and if it is rejected or the transfer fails, the held Essence returns to your balance in full.

The full terms of purchase, conversion and payout are in the Terms of Service on the Atlanteos site.

Pangu

He split heaven from earth. There is nothing after him.

Pangu is not a door and not a pantheon of his own. He is the eighth god of the Celestial Pantheon, and he stays locked until every one of the twenty Artifacts is in your hands.

TO STAND IN FRONT OF HIM	WHY
Break all five pantheons	his door is the last one behind the fifth gate.
Gather all twenty Artifacts	sixteen only open the Celestial Pantheon; the last four open him.
Equip them	this and Rivals are the only places an Artifact counts.

THE FIGHT ITSELF

4200 health and a strike of **520–690**. Nothing else in the game is close. This is the one fight the whole road was for, and it is fought on everything you gathered along the way — the right champion, the full set, the Artifacts equipped, and a clean read of every round.



The Celestial Pantheon, behind the fifth gate.

Beat him, and the flood the gods meant as an execution becomes the last step of the Ascension: the city goes under and does not die. But the gods are only half the law — the power passes to the Clan that also outlasts every other Clan. **That Clan ascends and becomes Atlanteos — Atlanteans who are gods.**



*“Gear is what you bought. Rank is what you raised.
But Ascent is everything you have proved.”*

ATLANTHEOS · ATLANTIS ASCENSION

© 2026 Atlanteos · Grimy KFT · support@atlanteos.com