# SUBMARINE

**sunken treasure**
Leo Colovini

players: 2 – 5
age: 10 and up
length: 45 minutes

## Overview

Evidence of Atlantis! Is this mythic civilization a reality?
Pictures from the oceanic bathyscaphe Neptune XIII seem to prove the existence of an ancient civilization under the sea. Inside a sub-marine canyon this modern technical jewel discovered what is claimed to be vestiges of the mythic civilization of Atlantis. The pictures immediately provoked great excitement among the scientific community and the biggest international foundations have already organized expeditions to recover these mysterious artifacts.

Players compete to be the first to recover the most complete sets of treasure from this under-water world. It will take clever planning to move under-water and collect the treasures ahead of your opponents, but the adventure and the scenery will be worth the effort, win or lose!

## Contents

**60 treasure tiles**
12 different kinds with
5 different background graphics
and colored borders
**5 jokers**
(mussel) 1 each per background
graphic and colored border

**60 recovery cards***
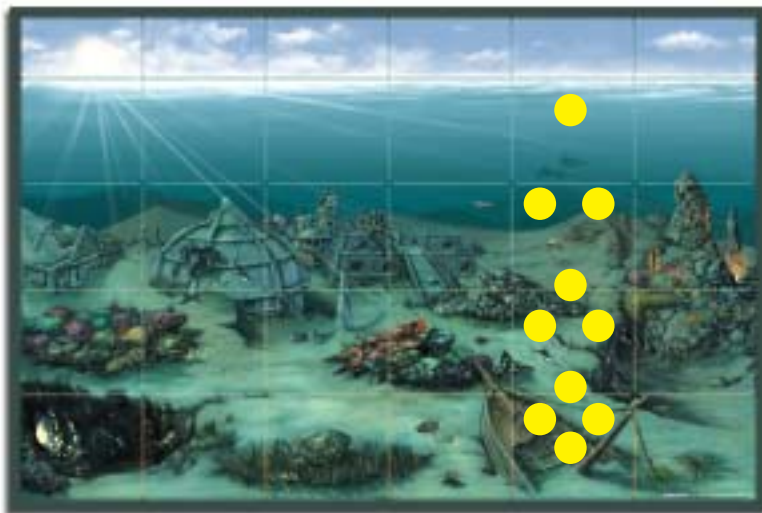12 each per background
graphic and colored border

**game board**

○ = placement
of the treasures
per column

**5 player boards**
in the player colors

**5 recovery ships**
in the player colors

**25 bathyscapes**
5 each in the player colors

*The game contains 75 recovery cards (15 as reserve).

# Preparation

Place the game board in the middle of the table.

Randomly place the 60 treasure tiles on the spaces on the game board as follows: 1 in each space of the second row, 2 in each space of the third row, 3 in each space of the fourth row, and 4 in each space of the fifth and last row.

Place the tiles face up in the spaces as shown on the previous page. Each player selects a player color and takes the recover ship, bathyscapes, and player board in this color. Place the recovery ships to the left of the game board. The players put their player boards in front of themselves (their play areas) so all can see them.

Depending on the number of players, each player takes:

| 2 players | 3 players | 4 players | 5 players |
|---|---|---|---|
| 15 recovery cards | 15 recovery cards | 13 recovery cards | 12 recovery cards |
| 5 bathyscapes | 5 bathyscapes | 4 bathyscapes | 3 bathyscapes |
| 1 joker | 1 joker | 1 joker | 1 joker |
| 1 player board | 1 player board | 1 player board | 1 player board |

Remove the unused recovery cards, jokers, bathyscapes, and player boards, and put them in the box. Players may choose to remove an equal number of each color of recovery card or may remove them randomly before distributing them.

# Playing the game

Shuffle the recovery cards (after removing those that will not be used) and deal an equal number to each player face down. Each player takes his cards without looking at them, makes a face down supply stack, and draws the top-most **3 cards** as his starting hand.

Each player places his joker face up next to his player board.

## Goal

Each player tries to collect 12 different treasures, placing them on his player board. The first player to do so is the winner. If the game ends before any player does so, the winner is the player who has collected the most treasures. The color of the treasures collected plays no role in determining the winner.

## Placing the bathyscapes

The players choose a starting player. He begins and the others follow in clockwise order. In this order, the players take turns placing 1 bathyscape at a time until all have been placed. The bathyscapes are all placed in spaces on the 2nd row. Each space can have any number of bathyscapes of any player color. Then, the game begins.

## Player turn

Beginning with the starting player and continuing in clockwise order, each player, on his turn, has two actions:

1. **move his recovery ship**
2. **actions of his bathyscape(s)**

### 1. Move his recovery ship

The recovery ships always move on the **surface** (top row) of the board. They start to the left of the first space in the top row and move always from left to right until they move off the right side of the board. In each turn, the player **must** move his recovery ship at least one space to the right, but may move further. He may only stop his recover ship in a column where he has **at least one of his bathyscapes** in one of the rows below the surface in that column. Eventually, he will move his recovery ship off the right side of the board. There can be any number of recover ships in each space. When a recovery ship has moved off the right side of the board, it waits there, turn by turn, until all other recovery ships join it there. On each turn while waiting off the right side of the board, until the last recovery ship arrives there,

the player can take no bathyscape actions (or further move his recovery ship) on his turns. He may, instead trade a card on each turn (see below).

After his turn, when the last player moves his recovery ship off the right side of the board, all players move their recovery ships back to the area to the left side of the board and the game continues with the next player, who may now again move his recovery ship and take bathyscape actions.

## 2. Bathyscapes actions

Only bathyscapes that lie in the column directly under the player's recovery ship may take actions. These bathyscapes may:
• **be moved** or
• **collect treasure(s)**, but not both.

All bathyscapes in this column can take one action, regardless of what row they are in. The player must take at least one action. If he cannot recover a treasure, he must move at least one bathyscape.

## Move a bathyscape:

If the player moves bathyscapes, he moves them to any space in the row they are in or the row above or below, if possible.
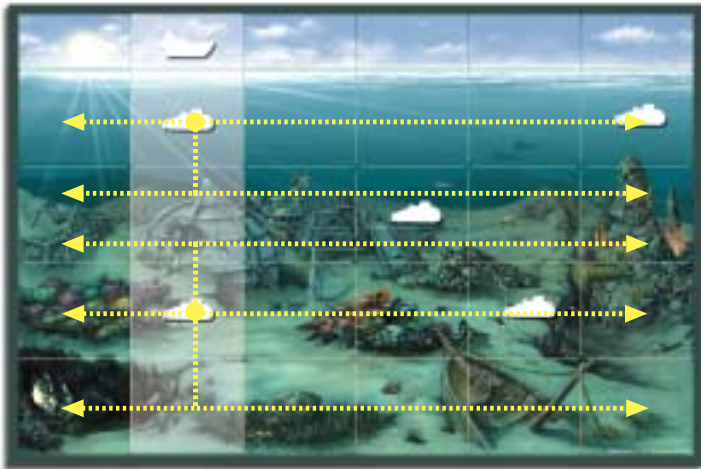


**Example 1:** the white player may move his white bathyscape in row 2 to any space in row 2 or any space in row 3. He may not move the bathyscape to row 1 as bathyscapes do not move in row 1. The white player may move his white bathyscape in row 4 to any space in row 4 or any space in row 2 or row 5. He may not move his other 3 bathyscapes as they are not in the column with his recovery ship. Also, a player may not move a bathyscape in row 5 lower than row 5 s there are no rows lower.

## Collecting treasure(s):

If a player wants to use a bathyscape to collect treasure(s) instead of moving it, he may do so if he is able. To collect a treasure, the player must have a bathyscape in the same same space as the treasure, the player must have his recovery ship in the same column, and:

• for each treasure tile collected, he must play **one recovery card from his hand** with the background (colored border) as the treasure tile. He discards the recovery card to a common discard pile. It is out of the game.

• for each treasure tile collected, the player must give his opponents **cards from his supply stack** for each of their bathyscapes that are in the same column and in the same row or a higher row as the row he collected the treasure from (see example 2). He moves the cards from his supply to that of his opponent without looking at them. Thus, they remain face down in the process.
An opponent with fewer than 3 cards in his hand may immediately draw these card(s) from his supply to bring his hand to 3 cards. If the player collecting the treasure does not have enough cards in his supply to give his opponent(s), he may use card(s) (of his choice) from his hand. If the player does not have enough cards in his supply and his hand, he cannot collect the treasure (exception: joker, see below).

The player takes the treasure tile and places it on the matching space (treasure type) on his player board. If there is already a treasure tile on that space, he places it next to his player board. It can be used in later turns like the joker.

## End of bathyscape actions:

After the player has completed all bathyscape actions he can and wishes, he draws cards from his supply to bring his hand back to 3 cards. If he does not have enough cards in his supply, he draws what he can and plays with fewer than 3 hand cards.

**Example 2:** the violet player collects both treasures from the 4th row. To do so, he must play 2 recovery cards from his hand matching the colors of the treasures collected (red and yellow), discarding them. In addition, he must give two of his opponents cards for the bathyscapes they have in this column in the same or higher spaces from the 4th row. In this case, brown has 1 in the same row and 1 in a higher row and gets 4 cards (2 for each treasure) from violet's supply (to brown's supply). White gets 2 cards for the 1 bathyscape in a higher row. Brown gets no cards for his bathyscape in the lower row.

## 3. Using jokers

Players may use a joker (the one they get at the beginning or any double treasures they collect later in the game) instead of using cards to collect a treasure. When a player uses a joker to collect a treasure, the joker color need not match that of the collected treasure. When collecting a treasure with a joker, the player must, as usual, have a bathyscape in the space with the treasure and his recovery ship must be in the same column as the treasure. The advantage of using a joker is that the player pays **no cards**, either for the treasure itself, or to opponents for their bathyscapes in the same column. The player takes the collected treasure, as normal, and, then, places the joker in its place in the space on the board. Later, another player (or the same) may collect the joker as he would any treasure using the normal rules. Jokers may **never** be placed on a player's player board.

## 4. Recovery ship pause

When a player's recovery ship is to the right of the board, he may not perform bathyscape actions (or move his recovery ship on his turn. However, on his turn, he may trade recovery cards. To do so, he places **one** card from his hand face down under his supply and draws the top card from the supply, adding it to his hand.

# Game end and winner

The game ends:

• when a player has filled all 12 places on his player board. Thus, he has collected one treasure of each type. This player wins the game!

or

• when a player collects the last treasure from a column. Thus, all treasures have been collected from the column. Jokers do not count, so a column with only jokers in it is considered empty.

• when no player has any more recovery cards, either in his hand or in his supply. Thus, all recovery cards are on the discard pile.

In the latter two cases, the winner is the player with the most treasures on his player board is the winner.

If players tie for the most treasures, the player among them with the most jokers wins. If there is still a tie, the player among them with the most remaining recovery cards is the winner.

Winning Moves