

L5: MYSTERIES OF THE DEEP

A ROLE-PLAYING BOARD GAME FOR 1-3 PLAYERS

~ *ACT ONE*, published 2018.10.14 ~

INVENTORY

3 Character IDs-tokens-faces & tech

Blue Cleric / crown

Blue Astronaut / compass

Gaia Programmer / gloves

1 Station with 4 Arcades

Blue Telescope (keep, lvls 1-3)

Blue Studio (lvl1)

Blue Server (lvl1)

Blue Garage (lvl2)

16 orbit cards:

7 things

5 systems

3 constructs

1 alignment

50 data (standard D6s):

10 - blue

10 - green

10 - red

10 - violet

10 - light yellow/gold/clear/wild

16 Covers (coins, counters, etc.)

SETTING UP

lay out the station (any arrangement - no arcades connected)

assign characters (players may play multiple characters at once)

- **assemble** character IDs & tech in front of you
- **place** the character tokens in the keep.
- **read** the dialogue (on your own or as a team or not at all)

locate the alignment card TRIANGULATE & read it.

→ The alignment is a **Goal Card**, so it begins face-up and tracks the progress of the game.

→ The **goal** of ACT ONE is to **TRIANGULATE** by the end of the fifth turn.

shuffle the remaining orbit cards into the stream

(could be as a deck, a fan, or a jumble -- just as long as they're face-down.)

each character **draws** 3 orbit cards.

- **place** one alongside your tech and ID, and
- **shuffle** others back into the stream.

place all 50 data in the data pool (box, bowl, pile, etc.)

each character **collects** 1 data from the pool matching their own culture.

- **roll** & place on the ◇ on your tech.

TAKING TURNS

FIRST —

(**COLLECT** data -or- **PUBLISH** data -or- **DRAW** a card -or- **USE THE SPACE** -or- **REST**)

*Each character may perform any ONE of these five free actions to begin their turn.
There is no turn order here - players may play simultaneously.*

→ to **COLLECT**

ROLL 1 new local* data from the **pool**
along with all the data on your ◇s

*matching the **cultural color** of the **space** you're in
[in act one, all the spaces are blue/bluecorp]

REPLACE as many data as you can hold** on your ◇s

◇s with a **cultural color can only hold **coordinated data**.
white (blank) ◇s can hold any data.

RETURN any excess data to the pool

→ to **DRAW**

DRAW 1 orbit card from the **stream**.

Characters may have a maximum of:

- **1 system** (light blue orbit cards)
- **1 construct** (gray orbit cards)
- characters may keep **unlimited things** (pink orbit cards)

if keeping the card you draw means you'll exceed these limitations, you may *DISCARD**
another orbit card of the same classification to make room.

*return any data on it to the **pool**, and shuffle it back into the **stream**

→ to **PUBLISH**

Publishing is the way to move data from your tech to the station, placing it in a **commons** (⬡).






Place a data in the ⬡ of the space you're in from any □ matching the **cultural** OR **common color** of the space.

→ you cannot publish from ◇s

→ to USE THE SPACE

There are 5 different types of spaces within the station, distributed across different levels (concentric circles around a central **keep**), divided into **arcades**.

Depending on where your character begins their turn, they may:

	Observatory	link any two arcades
	Amphitheater	change the culture of a local published data (⬠)
	Studio	change the number of the local published data (⬠)
	Garage	Move a published data to or from an adjacent space
	Server	Receive a data (⬠ or □) matching the local published data.

→ the **keep** is the center of the station. It counts as a space but it doesn't give any special actions or hold published data.

→ to REST

Freely rearrange the data you have on your tech and orbit cards. Without changing any numbers, you can transfer data from ⬠s to □s (including ⬠s on constructs & □s on systems)

When all characters have COLLECTED, DRAWN, PUBLISHED, USED THE SPACE, or RESTED,

the player playing the ASTRONAUT gives each character 3 COVERS.

SECOND — (PLAY)

Each character may *SPEND* up to 3 covers to perform actions on **IDs, Tech & Orbit Cards**.

Actions on your TECH and IDs appear in boxes. When there are two or more abilities inside the same box, you can only play one in a given turn.

→ characters may spend their covers in any order.

USING YOUR ID

Each character has an ID with unique abilities determined by the combination of their career and culture. You may use these abilities by placing a cover on the box around the ability's text.

Characters may spend as many covers on their ID as they want, but can not use an ability twice in a turn.

→ moves don't have to be taken all at once
(e.g. an astronaut might spend a cover to move 1 space, then DIRECT, then move a second space)

IDs give you a choice between moving through adjacent spaces or moving data from your diamonds (◇s) to displays (□s) (i.e. making private data public)

USING YOUR TECH

Tech functions much like IDs in that they offer a few abilities to choose from, but Tech also hold public and private data on displays (□s) & diamonds (◇s), and often act on that data.

USING THINGS

To use a THING (pink orbit card) – Follow the instructions in the four corners of the card. If there are covers, place the required number on the card.

Some things (PROJECTOR and SMILE) offer a choice of which corners to play.
To play those things, only follow the actions in the path you choose.

USING SYSTEMS

The displays (□s) on systems (light blue orbit cards) work the same way as on your tech. Like with colors on diamonds, displays with a number can only hold data turned to that number.

To use a system, its displays must be full of data.

motes are systems without displays. Instead, they require that the character also has a specific construct and one of two things to use the card.

USING CONSTRUCTS

Constructs (gray orbit cards) provide characters with additional diamonds (◇s).

The diamonds can be used to COLLECT, but if the construct is **empty**, you may spend a cover to fill it with coordinated data from the pool.

In either case, if a diamond is blank (white), fill it with the local cultural color. Roll all new data.

TIME PASSES

When all the covers are spent or everyone is done playing, return the covers to the Astronaut.

Then, add a cover to TRIANGULATE.

Cover the image of earth last. When you cover earth, your team has one more turn to TRIANGULATE before the station passes out of alignment with Earth and it is no longer possible to locate TORTUGA.

WHEN YOU SUCCEED:

Read the Earth Card TORTUGA, and stay tuned for ACT TWO.

GLOSSARY of TERMS

COLORS & THEIR MEANINGS

CULTURAL COLORS (cultures / values)

blue - bluecorp / unity & beauty

green - GAIA / heritage & progress

red - REDcorp / economy & creativity

violet - tārā / pleasure & the unknown

light yellow/wild - IRiS / freedom & community

COMMON COLORS (spaces / classifications / careers)

gray - servers / constructs / clerics

light blue - garages / systems / programmers

yellow - observatories / alignments / astronauts

pink - studios / things

orange - amphitheaters

Blank (white) diamonds & displays can hold any data

DICTIONARY OF SYMBOLS

◇ - **diamond** (data held on a diamond is “private data”)

□ - **display** (data held on a display is “public data”)

⬡ - **commons** (data held on a commons is “published data”)

○ - **cover**

META-LANGUAGE

PLAYER - a human person controlling the actions of fictional characters. Players may control multiple characters at once.

CHARACTER - a fictional citizen of the Orbit. Characters have a **culture** and a **career** that describe their traits & abilities.

POOL - any data not currently on tech, cards, or arcades

STREAM - any cards not currently held by characters

DATA-MATCHING TYPES:

***coordinated data** -- matching colors, number irrelevant*

***synced data** -- matching numbers, color irrelevant*

***identical data** -- matches both color & number*

ADJACENT SPACES -- any spaces on the station directly connected by a passageway, either within the same level or directly above or below. Different arcades can be linked by using the Observatory, creating new adjacency.

LINKED SPACES -- any spaces it **would** be possible to move through without traveling through the void, regardless of how many spaces you'd have to move through to get there.

LOCAL SPACE – the space your character is currently in. “Local data” refers to the published data in that space. “Local culture” is the culture of the space itself.