

Bargain Basement Bathysphere (of Beachside Bay)

A campaign series of Roll-And-Write games (ver 180814)

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This is a series of single page roll-and-write games, all centered around taking your cheap Bathysphere, held together by duct tape and spit, for a little adventure downward into the ocean. It's easy to go down... it's a lot harder to make it back to the surface alive.

Each page slowly builds new rules and adventures from the previous page...so you should start with Adventure 0ez, to start your adventure becoming a Bathysphere Maniac! Unless otherwise noted on each page, rules will "carry over" from the previous page.

WHAT YOU WILL NEED:

You will need, at most 8 6-sided dice (if you get aggressive about using bonuses)....most of the time you will use only 5 6-sided dice.

You will need a pencil or pen for marking on the sheets.

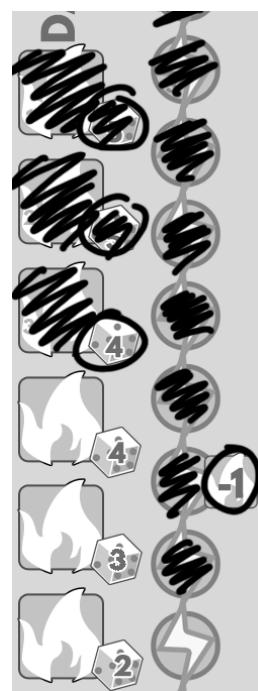
You will need a folder to keep track of the "campaign mini-games".

On occasion, you will need some tape and some scissors.

The game uses the term MARKED a lot. This means that you have crossed out an action, triggering its effect, or crossed out a space entirely, meaning that you have stopped on that space.

When marking Stress or Damage, always start by marking the top symbol in the line, and work your way downward as needed to mark things further.

Always start marking Oxygen from the left, and work your way to the right.



When you mark Damage, you circle the die next to that Damage. This indicates that you are aware of your new "maximum dice pool" going forward in the game. In the example to the right, the player can only roll a maximum of 4 dice when rerolling.

WHAT IF I DON'T HAVE DICE???

Do not despair! If you are on a plane and don't want annoy your traveling neighbor or in a prison where you are not allowed dice...you can also use the Diceless Dice Chart which is on the page that is right before the tutorial. This uses time as a random number generator against a list of digits...so you will still need a watch or timepiece.

MAPS:

Each game sheet is an exciting adventure into the murky depths, which includes:

** A map of your adventure...which is a series of spaces that you move on.

** On the right side of your sheet is a way to track the Stress your bathysphere takes, and how much Damage your bathysphere takes. On the bottom of the sheet is a way to track how much Oxygen you have used, which on later sheets can relate to other things.

Generally, as your sphere takes Stress, you will occasionally take Damage. As your sphere takes Damage, you will start to lose dice that you can roll.

If you mark all of your Stress, Damage, or Oxygen before you return to the surface, the game immediately ends and you have lost the game.

PLAYING, AN OVERVIEW:

You will start with a number of six-sided dice (d6). You roll them into your **DICE POOL**. At the start of each round, you pick one die out of your pool, which determines how far **IN A SINGLE DIRECTION** you move on the map. You are free to decide if you want to go up or down, but once you start moving, you must continue moving in that direction the full length of the move. The die you selected is then put aside. You then move on the map, perform actions based on where you moved to and what actions you've passed.

At the end of marking out the space you've landed on, and marking out any actions you have collected or triggered, you may:

A) Select another die from your dice pool to move, or...

B) Reroll all of your dice back into your dice pool. When you do this, you must **mark 1 Oxygen**. The total amount of dice you can reroll into your dice pool is determined by the current amount of **Damage** you have.

THE TUTORIAL:

The final pages of this document include a visual tutorial explaining the basics of moving and marking. Feel free to look at the last page right now, or you can wait until after you have read the rules here.

MOVING AND MARKING:

When you stop on a **GREY ACTION SPACE** that has not been marked, you mark that entire space, and do not perform any Actions on that. When you stop on a **WHITE TARGET SPACE**, you mark it, and then collect whatever is there, usually by circling something.

When you stop on any space that has been previously marked in ANY way, mark out that space entirely (if there are remaining unmarked actions on it) and you mark 1 Stress.

After moving, you must go back and look at all of the spaces you moved through. For each Action Space that you passed through with at least one UNMARKED Action, mark an Action and perform it.

Many grey Action Spaces are blank and have no Actions on them. Some have a single Action (which are only performed when passing by them). Others will have two Actions...the first time you pass by this space, you select one of the Actions to mark and perform. If you pass by a second time, you must mark and perform the second action.

Spaces come in different kind of "flavors". There are blank grey spaces, these do nothing.

	Empty spaces do nothing.
	Target Spaces are white spaces with thick black borders. They "activate" their abilities when you land on them. Initially, "Ocean Floor" is the only target space on the map, but other will be added throughout the campaign.
	Action Spaces activate when you pass by them without stopping on them. After activating, you mark them out.
	When you pass by a double action space, you choose one action to mark and perform it. If you pass by this space a second time, you must activate the unmarked action.

The little arrows on the side of each space have no meaning in the game, but are there for your use as additional markers to help keep track of your path.

DEPTH ZONES:

When you cross a series of diamonds in a line, you have crossed into a new depth zone, which always increases the stress on your Bathysphere! For every space that you move past a Depth Zone line when you cross the line, you mark 1 Stress.



Technically, it's only the amount of "movement points" that remain immediately after the Depth Zone crossing that matters. You should claim that stress immediately, but it's easier to calculate after you finished moving. If you move 6 spaces, but started 4 spaces above a line, and then crossed it, you would only take 2 Stress from the Depth Zone for the two remaining movement points you have at the point when you crossed the line.

RETURNING TO THE SURFACE (and ANY DEAD ENDS):

Much like the Depth Zones, if you reach a dead end on a path, you must stop on that final space, and you mark Stress equal to the amount of remaining spaces you should've moved, but couldn't.

START/END SPACE:

The Start/End space is a little different. You do not mark Stress for unused movement on the Start/End; however, you do need to go back and check for Actions that you passed over on this final movement.

If your bathysphere has still survived after this final marking of actions, then you have escaped the watery depths!

THE CAMPAIGN:

The early campaign maps don't have a score, but as you progress, at the end of each game that you return to the surface without dying, you'll be adding up scores, and marking things on extra "carry over" maps that you can use as bonuses for future underwater adventures. So, the maps in this document are designed to be played in order, as the game adds rules, maps, and complexity.

If you should happen to die on a given map, well, you don't collect anything...but certain carry overs features on secondary maps will still require you to mark your "failed progress". This will make more sense as you play through the campaign.

Each map will have a small bit of instructions before it, explaining what rules might have been changed or added as you go.

And so, to begin, here are your instructions for the first two maps. Happy Bargain Basement Bathysphere-ing!

Later in the campaign, things that you do in a map will carry over into future maps and to the rest of the game. While you are free to print out old maps to replay them, you should only mark the carry over features based on the first time you play a map.

You are not forced to replay a map that you have died on!

You can move on to the next map if you wish.

You are free to replay old maps, but scoring the carry over features should only happen on your first play through of the map.

BATHYSPHERE OEZ and OA:

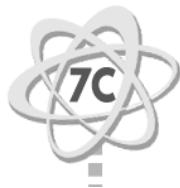
The goal is to SEE HOW DEEP YOU CAN GO AND RETURN TO THE SURFACE SAFELY. Ideally, you will visit as many Ocean Floor spaces as possible, because, let's face it, you are risky adventurer! Note that on these maps, marking an Ocean Floor space may also cause you to mark Stress, Damage, or Oxygen.

If you feel the need to turn around without touching the Ocean Floor, it's ok. If you don't make the Ocean Floor, that's fine, too. Your safety is important! A big part of the strategy of the game is getting a good sense of when it is time to turn around.



Aside from reading the rules printed on these maps, you should look at your little Bathysphere icon in the upper right corner of the map. This also indicates how many dice you start the map with.

BATHYSPHERE OA:



Bathysphere map OA also features two new icons....these look like little swirly atom thingies with a code in the middle that connects to the map with a dotted line. IGNORE THESE FOR NOW! You cannot travel on the dotted lines at this point.

These will come into play on a later mission. Any map that displays these atom twirly things should be kept after you have played a game on them, as you will need this map (with all of your markings) at a later date.

BATHYSHERE 0B:

You can now score points on this map, via visiting Ocean Floor spaces, or by making discoveries of exotic sea creatures!

When you mark an Ocean Floor space, circle the points associated with that space. When you land on a Discover space, mark it. Then mark the first unmarked Discover squid on the Discover track. Finally circle the points associated with that discovery.

So, grab all the points you can and make it back to the surface safely!!!! A safe 38 point trip puts you in the master class of undersea explorers!

BATHYSHERE 0C:

Your bathysphere is sad. It's time to name your Bathysphere! Give it a good name. If you keep it a secret, you can only use 4 dice for this map. However, if you post this message:

"I love my Bathysphere so much, I have called it [NAME]!
#BBBathysphere"

...to any social media, such as Twitter, Facebook, Instagram, or a BoardGameGeek list , your bathysphere will be happy again, and you can start with 5 dice.

The official BoardGameGeek entry is at the following link:

<https://boardgamegeek.com/boardgame/255360/bargain-basement-bathysphere>

But I'd rather you post at some place that may not be aware of the game, somewhere like this:

https://boardgamegeek.com/wiki/page/S_GOYT_QuickLinks#

Or here:

<https://www.reddit.com/r/soloboardgaming/>

Also....

Tired of looking for new species of octopi? Now you can locate new species of fish! Much like the octopus Discover spaces, landing on a Fish Discover space will let you mark a fish, starting from the left, and circle the points associated with that fish!

Further also...

This map also includes more of those pesky atom-looking icons. I bet you are wondering what they are, aren't you!? HINT: They are portals.

As usual, ignore the portals and their paths for now...but keep this map around after you have played through it.

The AQUASEUM:

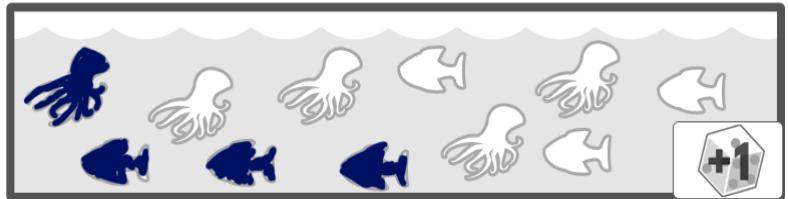
Your crazy Aunt Wilhemia finally died (rest in peace, sweet Willy). She was the eccentric owner of the Aquaseum down the road, which was always odd, considering that she was allergic to fish, so she never really filled up the tanks with any wildlife. Which would explain why it never did very well.

Anyway, in her will, she left control for the entire place in your hands!!!

As you can see on the Aquaseum page, it mostly consists of a bunch of empty tanks with spaces to fill in with exotic sea creatures. So you've decided to turn the place around!

NEVER THROW AWAY THE AQUASEUM PAGE! This keeps track of all the undersea wildlife discoveries you've made across every game from now on. You DO NOT get credit from sea life you've discovered on previous maps! Aquatic discoveries are only marked, going forward from this time on.

At the end of each game, count up how many Octopus Discoveries you've made, and place that many Octopuses in any available spaces in the tanks you wish, by filling in an empty Octopus space. Do the same for the Fish spaces and the Fish Discoveries you've made.



The example to the right shows a player who has placed 1 Octo and 3 fish into the example tank.

When you have completely filled a tank, you may collect the bonus shown on the bottom right of the tank. The Aquaseum starts with tanks that award a single +1die. Before the start of your next game, you may mark out any unmarked +1die on a filled tank to start the game with an additional die. Each +1die tank can only be used once, so choose your use carefully!

If you have filled up all of the available octo/fish spaces, any additional collected discoveries are discarded for the purpose of the Aquaseum. However, there are open spaces to construct more tanks, which you will gain as the game goes along. Simply cut those tanks out, and tape them into the Aquaseum.

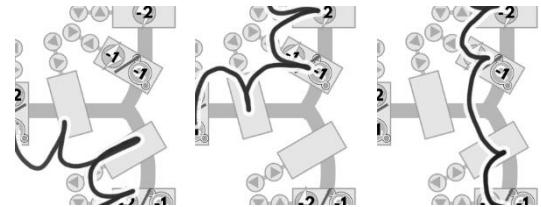
As a side note: remember, the Damage track shows you your maximum dice pool as you take damage. It is most likely that the first damage you take will cause you to lose this additional die advantage.

If you do not make it back to the surface, all of your discoveries escape, and you do not get to fill in any of the icons on your tanks.

BATHYSPHERE 1EZ:

Hey, let's try out a different part of the ocean; it's a big place, after all! Now the map is slightly different, with a little branch that you don't really have to explore if you don't want to. Remember, if you hit a dead end, you MUST stop there, and mark stress equal to the amount of spaces you didn't move.

When moving through intersections, even though the path may look like you should "follow the turn", you are allowed to go down either branch of the intersection, just as long as you continue moving forward. The examples to the right shows the "bouncing line" of the three different paths you are allowed to follow when moving through the intersection.



Intersections that meet at a space work the same way. When you move through a space with multiple paths connected to it, you get to choose which path to continue your movement on. When you stop on a space with multiple paths, you can move in any direction off that space on your next turn.

(As a warning, there will be a space type later on that breaks these rules a bit; we'll let you know when you get there.)

TCWH side project:

The regional telecommunication company, Translantica Cable, Wiring, and Harness, is trying to link all of the towns and cities around the Bay with high speed cables and whatnot. And luckily, since you have a bathysphere, they are willing to sub-contract out the work to you!



Based on the point scores you obtain on future maps, you will be awarded STORMS and SUNS...the better your score, the more suns you collect; the worse you score, the more storms you collect.

	DRAW 3 CABLE SEGMENT CROSSINGS, MUST CONNECT BACK TO BEACHSIDE BAY, CITIES MUST CONNECT TO RELAY STATIONS and NOT CONNECT CITIES DIRECTLY
	FILL IN 2 AREAS, MUST BE SIZED AS 3-HEXES

When you “spend” a sun, you can draw a cable across 3 area border lines. Any single area can only have ONE line in it, attached to two different edge borders, unless it has a relay station in it. A relay station is a little 6-pronged starburst thingy.

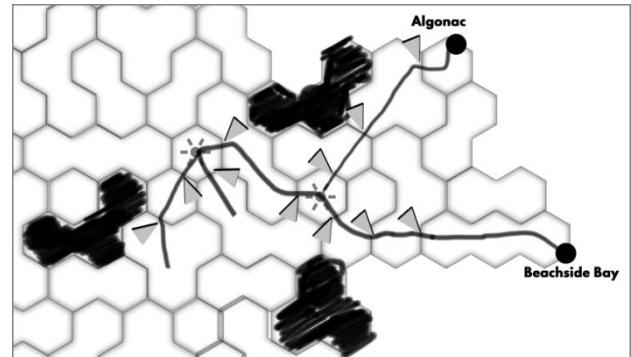
If you run a cable to an area with a relay station, you can “branch” that cable line out to as many side borders as you want. You still need to pay the sun cost for each side border you cross...you just aren’t limited by the “one cable, two edges” rule when using a relay station.

Drawing a line into a city dot is considered to be a line crossing, so that eats up one of your 3 “area border line crossings.”

When “spending” a storm, you must fill in 2 areas that are 3 hexes large somewhere on the map. You can never fill in an area that already has a cable drawn in it. If you run out of 3-hex areas, then start filling in 2-hex areas.

In the example to the right, you can see a game in progress. It shows a connection map where the player has filled in 3 storm areas (assume the player has filled in other areas on other unshown parts of the map; really, selecting THESE three areas to fill in is a stupid idea).

This example also shows 11 cable segment crossings, pointed at by the arrows. Again, note that each area only has a single cable segment with 2 border “walls” being touched by the cable, except at the little sunburst relay stations, where branches are created.



So, over the course of the entire series of games, the object is to try and connect as many towns and cities back to Beachside Bay as possible. The better you score on a map, the easier it will be to connect the bay with each other.

Note that some towns have little icons next to them. Once you connect all the towns with the same icon back to Beachside Bay, you get to unlock an oddball map to play, which are found at the very back of this document.

Results	Points
	Did not return
	0 - 10
	11 - 20
	20 - 29
	> 29

BATHYSHERE 1A:

To the left is your score card. When (if!) you return, add up your score and see how many storms and/or suns you collected. And then based on that, start laying down some cable, or storms, on the connection map.

Results	Points
	Did not return
	0 - 20
	20 - 39
	40 - 45
	> 45

BATHYSHERE 1B:

Your fame of being a terrific Bargain Basement Bathyspheronaut has circled the globe! Now, you are at the top of the list for performing underwater rescue missions! But while you are down there, you might as well see if you can keep discovering new forms of aquatic wildlife.

Essentially, TRAPPED DIVERS are tied to your Oxygen tank. If you mark off an Oxygen space that is associated with a diver that you haven't rescued yet, the diver perishes...along with their sweet, sweet points. So, in that case, mark the diver and the points off, never to be reclaimed by anyone.

However, if you land on the Rescue space associated with a current living diver, you get their points! Circle the diver and her points! Now you don't have to worry about that diver anymore when you mark their Oxygen.

Hmmm, it's another map with those mysterious portals. Save this map after you've played it!

PRO-TIP: Don't feel bad if you don't go very deep. Sometimes, the most important thing is rescuing those silly divers.

Results	Points
	Did not return
	0 - 9
	10 - 17
	18 - 25
	> 25

BATHYSHERE 1C:

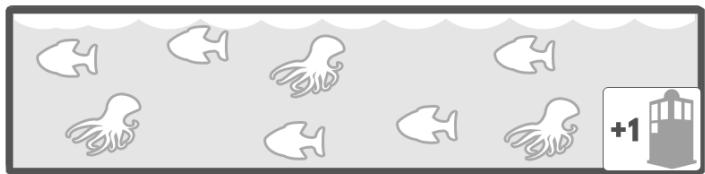
Now, there are 3 divers trapped in their underwater doom. When will they learn!

Each diver on the path has a number on it...and those numbers correspond to the divers on the Oxygen track. So, Diver 1 is going to be the first to run out of Oxygen if you aren't careful...but if you quickly go after Diver 1, are going to have enough time to pick up Diver 2 on your way back up? And what about Diver 3 who is stuck on the Ocean floor. Decisions, decisions....

PRO-TIP: Even though you must always go in a single direction when using a single die, you can do some interesting maneuvering going in one direction with one die, reversing course with a second die, then reversing again with a third.

A NEW AQUASEUM TANK FOR YOU!

While poking around the basement of the Aquaseum, you have found what could be described as a completely unreliable time machine. Simply cut out this tank, and tape it in the bottom slot of your Aquaseum sheet.



Once you fill up this tank, you will have a one-time use Completely Unreliable Time Machine. Basically, if you end a map with a terrible score (or worse, death) due to bad dice rolls (always) or sheer incompetence (never), you can mark out the Completely Unreliable Time Machine to get a mulligan, and replay that map as if you didn't play it the first time.

Again, when replaying a map, you will need to print out a fresh copy of that map.

Results	Points
	Did not return
	0 - 24
	25 - 49
	50 - 69
	> 69

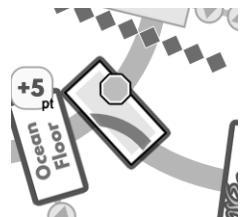
BATHYSHERE 2A:

A 4th diver has fallen to the deathly charms of the sea. Can you save them all AND discover new sealife AND return safely to the surface to tell your tale?

We've duct taped a few holes on your hull, so now there is no need to mark off oxygen at the start of the game anymore.

This map includes a few new twists and turns to choose from.

Also, there's a new kind of space, called Turnstyle. Once you mark this space by landing on it, you can use this space as an intersection to go in any direction you want (well, you still can't retrace your steps on the same turn....but you can choose between the other directions). However, if you pass through this space and it is unmarked, you MUST continue in the direction as shown on the space.



No one said that this was going to be easy!

Results	Points
	Did not return
	0 - 29
	30 - 59
	60 - 71
	> 71

BATHYSHERE 2B:

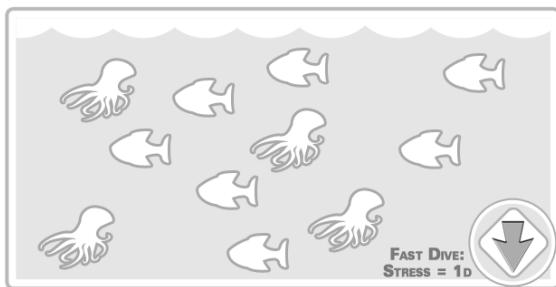
A 5th diver has become trapped. You would think that they have learned their lesson by now, but NOOOooooo....

And it turns out that there was a cave-in (or maybe a cave-out?) at the end of that one-way path to the left...there's a new partial access Turnstyle path to get in there and get that 5th diver and that hard-to-reach octopus discovery.

Plus, we've upgraded your oxygen tank a little bit. So this should be a cake walk now.

A NEW AQUASEUM TANK FOR YOU!

Cut this out, and tape it into your Aquaseum. Note that the reward for completing this tank is a circle. When you complete these kind of tanks, fill in the outer edge of the tank and fill in the circle around the reward. This is a permanent upgrade to your Bathysphere, which can be used on any map that will let you use that symbol. In this case, when you have completed this tank, your Bathysphere will have the opportunity to do a Fast Dive, which will be explained the first time it appears on a map, sometime in the future (duh-duh-DUUUUUH!).



Results	Points
	Did not return
	0 - 29
	30 - 49
	50 - 60
	>60

BATHYSHERE 2C:

Hey, good news everybody! We've upgraded your Bathysphere to a newly discounted model that we found on shipwreckauction.com. You may notice that your little Bathysphere graphic on the upper right now has 3 reroll icons for you to cross out. Those are called RESETS.

You can Reset a die that is in your pool at any time. It works like this:

Mark an unmarked Reset. Select a die, remember its original value, and roll it. If your new reroll is the same as the original, you can reset the die to any die face you want, otherwise you have to keep the new reroll.

If you don't like the new result...you can try another Reset if you have another one available. Or you can simply do your normal Reroll action (the one where you roll all of your dice back into your pool at a cost of one Oxygen).



Results	Points
	Did not return
	0 - 19
	20 - 35
	36 - 50
	> 50

BATHYSHERE 2D:

Looks like another cave in! Naturally, diver 4 decided to check it out...and got trapped. But at least that Turnstyle space that has been added there should make it slightly easier to get into that space and rescue him.

PRO-TIP: Remember, when returning to the Surface, the game immediately ends when you hit the Start/End space; you do not need to mark Stress for unused movement or check for passed Actions.

Results	Points
	Did not return
	0 - 24
	25 - 49
	50 - 65
	> 65

BATHYSHERE 3A:

We've moved on to another, large part of the bay. We've also updated the Discover tracks so that they are vertical now. So, just start marking those new fishies and squidies that you find from the top, and working your way down to the bottom of those tracks.

This map also has those crazy portal things. Make sure you save this map after you play it.

PRO-TIP: Remember, you can use those 3 Resets on your Bathysphere to help you out of tricky positions.

Results	Points
	Did not return
	0 - 44
	45 - 54
	55 - 69
	> 70

BATHYSHERE 3B:

We've upgraded your Bathysphere again! You now have the capability to do a Fast Dive under very specific circumstances.

Here's how to do a Fast Dive....

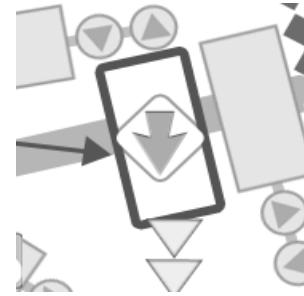
Remember...you must unlock FAST DIVE first by completing the Fast Dive tank in your Aquaseum!!

C) If you choose to Fast Dive, simply follow the arrows down to the target space below, and mark that new location. You get any benefits that you would normally as if you landed on that new space normally.

D) Of course, there's always a cost to these kinds of things. Select a die from your pool and remove it. The cost of the Fast Dive is marking Stress equal to the die removed. However...if you have planned your trip correctly and have no dice in your pool when you performed the Fast Dive, you take no Stress.

Also, you are free to perform a Reset action on a die (if available) before paying for your Stress of the Fast Dive.

Remember, Fast Dive is a one time only offer...and you must move IMMEDIATELY to the target space if you choose to accept it.



BEACHSIDE BAY CEMETERY:

Did you know that Beachside Bay has a cemetery? You do now!!!

After every game, for each Diver that you did not rescue, you will have to bury them in the cemetery. This is done by putting their name on a tombstone, coloring the outline of the tombstone, and then filling in one path that connects to the tombstone. Feel free to add any other icons or artwork to the tombstone...they won't mind.



HOWEVER...the families DO mind where you place their dearly departed. Each family hates each other. So, you CANNOT fill in a path that connect 2 tombstones between two different family members. On the other hand, filling in a path between members of the same family is fine.

If you fill in a path between different family members, one of them sneaks into your facility late at night sabotages your bathysphere! Your next game you will start with one less die (4 dice instead of 5 dice).

Remember, if you fail to make it back to the surface, not only do you score zero points, all of the trapped divers on that map are considered dead...you will be quite busy filling in graves after that game!

Also, if you fill in a tombstone with a hashtag on it, you will need to write a short obituary for that corpse and post it to a social media site with the #BBBathysphere hashtag. Something like:

"Erica Harrison, lover of shrimps and crabs, died because I failed to rescue her in #BBBathysphere."

Results	Points
	Did not return
	0 - 41
	42 - 58
	59 - 65
	> 65

BATHYSHERE 3D:

Going forward, we have upgraded your bathysphere again. But it's not a big deal. It's a simple math problem you get to fill out to help you track how many dice you started the game with. Simply fill in how many SABOTAGE dice you are subtracting from the starting number, plus all of the dice you are gaining from the Aquaseum (if you wish to "collect" a die from a filled tank at this time). This shows off your starting dice amount.



REFLECTION POINT:

Well, you can see it coming...the feuding families and their little squabbles over how to get around in your cemetery is going to cause all sort of problems in the future. So, with a little bit of cash you have on hand, you decide to build a memorial wall on the top of Reflection Point overlooking the bay.

Anytime you have more than two bodies to bury in the cemetery, after the first two bodies, you may decide to not bury them, and instead put their names on the memorial wall. Yes, you conveniently dumped the extra bodies back into the sea; the Circle of Life and all that. The names of the “lost at sea” bodies are placed on a plaque on the memorial wall.

So remember, the first two bodies must go in the cemetery...after the first two, for each body, you can bury it or put their name on the wall.

Once you start a plaque, you must finish that plaque before starting a new plaque. Once you have finished a complete plaque, roll the amount of dice shown at the top of the plaque, and write in the highest scoring die. That's how much Bad Reputation you've gained. Since it's a bad thing, you can write the value as a negative. And then feel free to cross out the die icon to further signify that you've rolled it.

	-5
Horace	Bodine
Angel	Jeniz
"Ace"	Bodine
Maetha	Slamwich
Eunice	Slamwich

BAD REPUTATION:

Before you start a new game, add up all of the Bad Reputation you have gained on Reflection Point. At the end of any game you play from now on, you will need to subtract your reputation from your total score.

Results	Points
	Did not return
	0 - 44
	45 - 65
	66 - 85
	> 85

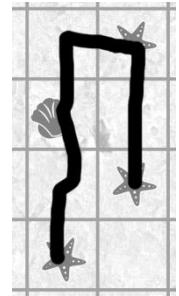
BATHYSHERE 4A:

This map has included your “upgraded” Bathysphere to show off your Bad Reputation points. For shame, for shame...

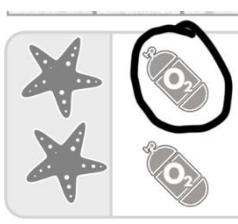
OCEAN FLOOR MAPPING PROJECT:

Beachside University has asked you to help with their mapping project of the local ocean floor!

At the end of every game, you will need to draw a single line on the map, based on how many Ocean Floor spaces you stopped on during the game. The line cannot be drawn on a diagonal, and cannot enter a space that has been previously entered by another line. So, if you somehow managed to visit 7 Ocean Floor spaces in the game you just played, you could draw a line that looks like the example to the right.



As a reward for helping the university out, they will give you some oxygen canisters for your data. For each pair of symbol you manage to “capture” with your line, you can circle one canister in the appropriate area on the Mapping Project sheet.



So, continuing our example, the line captured 1 Clam and 3 Starfish. This allows you to circle one canister in the Starfish-Clam area, and one canister in the Starfish-Starfish area.

Any “leftover” odd singleton Starfish or Clams that you didn’t use to claim a canister are lost, so make sure you draw your lines accordingly!

Once all canisters have been circled in an area, you cannot gain a canister from that area anymore.

The university has been working on some plans to upgrade your bathysphere so that you can use these canisters, by crossing out circled canisters. So, you’ve got that to look forward to.

Results	Points
	Did not return
	0 - 40
	41 - 84
	85 - 99
	> 100

BATHYSHERE 4B:

Go do some ‘sploring.

Remember, you are now at the point where you are doing a bunch of stuff after your game. You are:

Connecting underwater cables between communities.

Marking Discoveries in your Aqauseum.

Marking Ocean Visits as a line on the Mapping Project.

Burying the people you couldn’t bother to rescue.

That’s a lot of stuff to keep track of. And don’t forget about:

Applying any negative things at the start of your next game (Sabotage, Bad Reputation).

Choosing to apply any bonuses at the start of the next game that you may qualify for.

A STRANGE NEW SEA CREATURE HAS BEEN DISCOVERED!

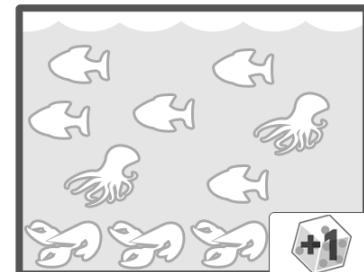
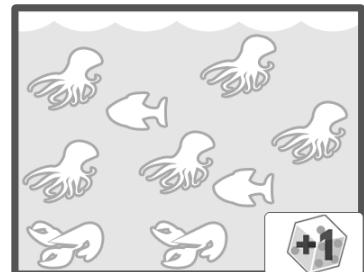
Why, you've found a new sea creature. The rare and elusive shrimp and lobster hybrid known only as the SHRIMPSTER (because LOBSTRIMP sounds silly).

We've quickly built a couple of new Aquaseum tanks for you to present this wonderful denizen of the deep to your patrons. So you can cut them out and tape them on your Aqauseum page.

Results	Points
	Did not return
	0 - 49
	50 - 84
	85 - 100
	> 100

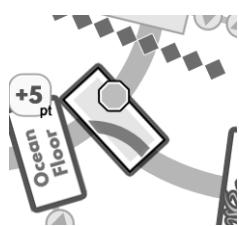
BATHYSHERE 4C:

Starting with this map, there's some Shrimpsters in those darn hills! Go Discover 'em! The Aquaseum patrons want to see some shrimpsters, goshdarnit.



Results	Points
	Did not return
	0 - 49
	50 - 85
	86 - 100
	> 100

BATHYSHERE 4D:



This map includes a new variant on the turnstyle space. One path leading into this space has little stop sign on it. If you move on to this space from that direction (in this case, coming in from the top), it should be treated as a dead end: you must stop when you land on this space from that direction, and mark stress for every "movement point" that you didn't use.

Of course, once you've stopped on that space (coming from any direction), you can mark off that space as normal, and then move in any direction off that space on your next turn, just like a normal turnstyle space.

REMEMBER: Crossing a Depth Zone line also makes you mark stress equal to your remaining movements, so if you come into that space shown above from the top and land exactly on the Stop, you will be charged 1 stress for crossing the line, and zero for landing on the Stop. If you cross the line with 2 movement points left, you will be charged 2 stress from the depth crossing, and 1 stress for the unused movement after you are forced to stop.

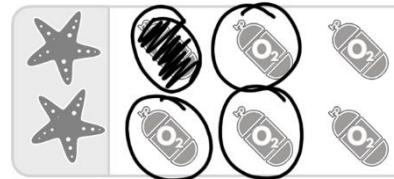
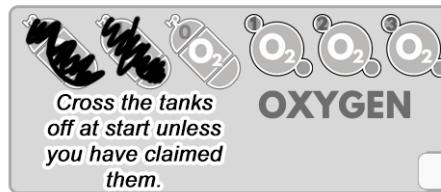
Results	Points
	Did not return
	0 - 50
	51 - 70
	71 - 90
	> 90

BATHYSHERE 4E:

Your bathysphere has been upgraded again. Now you can use those valuable oxygen canisters that you earn from the mapping project to increase your oxygen load!

At the start of each game, you will have to cross off three canisters from your oxygen meter. However, you can cross off circled canisters on your Ocean Mapping sheet instead, if you want to keep the precious oxygen for your little expedition.

Once the game begins, when you start marking oxygen, you can start with the remaining unmarked canisters instead! It's a breath of fresh air!



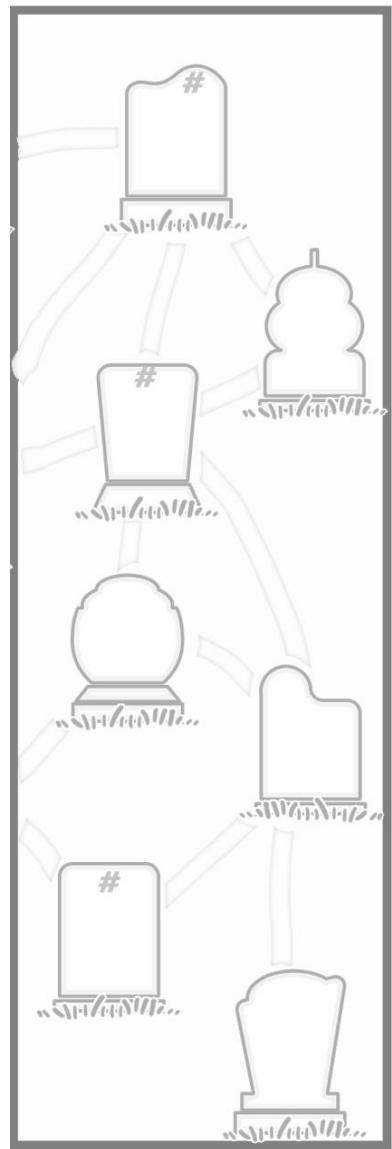
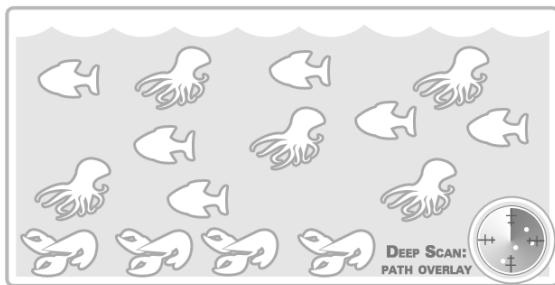
CEMETERY EXPANSION:

Hopefully you aren't burying too many divers. Here's a cemetery expansion to help you out if your plots are getting a little crowded. Just cut it out and tape it on your Cemetery page.

AQUASEUM EXPANSION:

And we are donating a new tank to your Aquaseum. You can cut this out and tape it on your Aquaseum page.

Once you mark all of the cute little creatures in this tank, you will unlock the Deep Scan ability, which will be explained later in the game. Again, when you have filled this tank, draw in the outline of the tank and circle the Deep Scan icon.



Results	Points
	Did not return
	0 - 60
	61 - 90
	91 - 105
	> 105

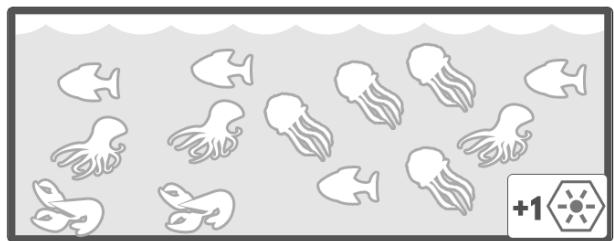
BATHYSHERE 5A:

NEW map! No intersections....all turnstyles, all the time! It might be tricky...or it might not be.

NEW AQUASEUM TANK!

Introducing a new tank. If you complete this tank, you can add one extra relay station to a single hex area on the wiring and connection map. Once you've filled in all of the undersea critters, simply pick your single hex and draw in the little relay station starburst. And then cross the icon off the tank.

Note that there are spaces in this tank for jellyfish! Jelly season is coming up soon, and while you can't catch any right now, perhaps later maps may have them (Hint!).

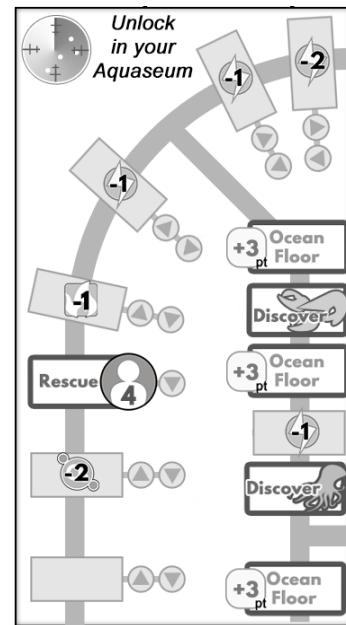


Results	Points
	Did not return
	0 - 44
	45 - 69
	70 - 90
	> 90

BATHYSHERE 5B:

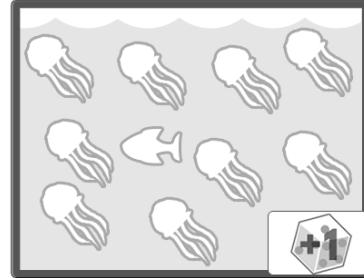
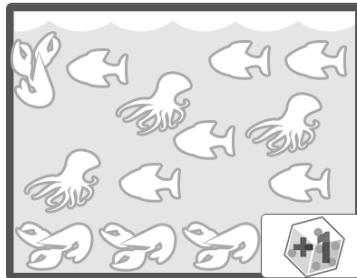
If you happen to have completed the DEEP SCAN tank in the Aquaseum, you have gained the Deep Scan ability. This allows you to use a pre-defined "scanned" area of the map where you have found "a better way." This is done by cutting out a section of the map that will be placed in this document within the map description...and then you may decide to tape it in the appropriate area on the map. As an example, the map section to the right is the Deep Scan area for Bathysphere 5B. Take a look at the upcoming map...if you would rather use this section in the upper left...feel free to cut it out and tape it on and use these pathways and actions instead.

Normally, I'd be a stickler about not letting you use this Scan because there is no way you could've completed the Aquaseum tank yet....but in this case, I will let you do it. But after this....COMPLETE THE TANK FIRST!!



NEW AQUASEUM TANKS!

We have some new tanks for you to cut out and add to your Aquaseum! Including, the ever-popular Jellyfish tank!



Results	Points
	Did not return
	0 - 49
	50 - 74
	75 - 90
	> 90

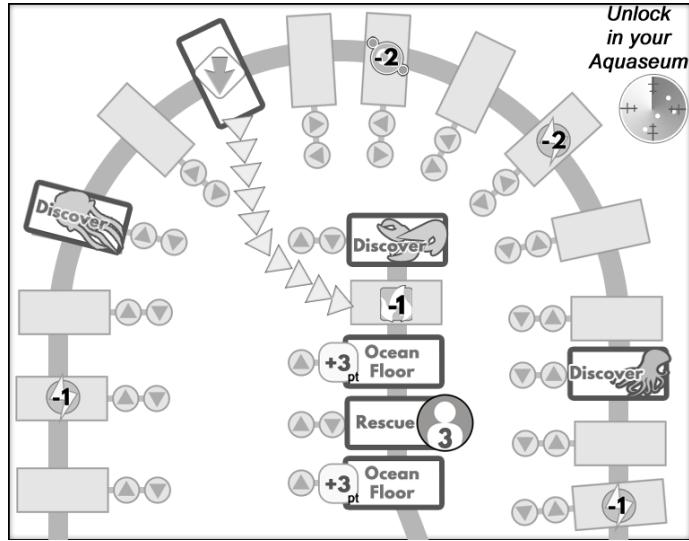
BATHYSHERE 5C:

This map now includes a couple of Jellyfish for you to collect. Gotta catch 'em all!

Also, the divers have brought along a 6th friend who is as foolish as the first five. Gotta rescue 'em all, I guess.

And finally, if you have unlocked your Deep Scan ability, to the lower right is your optional

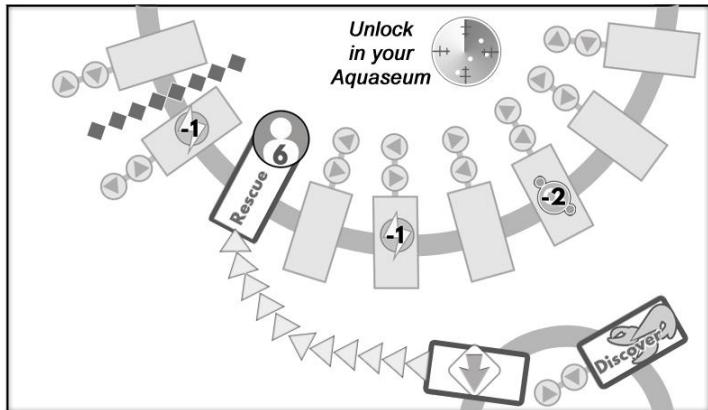
alternative mapping that you can cut out and use on the 5C map, if you so wish. It's a safer route, but doesn't score you as many points as the original route on the map.



Results	Points
	Did not return
	0 - 50
	60 - 75
	76 - 95
	> 95

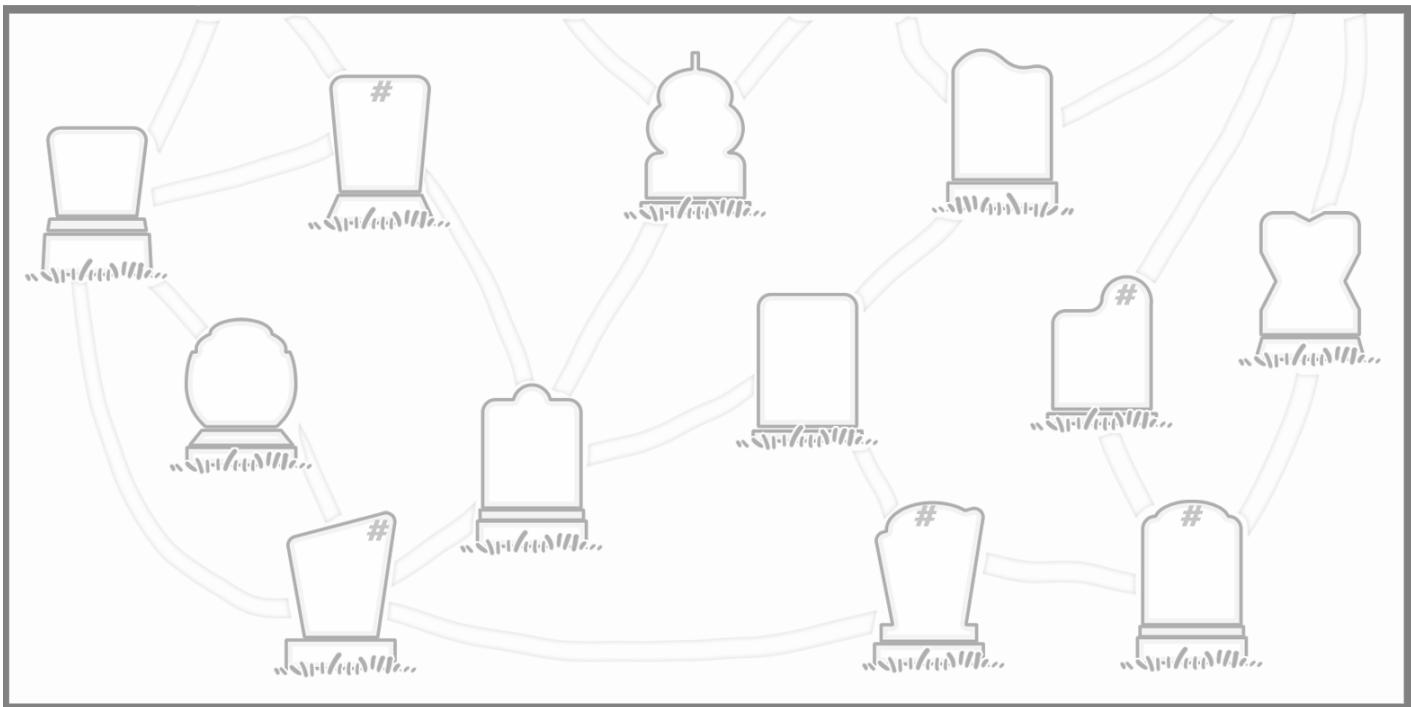
BATHYSHERE 5D:

6 trapped divers and a deep scan. What more could you want?



NEW CEMETERY SECTION:

Well, here it is! This southern cemetery section is just waiting for you to cut out and tape on to your Beachside Bay Cemetery map.

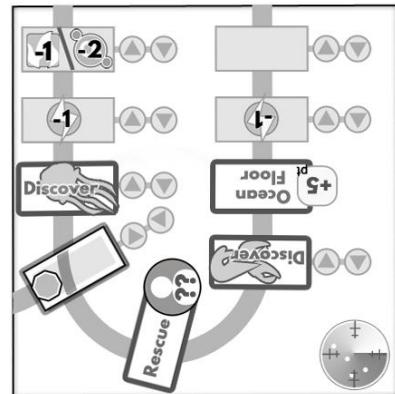


Results	Points
	Did not return
	0 - 49
	50 - 90
	91 - 105
	> 105

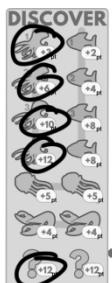
BATHYSHERE 6A:

Once again, if you have unlocked the Deep Scan ability, you can cut out and tape the Deep Scan map to the right and place it on your game map. However, there are three potential locations now! Some of those locations will require you to rotate the Deep Scan to fit, so make sure the pathways line up properly.

Also, this map includes a few new WILDCARD icons. For instance...



When you land on the WILDCARD RESCUE space, you can rescue ANY "still living" diver as you would if the rescue had a number on it. This needs to be done immediately when you land on it. You then need to mark the rescue space that matches the number of the diver that you use the wildcard rescue on (assuming that the Rescue number exists at all on the map).



The Discover track now has some WILDCARD spaces on it. If you happen to collect more of a type of fish that exist on the Discover chart, you can then collect a WILDCARD space.

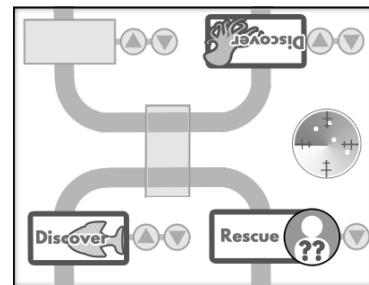
A WILDCARD space can then be used to fill in ANY fish of your choice in any tank on in your Aqauseum.

Results	Points
	Did not return
	0 - 49
	50 - 80
	85 - 99
	> 99

BATHYSHERE 6B:

Multiple Deep Scan possibilities again! Remember to rotate the deep scan to make sure that the paths line up. And remember, you can't use it at all unless you have it unlocked.

Wildcards! It's everything you've ever dreamed of in a bargain basement bathysphere game!



Results	Points
	Did not return
	0 - 79
	80 - 95
	95 - 105
	> 105

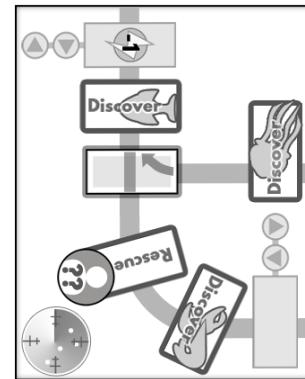
BATHYSHERE 6C:

Clearly, the maps are getting more complicated...and with all of those turnstyle choices, it must be getting easier to navigate, right?

Remember, you can use the Deep Scan image to the right only if you've unlocked it in your Aquaseum.

And don't forget to claim oxygen cannisters from the ocean floor mapping project before you start. It will make your rescue efforts easier.

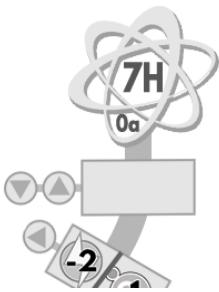
In case you are wondering...you can only mark 2 wild card discoveries. A third wild card discovery gets you nothing. And you can only score a wild card discovery if you've previously maxed out all of a set of discovered creatures.



BATHYSHERE 7 - Finale:

Something amazing has happened! An alien spacecraft began zapping the residents of Beachside Bay with they oddball death rays and other technobabble technology! Thankfully, on the other side of the bay, the family that runs Planet Hustle, and interplanetary delivery service, managed to take them out.

Unluckily, their ship has crash landed into the bay, and their technology has begun leaking into the bay, opening time travel portals.



No one understands how the technology works...only the aliens themselves can stop it. So it's up to you to go down, and capture the scattered aliens (they can breathe underwater) and coerce them to closing the portals for ever.

Portals:

The protals on map 7 have an indicator of what previous map that the protal connects to in the lower left corner...that previously played map will have a matching portal symbol on it. Matching portal spaces are treated as a single space: if you are on a portal on one page, then you are on the portal space of the other. In other words, it does not cost you a movement point to move from page to page.

You do not cross off a portal when stopping on it, and there is no action to take when passing through a portal. Any movement remaining from one page is carried over to the next page. Passing through a portal is considered to be moving in one direction (you can not turn around in mid-move through a portal).

Other rules of note:

When playing the map, the only Target Spaces that count are the Capture Alien spaces on map 7, so things like Ocean Floors, Rescues, and Discoveries that you may land on on previously played pages are trteated as empty spaces. Grey Action Spaces, Turnstyles, and previously marked spaces on maps that you are revisiting are ttreated as normal, as if they were on this currently played map. So, if you stop on a marked space from a previously played game on an earlier map, you makr one stress as normal.

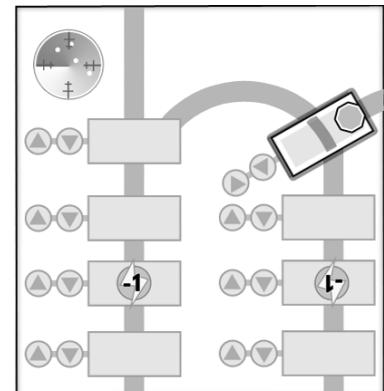
As a bonus, the Planet Hustle crew has upgraded your Bathysphere a bikt, so now you naturally start with 7 dice, instead of the usual five.

To Win The Game:

When you land on a Capture Alien space, you MAY completely mark off a portal on Map 7. YOU WIN THE GAME WHEN ALL PORTALS HAVE BEEN MARKED OFF. You especially win the game if you can also return to the surface after doing so.

However, once a portal has been marked off, you can no longer use it to travel between pages, which may result in you being trapped in a section of the map. So, interrogate those aliens wisely.

And finally, if you have the Deep Scan ability, here is your Deep Scan piece.



BATHYSPHERE ZA (The Great Bunny Scout Rescue):

A competitor, Ms. Samantha's Sensational Submersibles, has taken the local Bunny Scout trip for an underwater adventure, only to have her submersible explode, scattering Bunny Scouts throughout the depths of Deadman's Corner. It's up to you to rescue as many Bunny Scouts as you can.

Note that there two Bunny Scouts associated with every Oxygen bubble. Making each mark of an Oxygen bubble doubly dangerous. Again, if you rescue a Bunny Scout, circle it...that way you know she's been rescued and you don't have to mark that Scout away to the great beyond if you mark the Oxygen bubble that's attached to that scout

Scoring Bunny Scouts is strange, since they are each named by a different playing card. At the end of the game, if you've returned, you can arrange your saved Bunny Scouts into hands of cards like poker hands (each Bunny Scout can only be used in a single hand). You score your hands based on the following table.

Cards in Hand	Hand Type	Score
2	One Pair	1
4	Two Pair	3
3	Three of a Kind	6
5	Straight	10
5	Flush	15
5	Full House (one pair, one three of a kind)	20
4	Four of a Kind	25
5	Straight Flush	40
5	Royal Flush	80

BATHYSHERE ZB (Microbiology at its Finest):

It turns out that that the corrupt mayor of Beachside Bay, Mayor Artemis Wyrm, has been infected with a terrible virus that will kill him eventually. So, he's funneled some of the Community Service Funds over to Beachside University to develop a shrink ray.

And boy! Did the University deliver.

Mayor Wyrm has threatened to shut you down if you don't undergo the shrink ray process, and use your micro-sized bathysphere to eliminate the viruses that are affecting his body.

Enter at his mouth, and stop on as many Virus spaces as you can, which marks them off forever. Feel free to return through his mouth...or through the "other exit". Ewwwww.

Based on how many viruses remaining in his system after you exit...the chart below describes what happens to the Mayor.

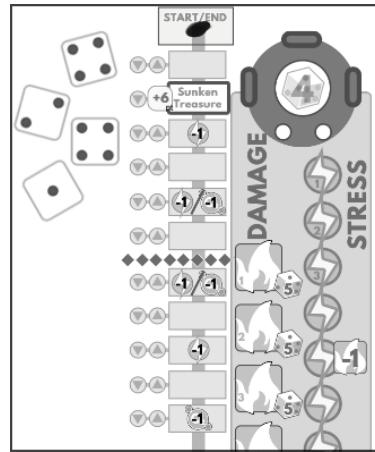
Viruses Remaining	Mayor Wyrm's prognosis...
0	He repents his past evil ways, fully recovers, and becomes a fine upstanding leader in the community for the next 50 years. They rename the town after you.
1 - 3	He repents his past evil ways, mostly recovers, and becomes a fine upstanding leader in the community for the next 15 years.
4 - 14	He senses that you did not complete your mission...you have made an enemy of the Mayor and he takes it out on the rest of town for the next 3 years of his life.
15 - 30	He dies, suffering and in pain, but at least he goes quickly in a week.
You Do Not Return	He dies quickly as the Bathysphere returns to normal size after a few days, expanding quickly, and exploding his body.

THE TUTORIAL:

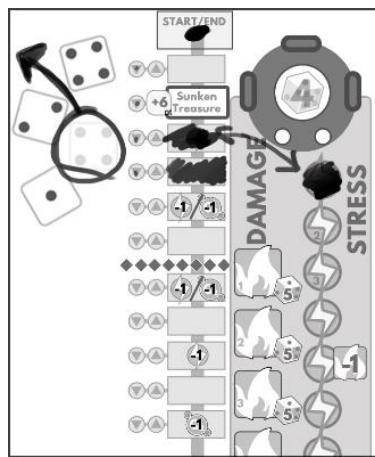
This will provide you with the first few moves of a really bad player doing sub-optimal things. On the other hand, it is a good example of how moving and marking works, so there's that.

A) To start the game, Bad Luck Chuck rolls his dice into the dice pool, resulting in a 4,4,2, and 1. If you notice on the map to the left, there's a white space labelled Sunken Treasure that is worth 6 points! I admit, there is no Sunken Treasure in the actual game where you are going...but it's good enough for the example.

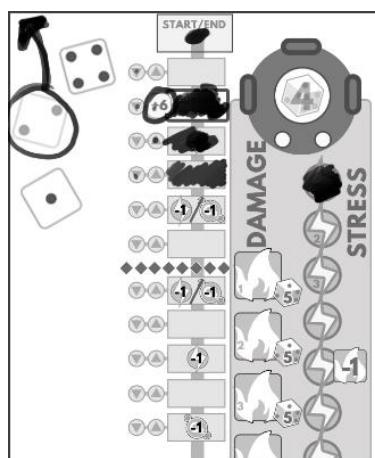
Anyway, you don't need to mark the Start/End space, but Chuck has marked it with a dot as a reminder.



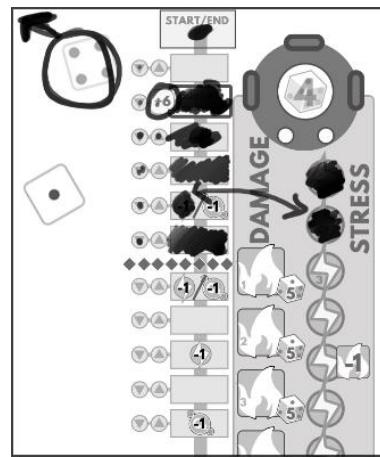
Chuck pulls a 4 out of the pool, enabling him to move 4 spaces down the track. He lands on a blank space and marks it. Now, if there are any grey action spaces that he has passed over with unmarked actions, he needs to perform those. He passed over the -1 Stress space (space number 3). He marks that space, and marks the first Stress on his Stress meter.



Chuck now pulls a 2 from his dice pool, and moves back up the map, landing on the Treasure Space. He marks it to indicate that he has landed on it, and circles the point value...all circled point values will be added up at the end of the game.



Chuck pulls the other 4 from the dice pool, and moves down the track 4 spaces, landing on another blank. He passes a space with a choice...take a -1 Stress or take a -1 Oxygen. He wisely(?) takes the Stress. If he passes this space again, he will be forced to take the -1 Oxygen.



Finally, Chuck pulls the 1 from the dice pool, his remaining die. He moves downward one space, marking off the entire option space without penalty for landing on it. However, Chuck did cross the Depth Zone marker. He only moved one space beyond it when he “jumped over it” so he only takes -1 Stress.

At this point, Chuck has no dice in his pool. He will be forced to take -1 Oxygen to re-roll all of his dice back into the pool for a new set of numbers.

Note that Chuck REALLY wound up marking a lot spaces! When Chuck decides to return to the surface, not only will he have to deal with the Depth Zone again, but if he lands on ANY space that has been previously marked by him, it will cost -1 Stress.

