

## 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:

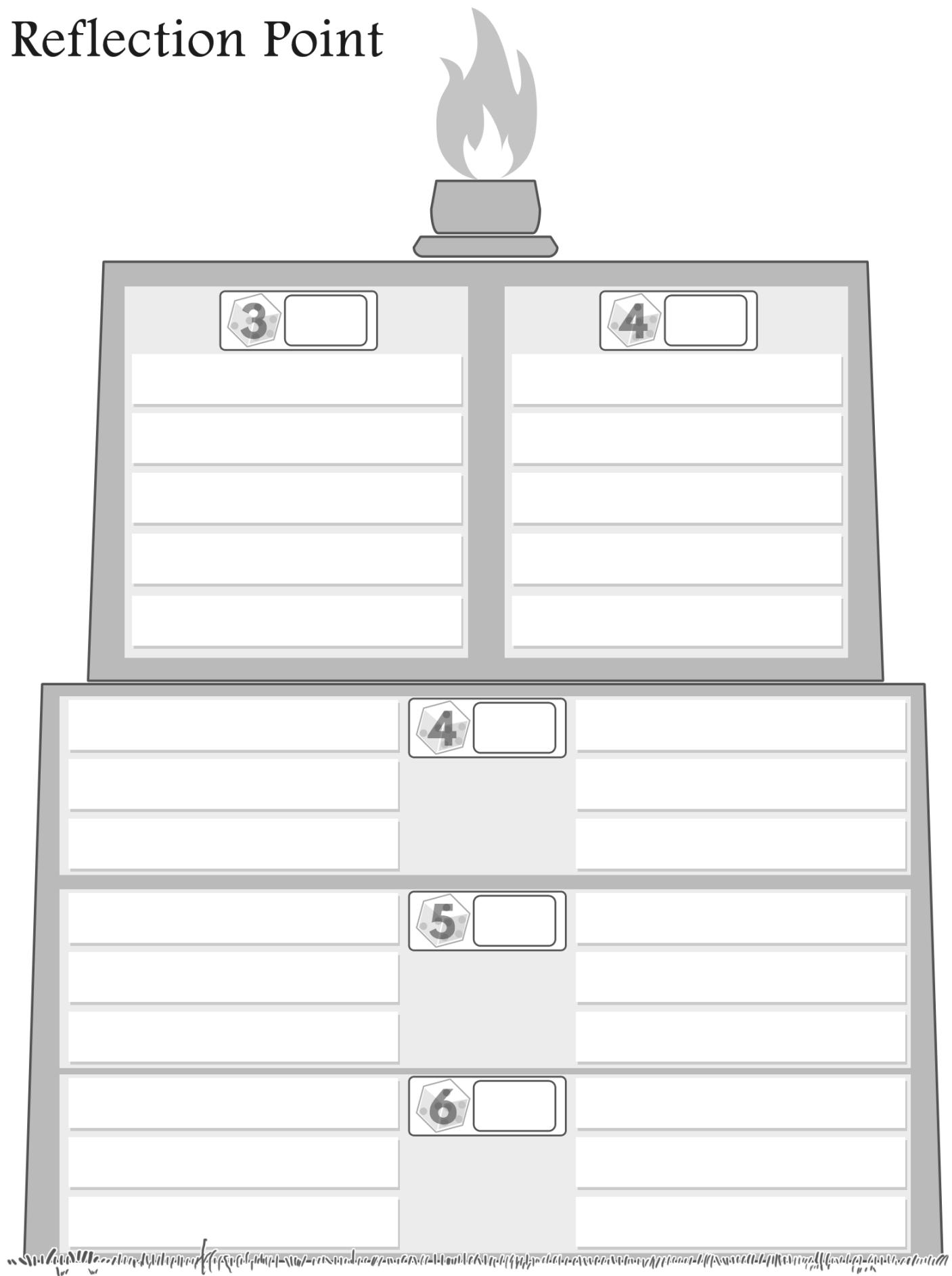
Before you start a new game, add up all of the Bad Reputation you have gained on Reflection Point. At the end of any game you play from now on, you will need to subtract your reputation from your total score.

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

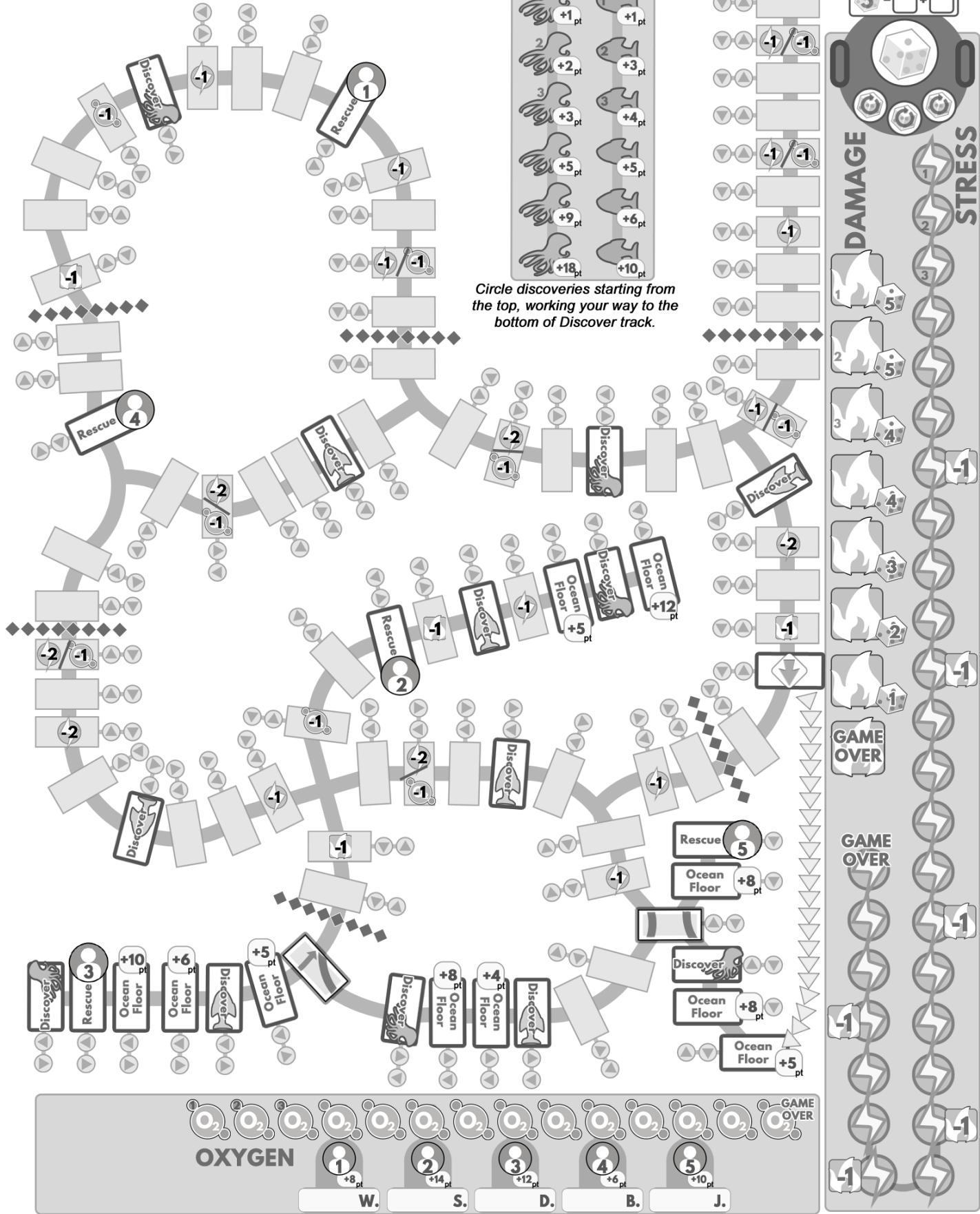
## BATHYSHERE 4A:

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

# Reflection Point



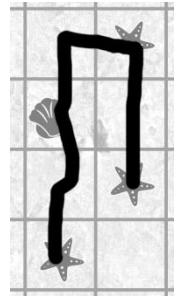
**BATHYSHERE 4D**  
by Scott Slomiany :: doho123@gmail.com



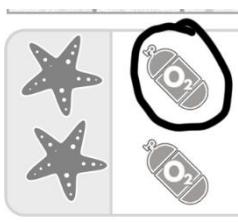
## OCEAN FLOOR MAPPING PROJECT:

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.

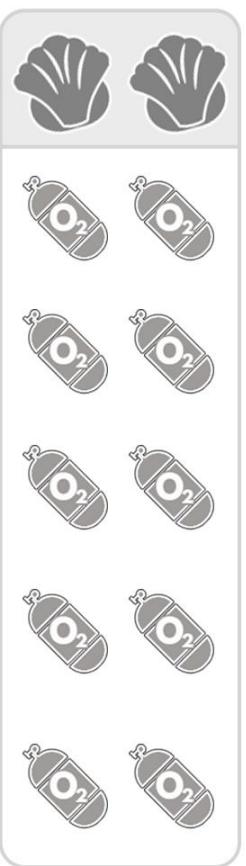
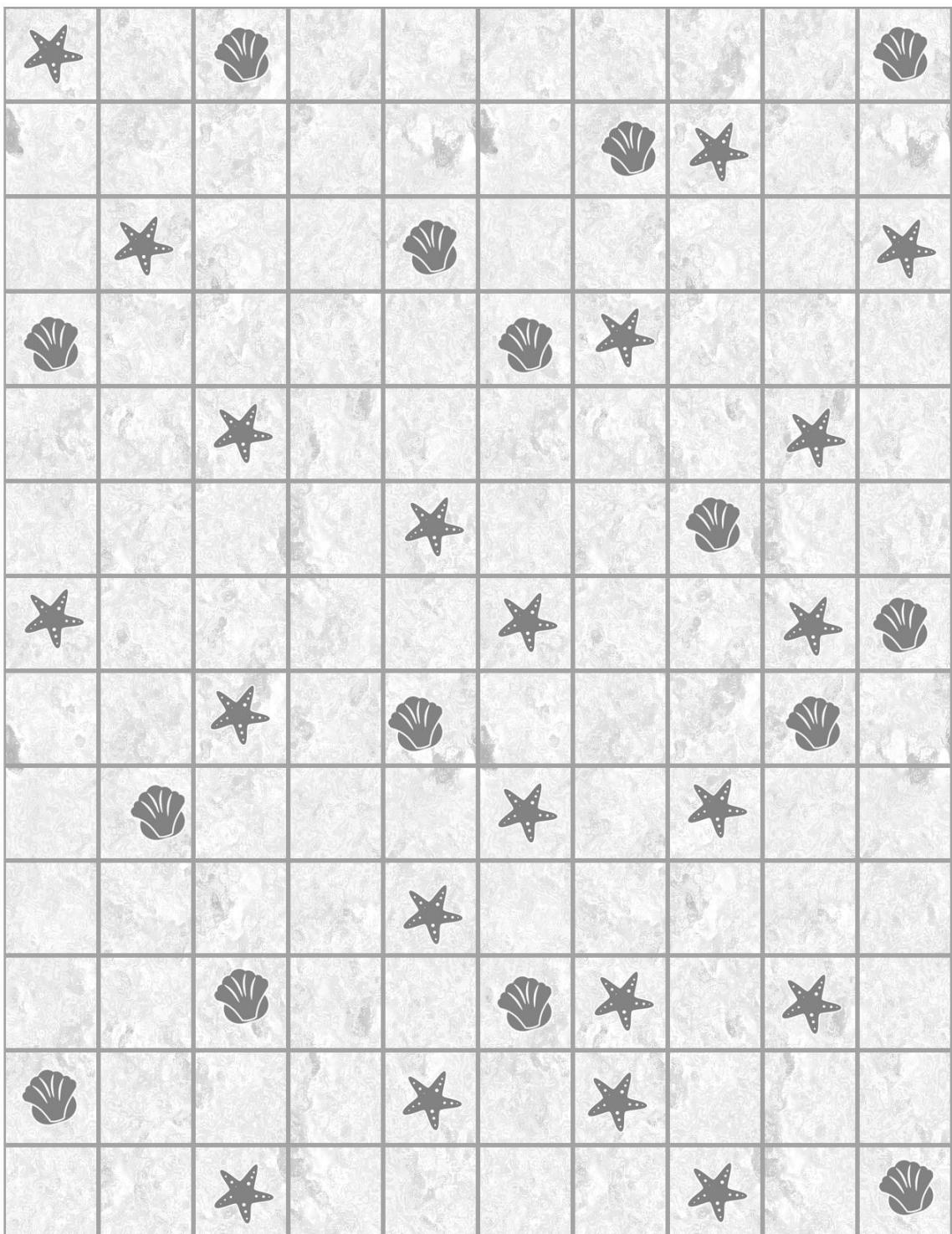
Burying the people you couldn’t bother to rescue.

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

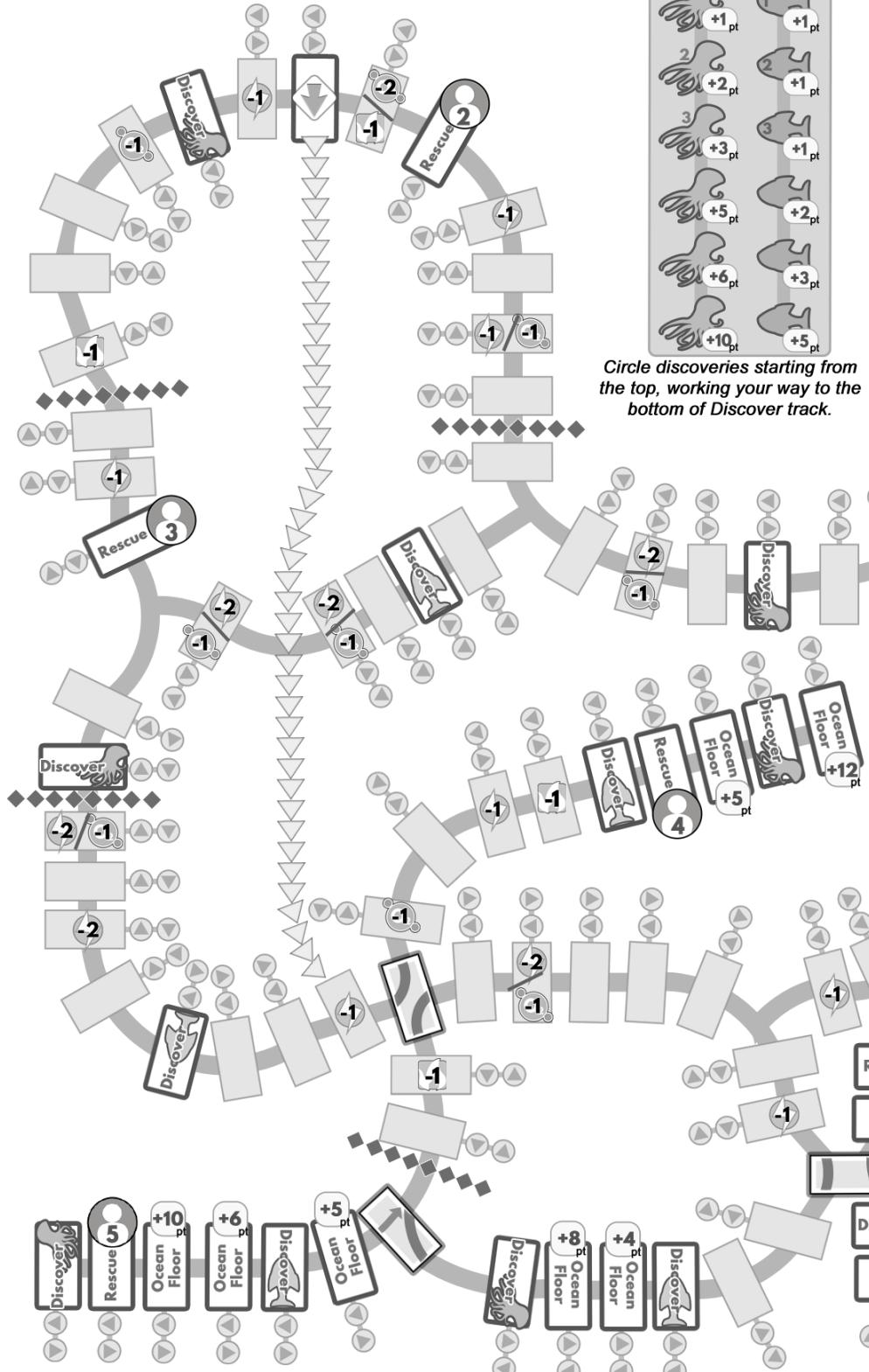
Applying any negative things at the start of your next game ( Sabotage, Bad Reputation ).

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

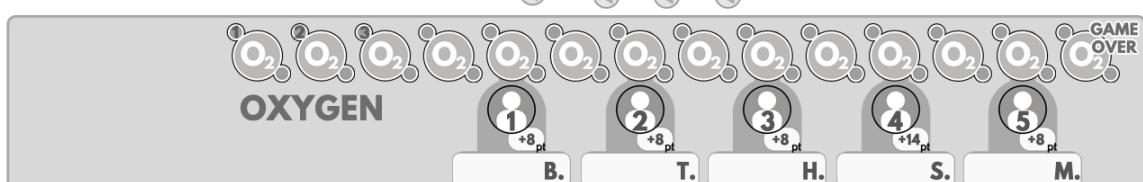
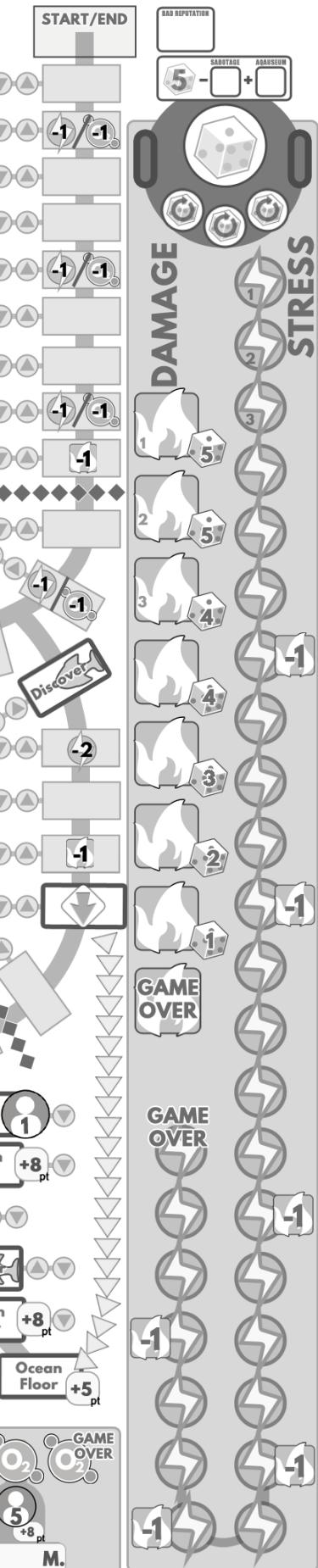
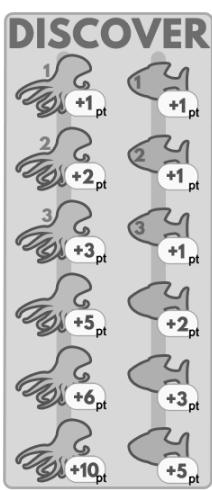
# OCEAN FLOOR MAPPING PROJECT #Aqz555



**BATHYSHERE 4D**  
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Circle discoveries starting from the top, working your way to the bottom of Discover track.



## A STRANGE NEW SEA CREATURE HAS BEEN DISCOVERED!

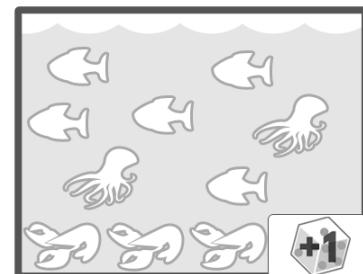
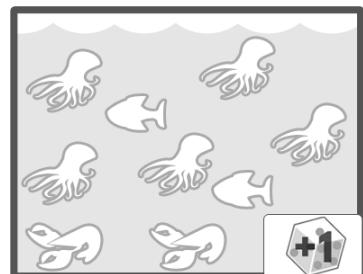
Why, you've found a new sea creature. The rare and elusive shrimp and lobster hybrid known only as the SHRIMPSTER (because LOBSTRIMP sounds silly).

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
	<b>Did not return</b>
	<b>0 - 49</b>
	<b>50 - 84</b>
	<b>85 - 100</b>
	<b>&gt; 100</b>

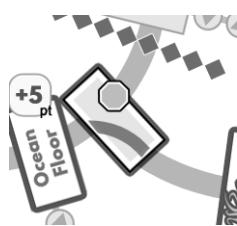
### BATHYSHERE 4C:

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
	<b>Did not return</b>
	<b>0 - 49</b>
	<b>50 - 85</b>
	<b>86 - 100</b>
	<b>&gt; 100</b>

### BATHYSHERE 4D:

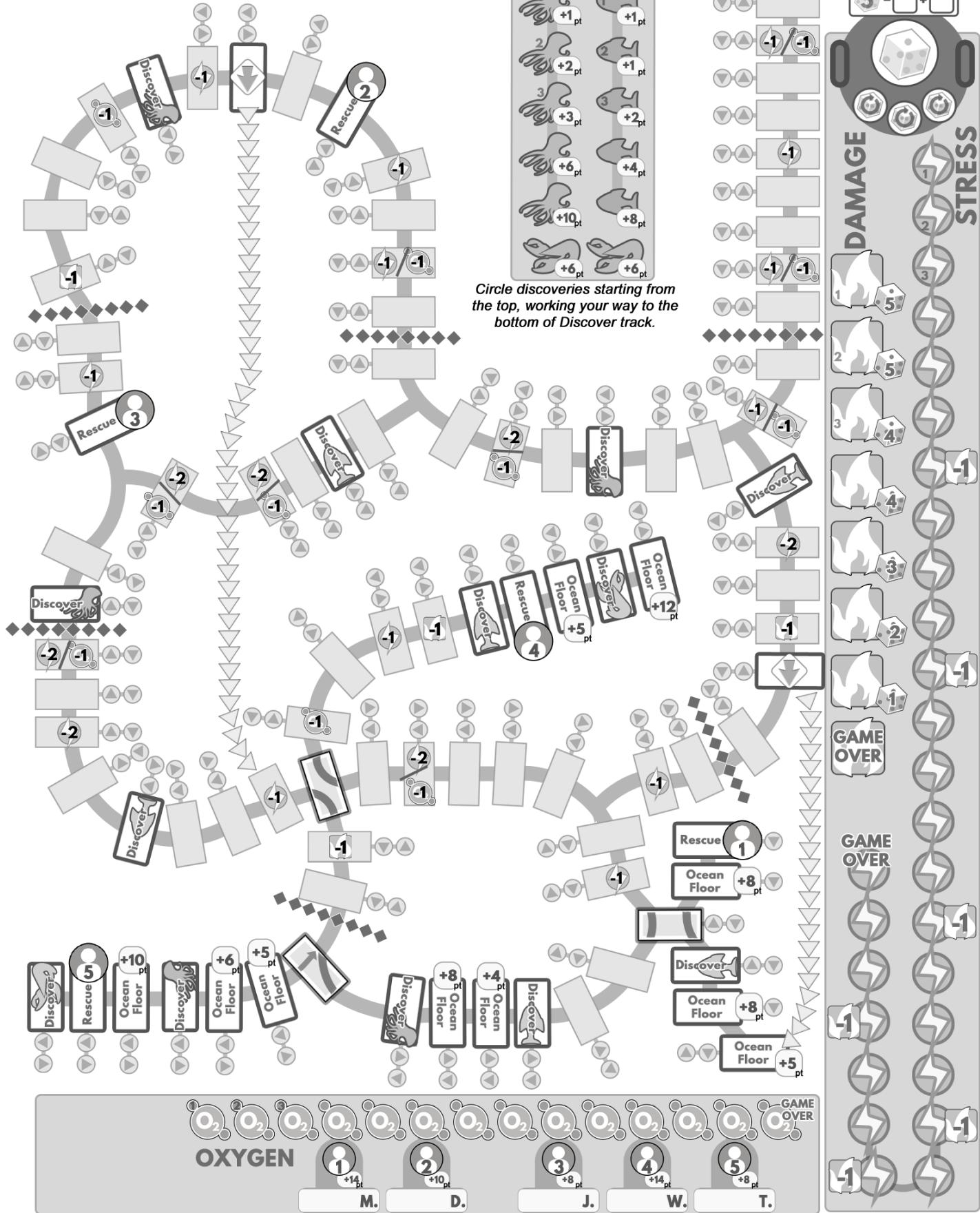


This map includes a new variant on the turnstyle space. One path leading into this space has little stop sign on it. If you move on to this space from that direction (in this case, coming in from the top), it should be treated as a dead end: you must stop when you land on this space from that direction,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

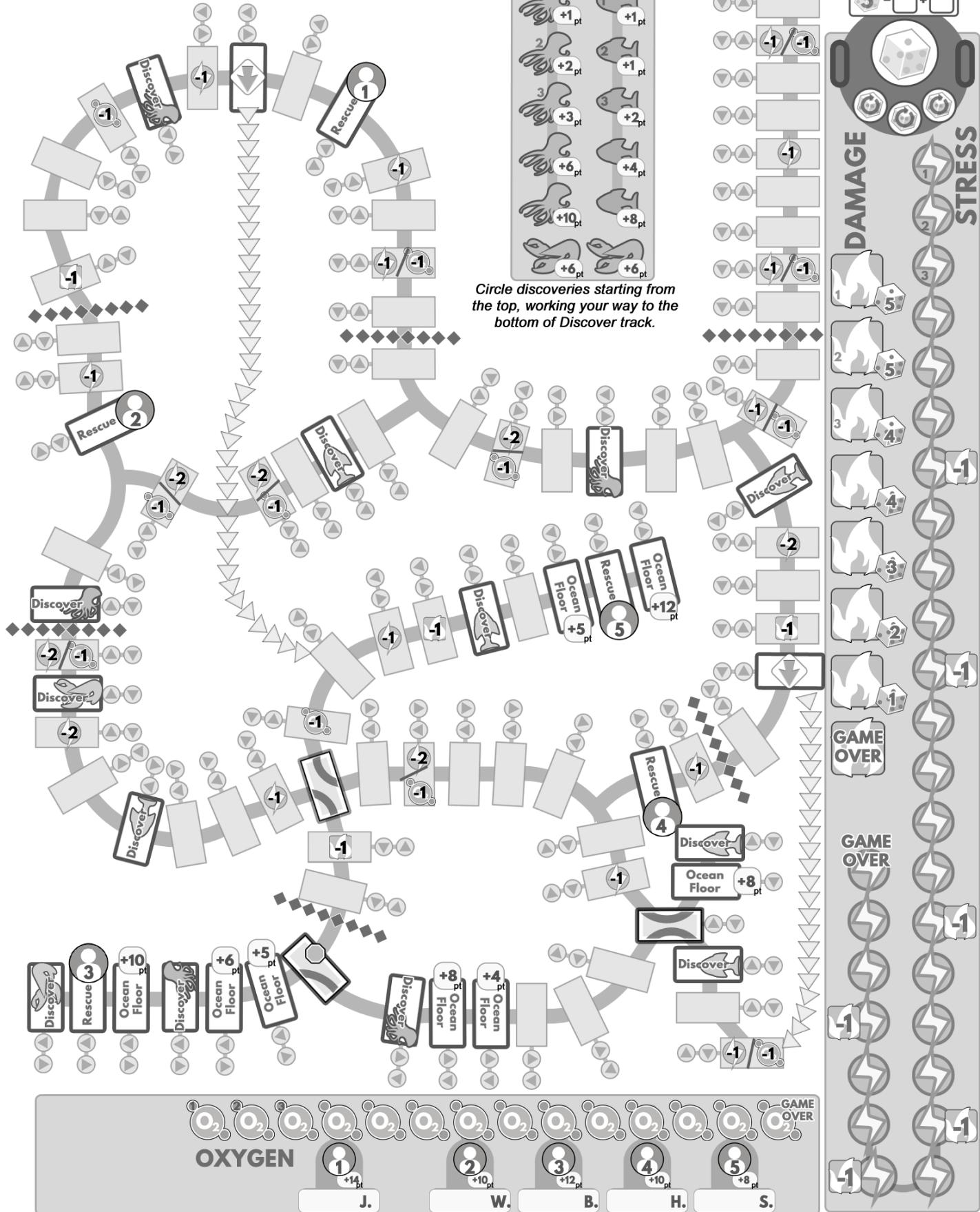
Of course, once you've stopped on that space (coming from any direction), you can mark off that space as normal, and then move in any direction off that space on your next turn, just like a normal turnstyle space.

**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.

**BATHYSHERE 4C**  
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**BATHYSHERE 4d**  
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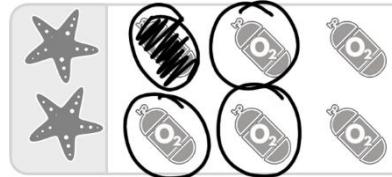
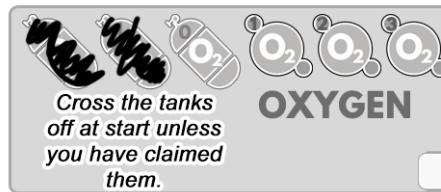
Results	Points
	<b>Did not return</b>
	<b>0 - 50</b>
	<b>51 - 70</b>
	<b>71 - 90</b>
	<b>&gt; 90</b>

#### BATHYSHERE 4E:

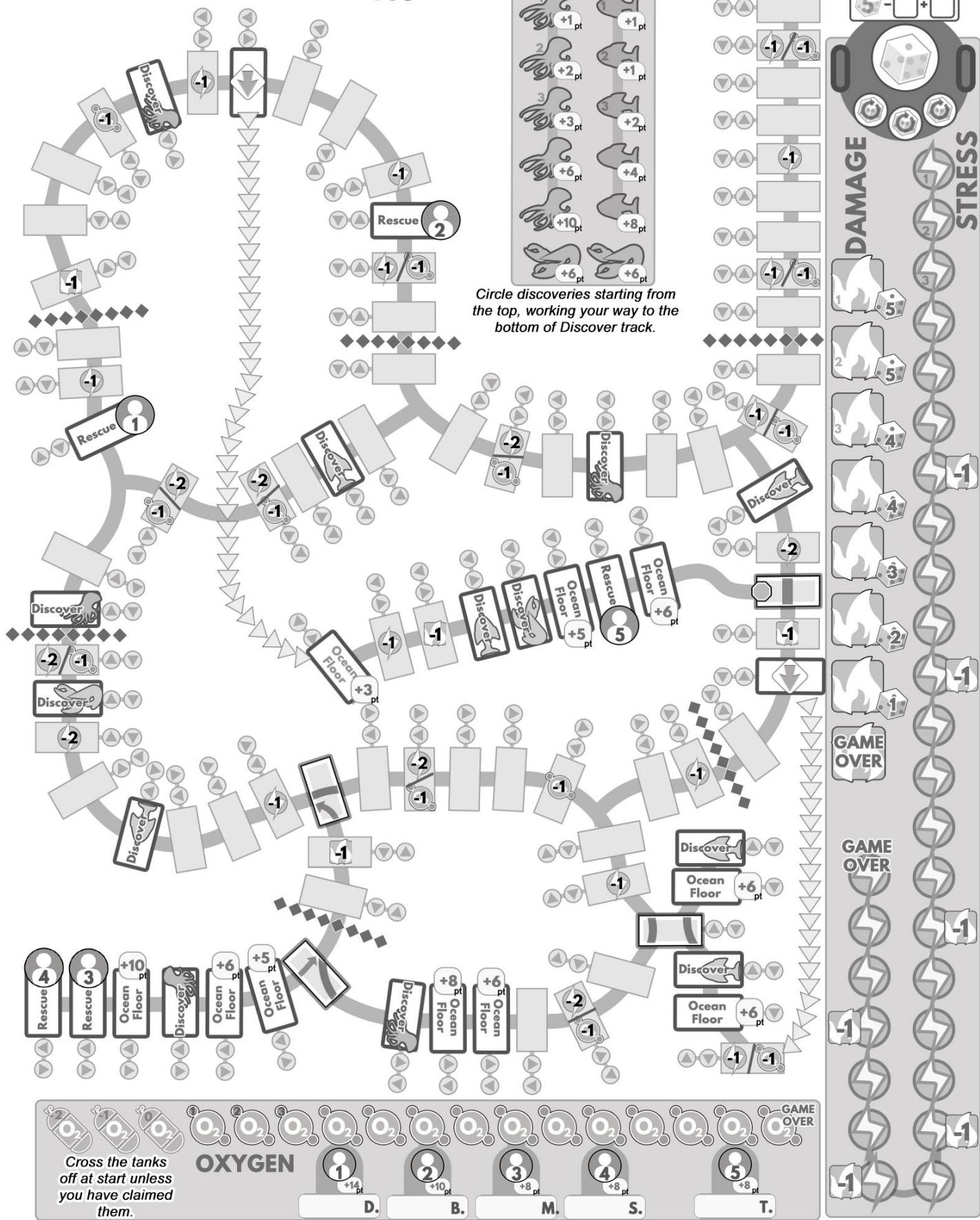
Your bathysphere has been upgraded again. Now you can use those valuable oxygen canisters that you earn from the mapping project to increase your oxygen load!

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!



**BATHYSHERE 4e**  
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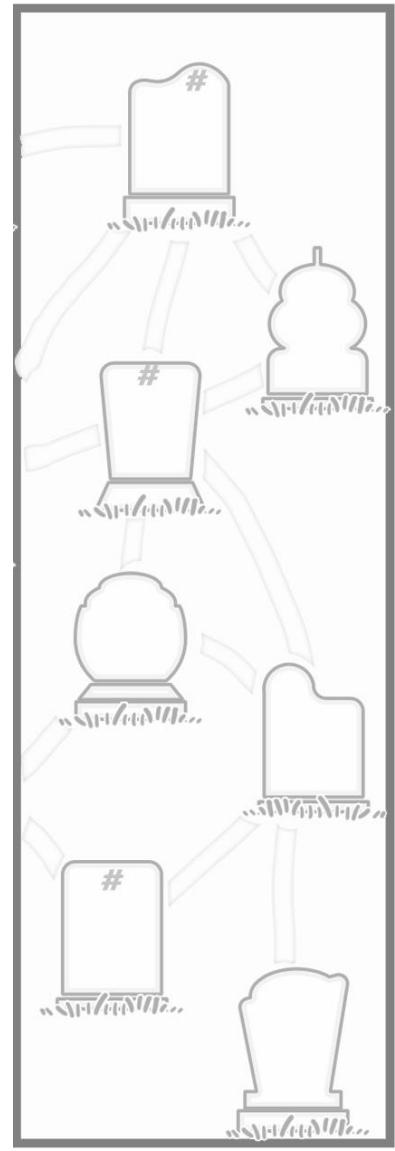
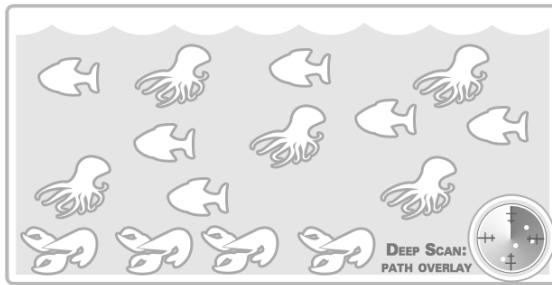
## CEMETERY EXPANSION:

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.

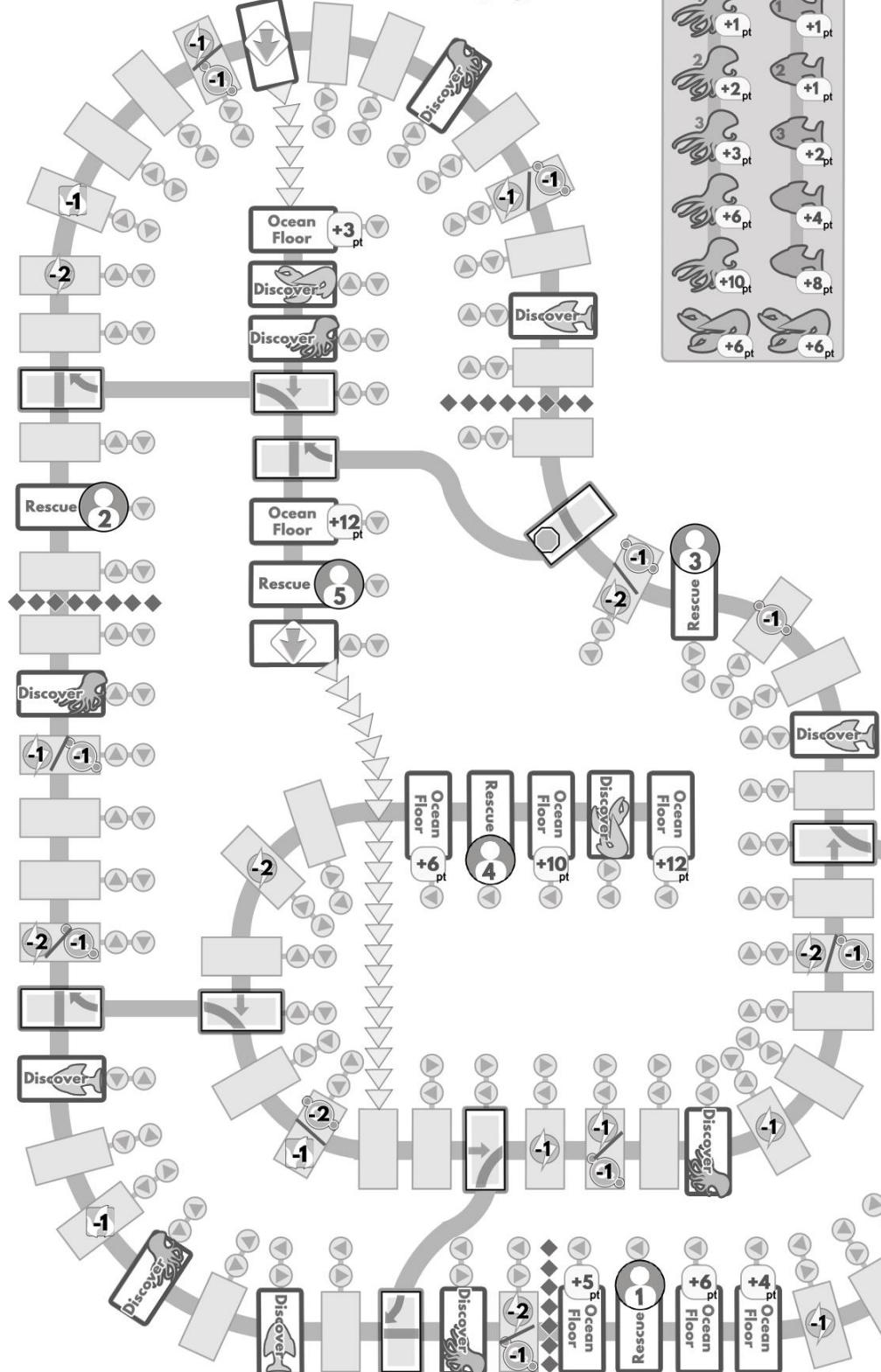


Results	Points
	Did not return
	0 - 60
	61 - 90
	91 - 105
	> 105

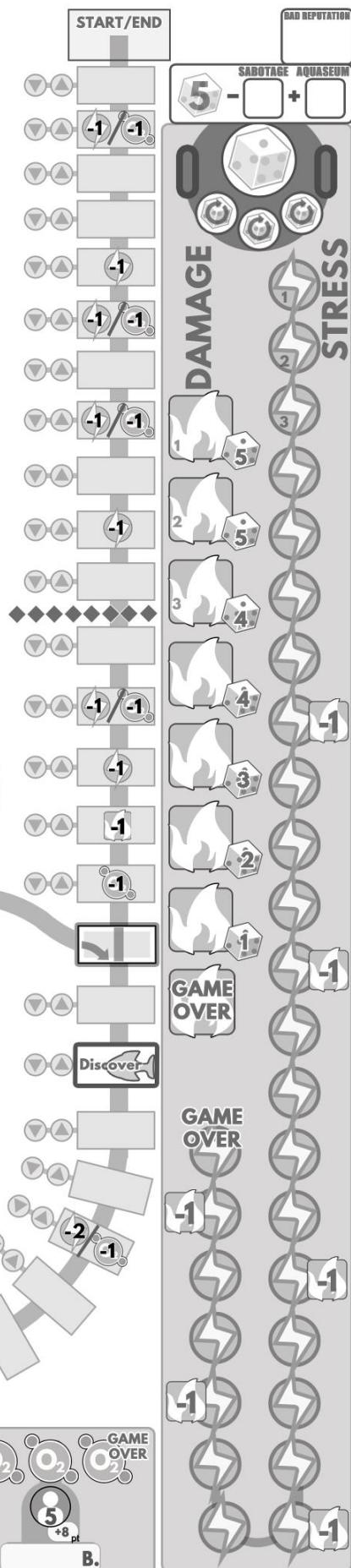
## BATHYSHERE 5A:

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

BARGAIN BASEMENT  
**BATHYSHERE 5a**  
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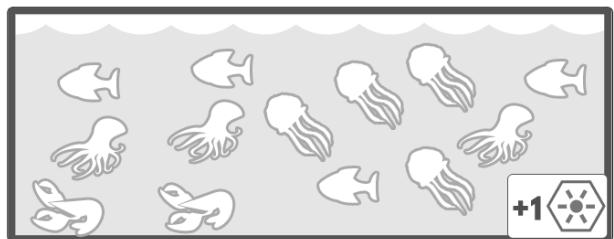
DISCOVER	
	+1 pt
	+1 pt
	+2 pt
	+1 pt
	+3 pt
	+2 pt
	+6 pt
	+4 pt
	+10 pt
	+8 pt
	+6 pt
	+6 pt



## 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! ).

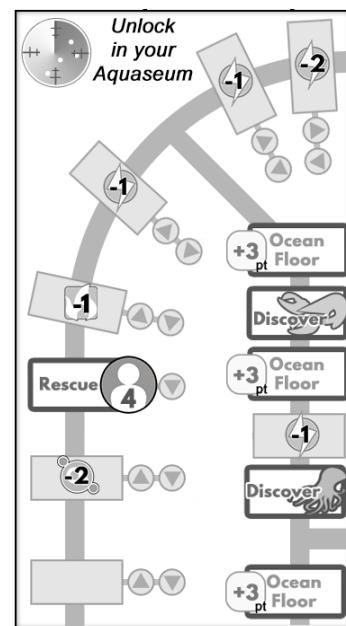


Results	Points
	Did not return
	0 - 44
	45 - 69
	70 - 90
	> 90

### BATHYSHERE 5B:

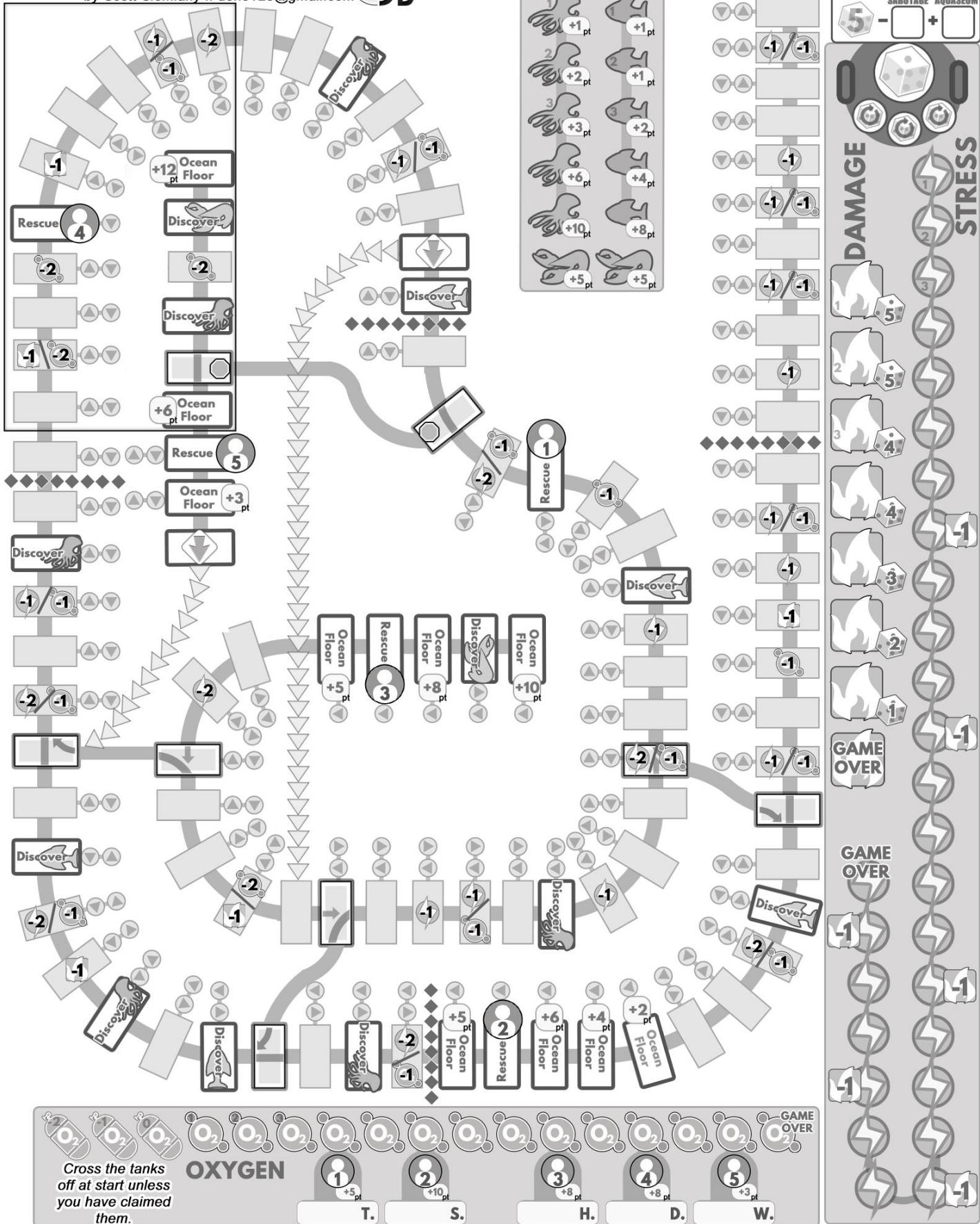
If you happen to have completed the DEEP SCAN tank in the Aquaseum, you have gained the Deep Scan ability. This allows you to use a pre-defined "scanned" area of the map where you have found "a better way." This is done by cutting out a section of the map that will be placed in this document within the 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!!



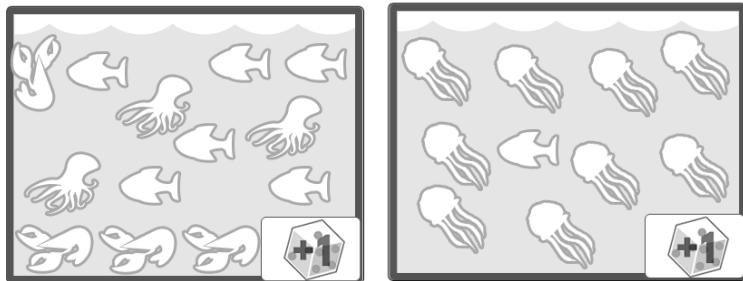
# BATHYSHERE 5b

by Scott Slomiany :: doho123@gmail.com



## 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

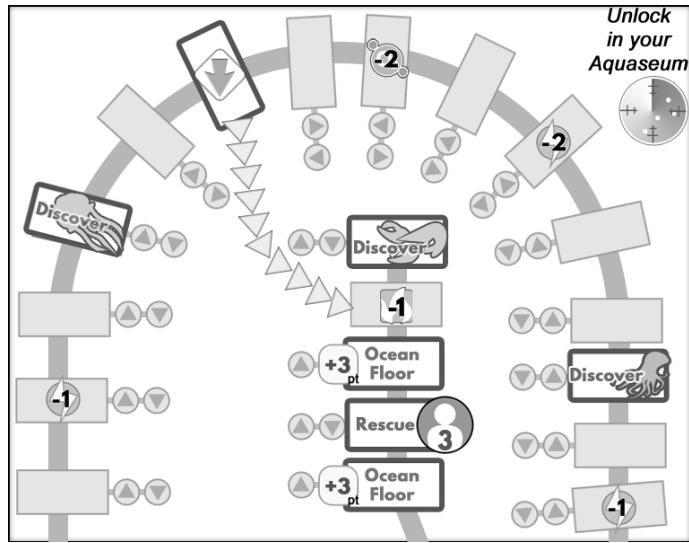
### BATHYSHERE 5C:

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

Also, the divers have brought along a 6<sup>th</sup> 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

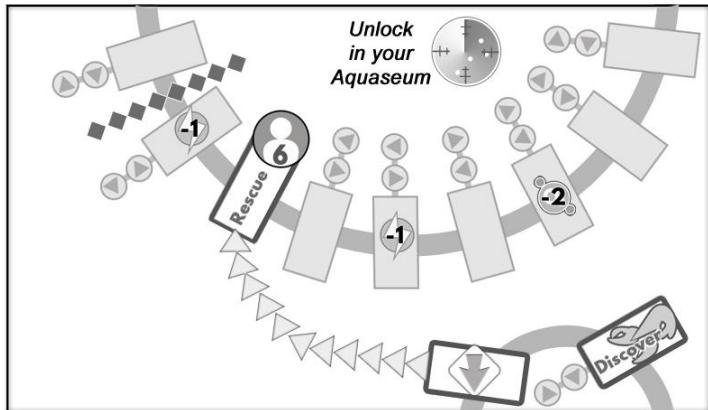
alternative mapping that you can cut out and use on the 5C map, if you so wish. It's a safer route, but doesn't score you as many points as the original route on the map.



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

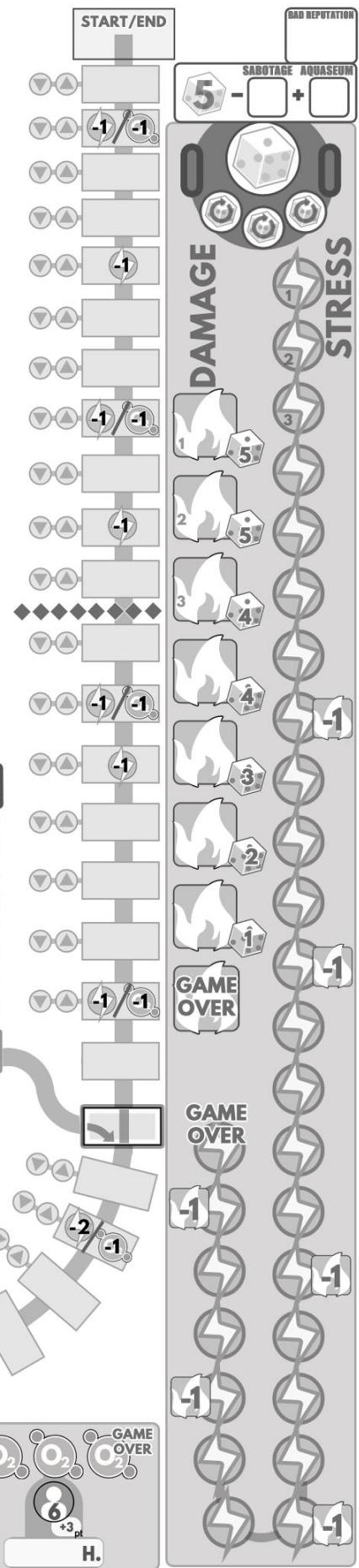
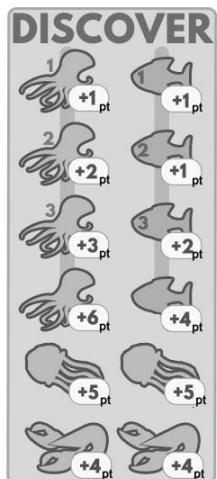
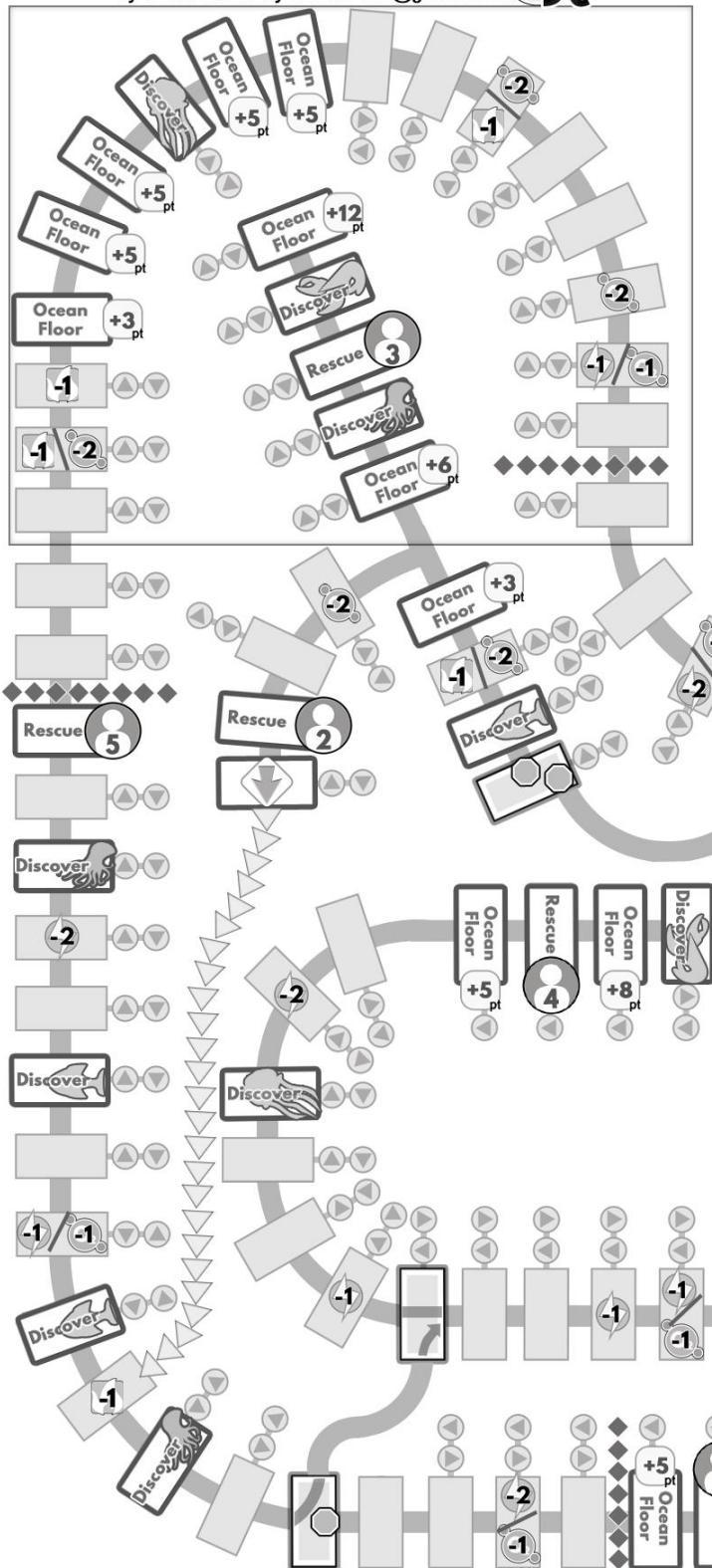
### BATHYSHERE 5D:

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



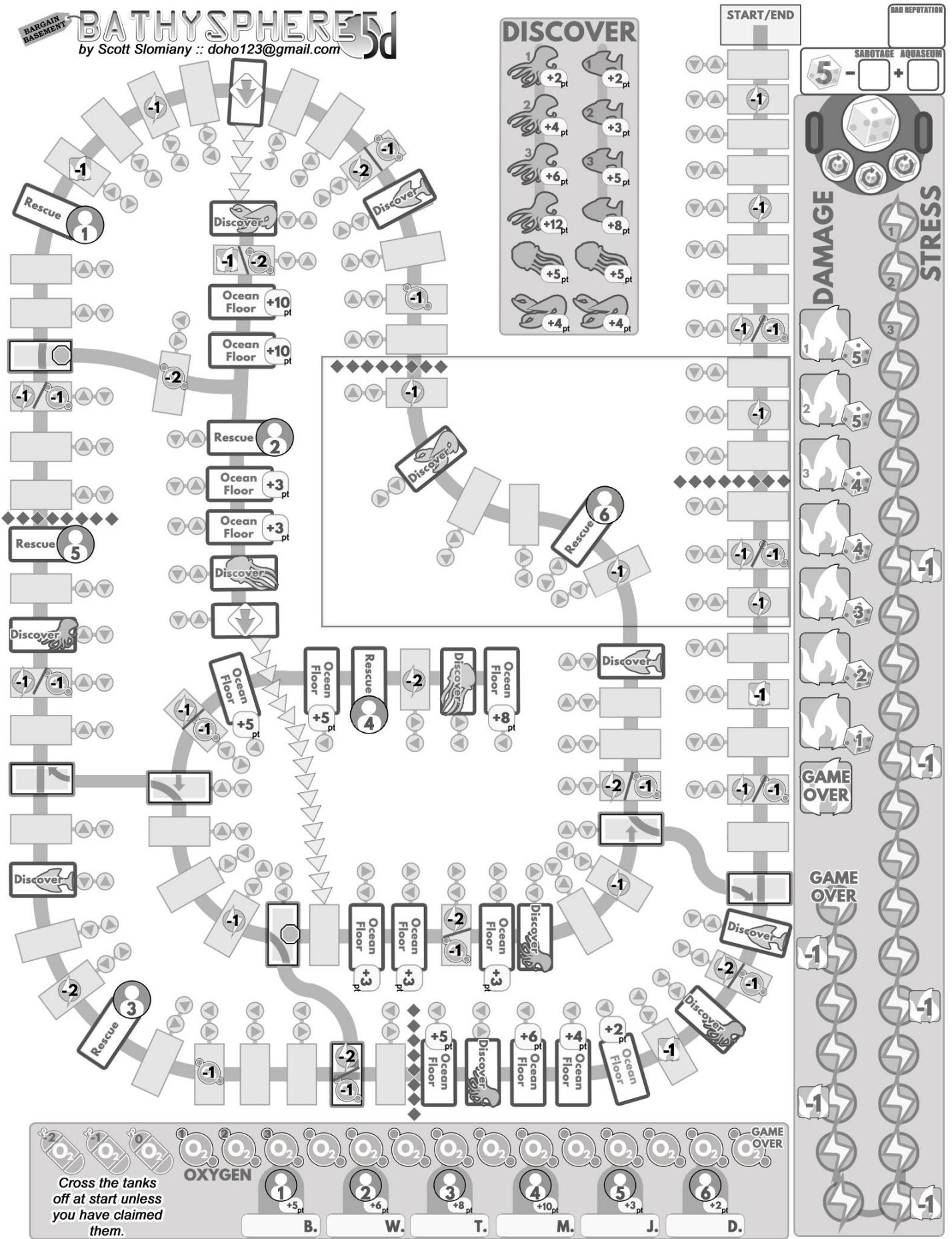
**BARGAIN  
BASEMENT** **BATHYSHERE** 50  
by Scott Slomiany :: doho123@gmail.com

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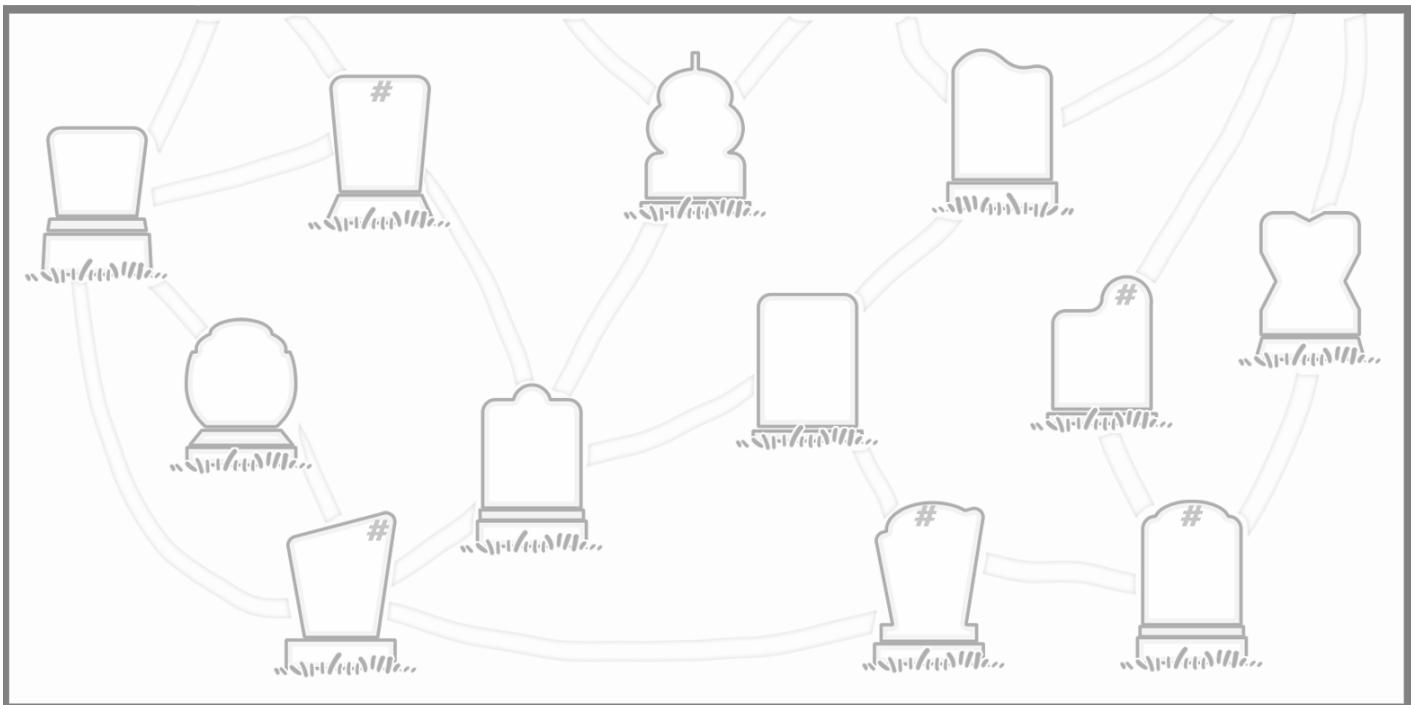
**Cross the tanks off at start unless you have claimed them.**

**W.**      **M.**      **S.**      **J.**      **B.**      **H.**



## 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.

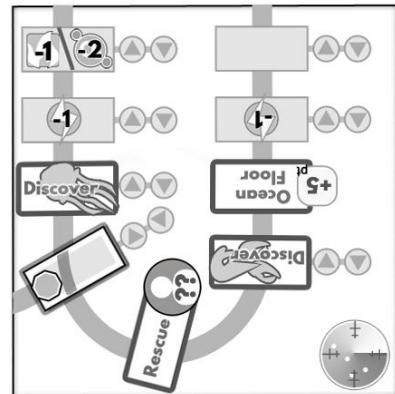


Results	Points
	<b>Did not return</b>
	<b>0 - 49</b>
	<b>50 - 90</b>
	<b>91 - 105</b>
	<b>&gt; 105</b>

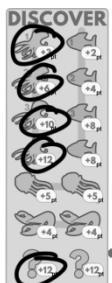
### BATHYSHERE 6A:

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.

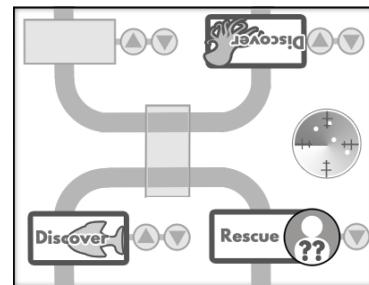
A WILDCARD space can then be used to fill in ANY fish of your choice in any tank on in your Aqauseum.

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

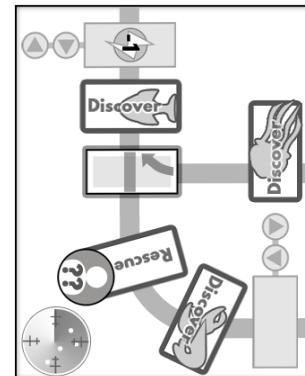
### BATHYSHERE 6C:

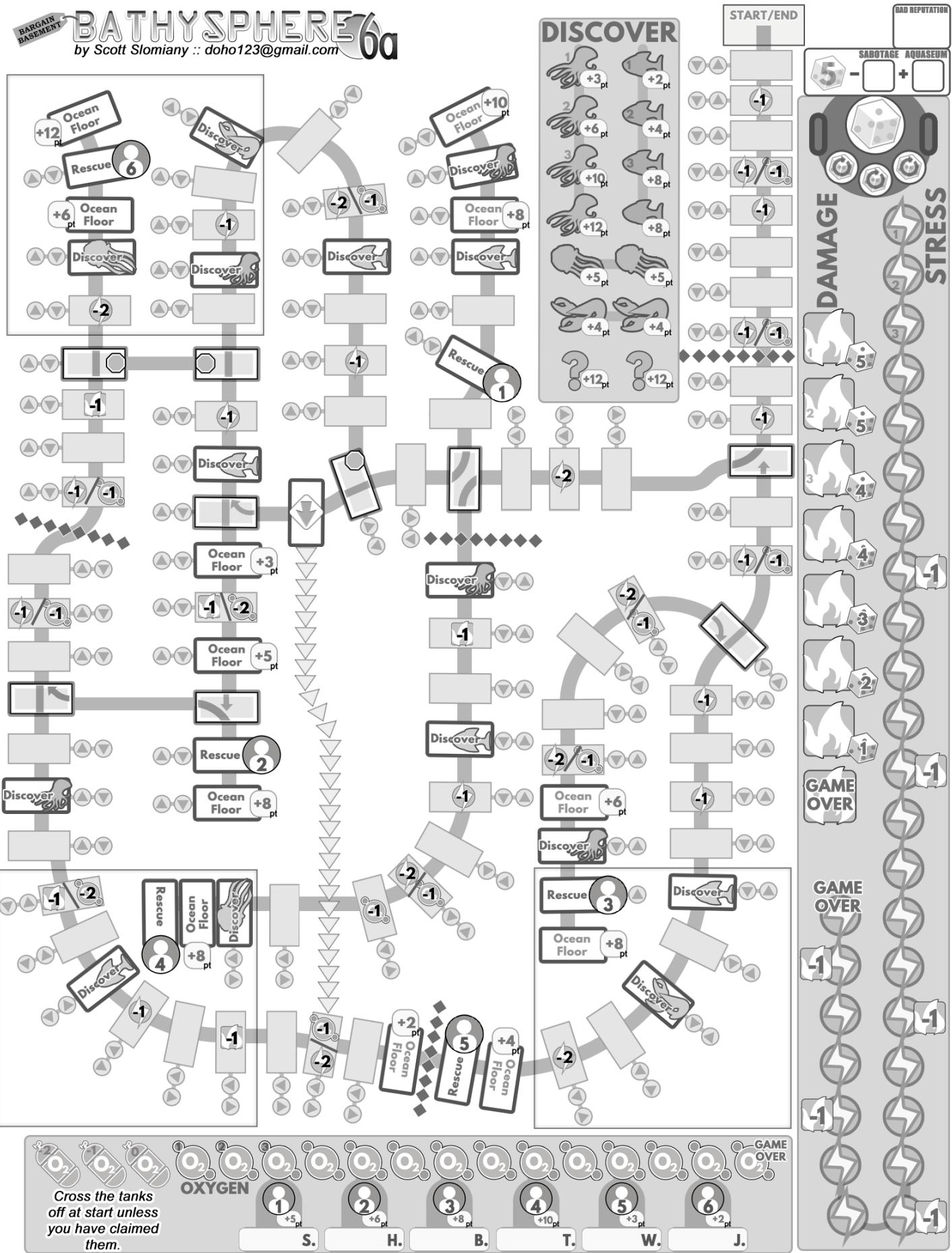
Clearly, the maps are getting more complicated...and with all of those turnstyle choices, it must be getting easier to navigate, right?

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

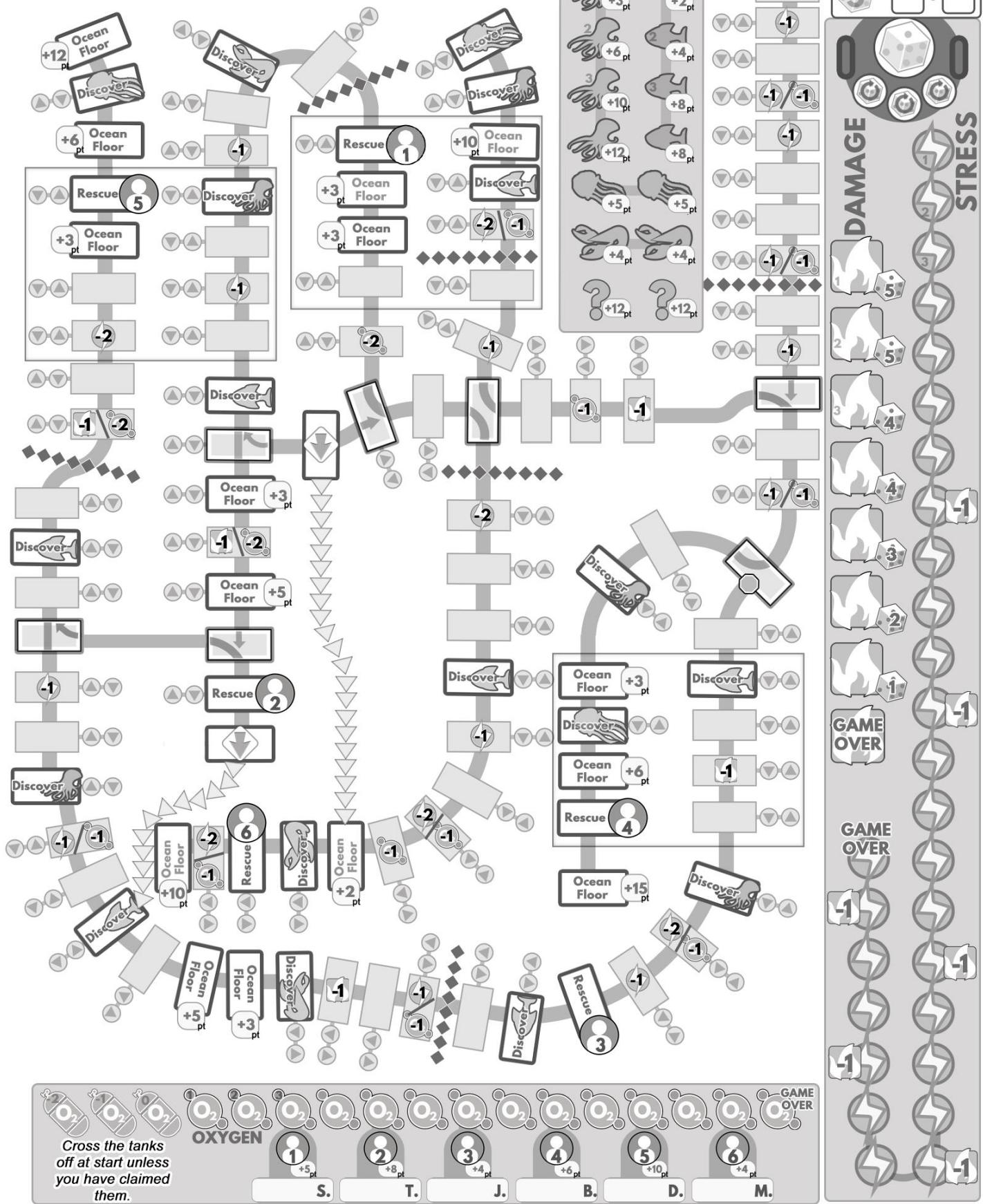
And don't forget to claim oxygen cannisters from the ocean floor mapping project before you start. It will make your rescue efforts easier.

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.

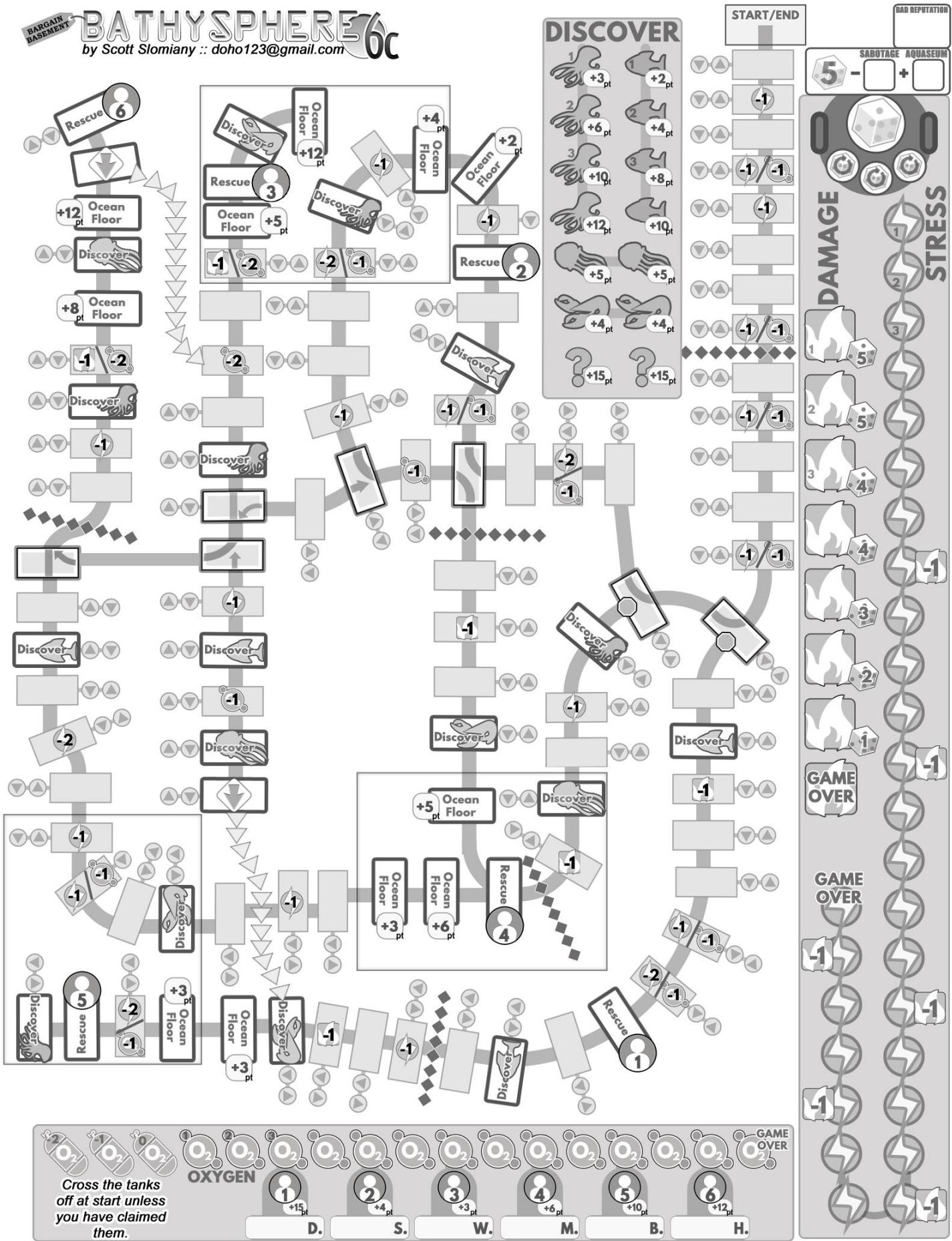




BARGAIN BASEMENT **BATHYSHERE 6b**  
by Scott Slomiany :: doho123@gmail.com



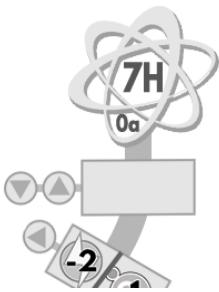
**BATHYSHERE 6C**  
by Scott Slomiany :: doho123@gmail.com



## 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.

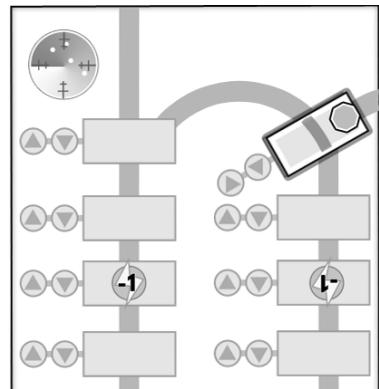
As a bonus, the Planet Hustle crew has upgraded your Bathysphere a bikt, so now you naturally start with 7 dice, instead of the usual five.

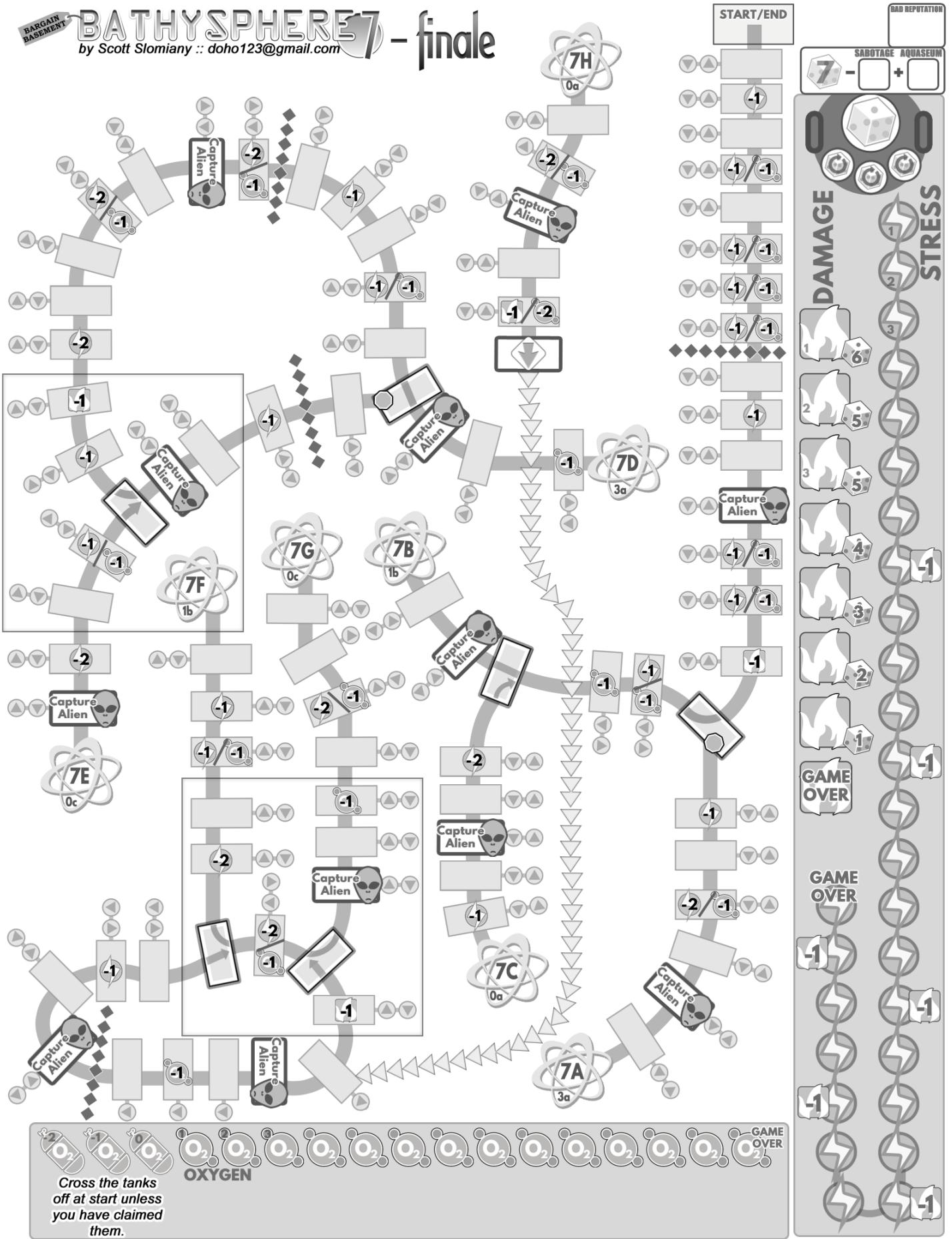
### To Win The Game:

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.





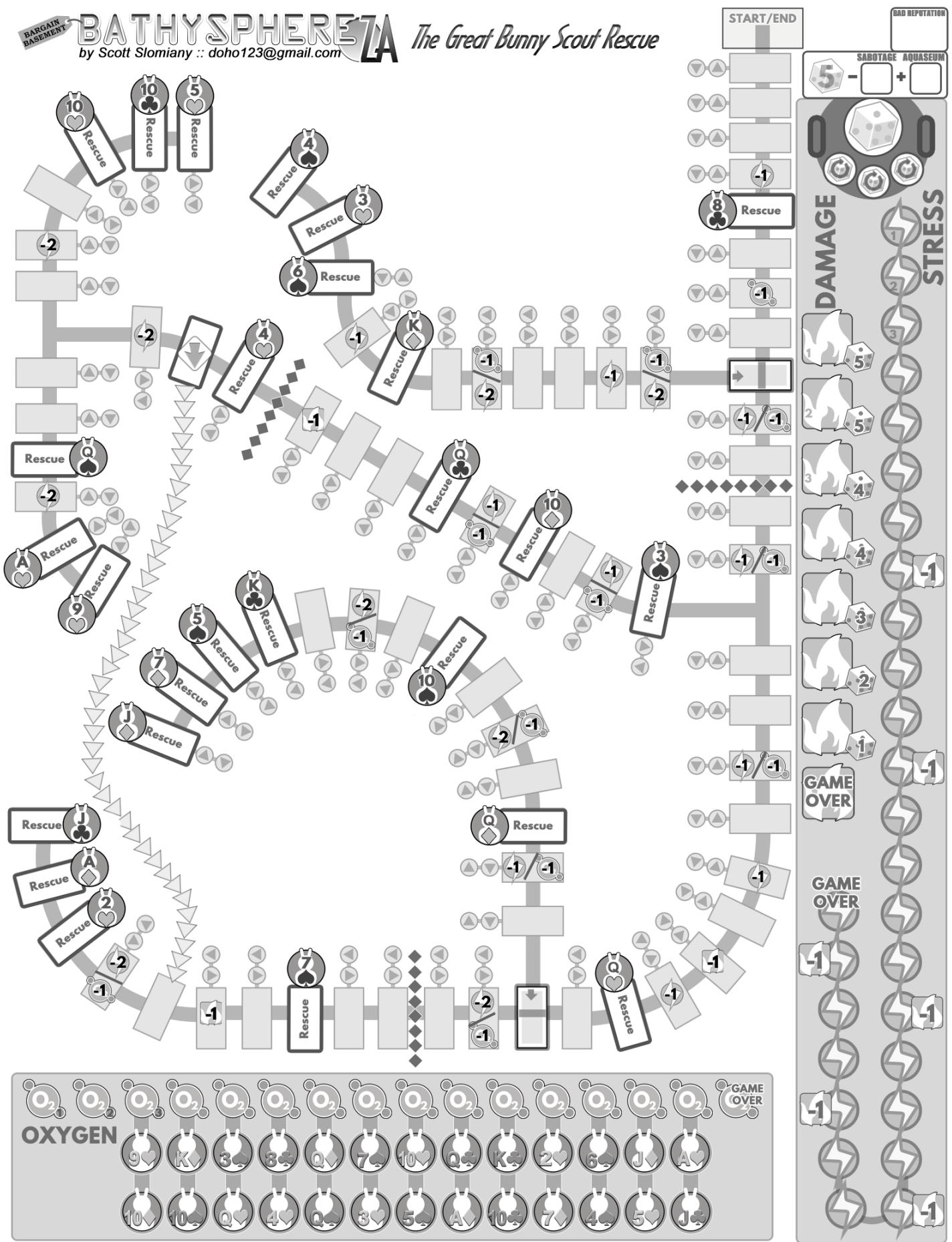
### **BATHYSPHERE ZA ( The Great Bunny Scout Rescue ):**

**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.

BARGAIN  
BASEMENT

# BATHYSHERE ZB

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*Microbiology at its finest*

Cross the tanks  
off at start unless  
you have claimed  
them.

START/END

BAD REPUTATION

SABOTAGE AQUASEUM  
5 - +



END?