

placed in that Ocean is ignored.

**Example:** Both dice are rolled to place ships, and the result is and ; doubles, so no new ship is placed that turn, but other matters will need tending to (i.e., treasure and imperialism).

Had the result been and ; then one new ship each would have been added to oceans #5 and 6, the Indian Ocean and Eastern Pacific. If, for example, the Indian Ocean already had 3 ships in it (not counting the *Nautilus*), then no ship would be added there.

### Dealing with “Doubles”

Two matters are checked when the Preparation Phase dice roll is “doubles.” First, a replacement treasure might be placed on the map. Second, there might be imperial “pushback” against native liberation movements.

**[6.2] Replacement Treasure:** Check the Ocean whose number came up twice (as “doubles”). If the player has already acquired the Treasure token there, replace it with another random, hidden Treasure token drawn from the Treasure cup.

**[6.3] Imperial Pushback:** Again, consult the number that came up twice (as “doubles”) and compare that value to the marker on the Liberation Track. If the result is **less than** (<) the Liberation marker’s value, then that marker is immediately reduced by one (-1) point. Otherwise, there is no effect.

### Adventuring

If the Preparation Phase dice roll is high enough, an adventure takes place!

**[6.4] Procedure:** Again referring to the Preparation Phase dice roll, compare its total with the **Adventure Target Value** (“#+”) currently on the Calendar marker.

If the result is equal to or greater than ( $\geq$ ) the current Adventure Target Value, then flip the Calendar marker to its “10+” side (if it is on its other side), draw the top Adventure card from the Draw Pile, and then perform that Adventure. *Good luck!*

If the result is less than (<) the current Adventure Target Value, flip the Calendar marker to its “7+” side (if it is on the other side). Otherwise there is no effect (and no Adventure card is drawn).

### Adventure Cards

There are two types of Adventure cards: **Event cards** and **Test cards**, marked as such at the top of each card below its title.

- Rules on the cards take precedence over the rules in this booklet.

**[6.5] Event Cards:** If you draw an Event card, you must either play it immediately or hold on to it for later use (as indicated beneath the word “EVENT” on that card).

**[6.5.1] Play Immediately:** Do so, following the instructions on the card, and afterward place that card face-up in the appropriate **Pass** or **Fail Pile**.

Note that the “black sun” Events (#3 and 22) correspond to a specific ship counter in the Random Events boxes on the right side of the map board. If they survive, they are added to that ocean, even if it is already full (6.1.3).

Cards in the **Pass Pile** are checked at the end of the game for any Victory Points they may have garnered.

**[6.5.2] Retained:** Place “Retain” cards face-up in front of you until you decide to play them (some are worth Victory Points at the end of the game if they are never played). These cards might require that the *Nautilus* be located in a specific sea location to be played.

You may play these cards on the turn they are drawn, or any future turn in which any requirement on that card is met, during the **Nemo Action Phase**, either before or after your **Nemo Action** for that turn. After using it, place that Event card face-up in the appropriate **Pass** or **Fail Pile**.

**[6.6] Test Cards:** Test cards must be acted upon immediately. After completing the Test and applying its result, place that Test card face-up in the appropriate **Pass** or **Fail Pile**.

**[6.6.1] Test Procedure:** Roll 2d6 and compare the result to the **Test Target Value** (the number that follows the word “TEST”).

**[6.6.2] Test Result:** If the modified result (see 6.7 and 6.8) is equal to or greater than ( $\geq$ ) the Test Target Value, you have **Passed**.

If that result is less than (<) the Test Target Value, you have **Failed**.

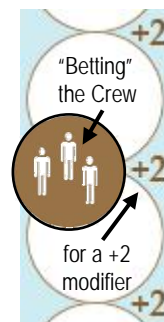
- Apply the indicated effect(s) immediately and place that card face-up in the appropriate **Pass** or **Fail Pile**.
- A Test dice roll result of ‘2’ always results in failure regardless of modifications.

**[6.6.3] The Maelstrom!:** After *The Maelstrom* (#24) Event has been resolved, the game immediately ends and Victory is determined (see 12.0).

**[6.7] Test Help:** Each Test lists “HELP” that the player can apply by risking one or more of his available **Resources** (e.g., Nemo, Crew, or Hull).

**[6.7.1] Exertion:** Before rolling the dice to resolve a Test, you can “Exert” one or more of that Test’s **listed Resources**. This is indicated by moving the marker or the Resource being Exerted half-way down one position on the track. *In effect, you are “betting” this resource on the outcome.*

**[6.7.2] Modifiers:** If you Exert a given Resource for a Test, add its indicated **dice roll modifier (DRM)** to the Test dice roll result. The dice roll modifiers for Hull and Crew degrade as they go, but Nemo’s exertion dice roll modifier *increases* with his greater emotional involvement.



**[6.7.3] Risk:** If you **Pass** the Test, you reclaim any wagered Resources on it and move their markers back up their tracks half a circle to their previous positions.

If you **Fail** the Test, you lose each wagered resource and move their markers down their tracks half a circle to their next lower positions. **This is in addition to any penalties listed on the card for the Test Failure!**

**[6.8] Emergency Help:** After the modified Test dice roll is known, the Professor, Ned Land and/or Conseil Resources can be committed. They provide a DRM of +2, +1 or a re-roll, respectively.

Committing any of these **Special Resources** spends that resource for the game. Flip that marker over and place it in the Collected Treasures Box on the board. Its VP value will be *subtracted* from your score at the game’s end.

**Example:** The Whales (#17) is revealed. It is a Test card with a **Test Target Value** of 9 and the Crew and Hull can be exerted to help.

Before the dice roll, the player decides to exert the Hull, where it currently provides a +1 DRM. He places the Hull marker halfway down one circle on its Resource Track, indicating it is being “wagered” on the Test’s outcome.

He then throws the dice and rolls a and (with a +1 from the Hull) for a modified total of ‘8.’ Not enough to Pass!



Failure will cost *three* Hull Resources (the one that was wagered plus the two that are the effect from Failing the Test. *Hmm... that's bad.*

The player considers using his Special Ned Land Resource to add one (+1) to the known result, raising it to '9.' It will cost him 3 Victory Points to let Ned "escape" after helping, but he considers that the penalty for Failure is too high and the reward for Passing is worth the VP cost.

He takes the Ned Land Special Resource marker, flips it over, and places it in the Collected Treasures Box to indicate Ned's "escaped" status.

**[6.9] Gaining & Losing Resources:** If you gain Resources, move their markers up the track (but not above the top circle with their pictures in them).

If you lose Resources, move their markers down the track. **The game immediately ends in defeat if any of these Resources are depleted (Broken, Dead, or Shattered).**

## [7.0] NEMO ACTIONS

During this Phase, you must select one of the following **Nemo Actions**:

**[7.1] Rest/Repair/Refit:** You may only perform **one** of these options **and you cannot select this Nemo Action on consecutive turns** (two turns in a row) even if you wanted to select different options!

**Roll 1d3** (4.1) and advance the Turn marker by the result (see 9.0).

**[7.1.1] Rest:** Roll another die and consult the Rest Table on the map to possibly Gain 1 Crew.

**[7.1.2] Repair:** Simply Gain 1 Hull.

**[7.1.3] Refit:** Consult the game board. "Spend" the indicated number of **Salvage Points** (i.e., previously sunk ships; see 10.2.3) to purchase an upgrade for the *Nautilus* or spend 1 Salvage Point to draw an Adventure card.



- When purchasing a Refit, one Salvage Point ship (of your choice) is removed from its Saved box and placed face-down in the Refit Cost box next to its Ability Gained. This indicates that the *Nautilus* has that ability for the rest of the game.
- Additional Salvage Point ships spent are placed face-up to one side in a **Ship Discard Pile**.
- **Seek Adventure:** This Refit is really a "Bonus Action" where you can draw an Adventure card (and then opt to decline it). The Salvage Point you spend goes straight into the Ship


Discard Pile. Unlike the others, this Refit can be purchased multiple times.

- **Monstrous Design:** This reduces your Notoriety gained from sunken ships (10.2.3) **only** and *not* Notoriety gained in any other way (e.g., missing, multiple attacks, etc.).
- **Arcane Library:** You may also search (7.3) an ocean with **no** Treasure tokens there and draw one if successful.

**[7.2] Incite:** You may attempt to influence your standing on the Liberation Track on the Player Aid sheet.

**Procedure:** Follow these Steps in order. These are also shown on the game board:

1. You **must** commit **one** numbered Treasure Token (i.e., one with a Victory Point value number on it).
2. Roll **1d6**, add the committed Treasure Token's value to the result, and then subtract five (-5).
3. If the result is greater than or equal to one ( $\geq 1$ ), then add that number of Liberation points to the track.
4. If a natural (unmodified)  is rolled, Gain one *additional* (+1) point on the Liberation Track.
5. If a natural  is rolled, Lose one (-1) point on the Liberation Track.
6. After adjusting the Liberation marker on the Liberation Track, place the Treasure Token you committed into the Treasure Cup (i.e., it is "recycled").

**[7.3] Search:** If the ocean where the *Nautilus* is currently located has a Treasure token in it (exception:  is rolled, Arcane Library Refit), roll **1d6** and consult the Search Results Table. If you find the treasure, place it face-up in the Collected Treasures box on the game board.

**[7.4] Move:** Move the *Nautilus* counter to the dark box of a connected ocean, advancing the Turn marker the indicated number of weeks to make the journey.

As shown on the map, moving between the Eastern and Western Pacific Oceans takes the *Nautilus* 1 Week.

**[7.5] Stalk:** Designate ("target") one ship in the ocean where the *Nautilus* is located with the Stalk marker (+1). If that ship is face-down, flip it face-up.

You must immediately fight that ship (and that ship *only*), but since it was being stalked, you receive a +1 dice roll modifier in combat (see 10.0).

**[7.6] Attack:** Designate ("target") one ship in the ocean where the *Nautilus* is located with the Target marker. If that ship is face-down, flip it face-up. You must immediately fight this ship (see 10.0).



If you **succeed** and sink that ship outright (10.2.3), you may immediately attack another ship in that ocean. To do so, **advance the Notoriety marker by one box** and place the Target marker on another ship. You can continue fighting ships in that ocean until you've either: 1) destroyed all of the ships there; 2) captured a ship in that ocean (10.2.3); or 3) fail to sink one.

## [8.0] TREASURE EVENTS



Some Treasure tokens provide one-time events of their own.

Those that end with the word "discard" are performed immediately. Afterward, that Treasure token is removed from play.

Those that provide an "or" option are placed in the Collected Treasure Box normally. At any time, you may receive that treasure's benefit (even to prevent defeat) by sacrificing the VPs. Discard it (i.e., remove it from play) after use.



## [9.0] TRACK MARKERS

**Ship Group Reinforcements:** Whenever the Turn marker is advanced onto or past weeks 16 or 28, or the Notoriety marker is advanced onto or past its 14 or 26 boxes, the indicated-colored Ship Group is immediately added, face-down, to the Unplaced Ships Holding Box and shuffled together with any ships already there.

**Game Over:** If the Turn marker ever advances *past* week 52, the game ends (12.0).

**Infamy:** The Notoriety track on the map determines how much the "upper world" has learned of Nemo's plans. The higher the current Notoriety, the more likely the world's navies are to pursue the *Nautilus*.

**The maximum Notoriety is 33**, at which point all Warships have their Attack Value increased by one (+1), making it easier for them to damage the *Nautilus* (see 10.1)

**The Liberation Marker:** This marker has two sides, a "x1" side and a "+10" side. When going from 9 to 10 points, flip the marker over to its "+10" side and place it on the "0" box. The

