GAME RULES

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CREDITS

Ship Tokens Color Key

White (Ship group A)
Non-Warships

Gray (Ship group J)
Early **Warships** (these are located on the reverse side of the White **Ship** tokens)

Light Yellow (Ship group B)
Early **Warships**

Blue and Green (Ship groups D & E)
Warships brought into play via **Notoriety**

Dark Yellow, Orange, and Red (Ship groups C, F & G)
Increasingly more modern **Warships** brought into play over time

Black (Ship group H)
Special **Event Warships**

Purple (Ship group I)
These are the up-gunned (i.e., greater **Attack Strength**) sides of the above **Warships** (excluding Gray)

1. INTRODUCTION

Nemo's War is a single-player game of underwater exploration and combat circa 1870. You are Captain Nemo, commander of the *Nautilus*. You will search the oceans, fight vessels of all nations, brave the hazards of the seas, find mysterious treasures, behold and chronicle amazing wonders, and travel around the world in your quest for knowledge and vengeance.

Nemo's War is based on the novel *20,000 Leagues Under the Seas* by Jules Verne. It is available for free from Project Gutenberg (www.gutenberg.org).

2. GAME EQUIPMENT

Parts Inventory
- One 17" x 33" game board
- 62 **Adventure** cards
- 10 *Nautilus* **Upgrade** cards
- 6 **Character Resource** tiles, 2 **Motive** tiles, and 1 **Captain** tile
- 220 tokens and markers (ships, gemstones, etc.)
- 12 **Uprising** cubes (10 natural wood, 2 silver)
- 5 dice (3 white and 2 black)
- 1 *Nautilus* miniature
- 1 **Rules** book
- 1 **Epilogues** booklet
- 9 co-op game **Officer** cards

Game Map and Scale
The map represents the world from about 1870. Each Action you take represents approximately ten days of real time. When the Finalé ends the game, about one year's voyage aboard the *Nautilus* has occurred.
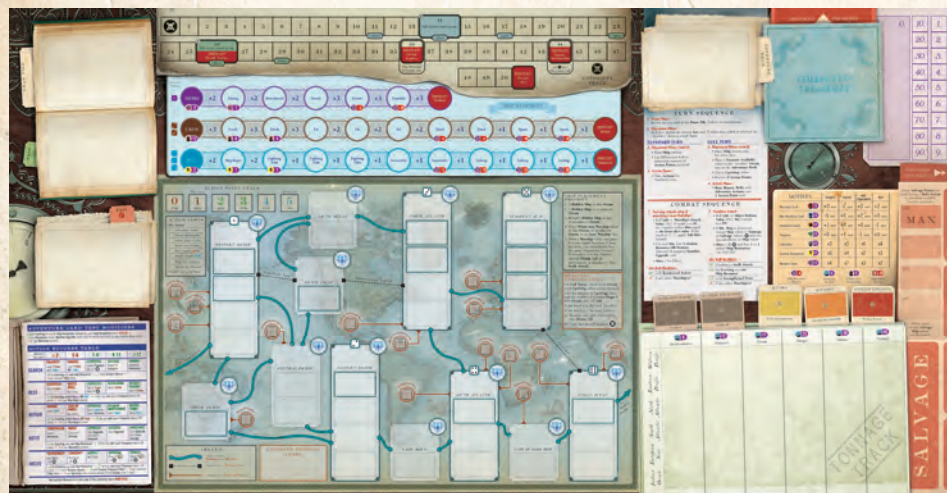
General Course of Play
Each turn, you must address the challenges of the seas in a grand adventure, confront the growing pressure of the Imperialist powers' navies, and then undertake **Actions** with the *Nautilus* and her crew. You are questing for the greatest number of **Victory Points** (VPs) that you can acquire, as modified by Captain Nemo's **Motive**, while avoiding instant defeat. VPs are earned in several ways (e.g., sinking enemy ships, passing **TEST EVENTS**, collecting **Treasures**, inciting oppressed peoples, making scientific discoveries, etc.).

Ship Tokens

The rectangular **Ship** tokens represent high seas ships and nautical events of this era that are discovered during play.

Warships

Attack Strength (Warships only)

Defense Strength

Notoriety gained for sinking (if any)

Group ID

Nationality

Ship class

Warship VPs

non-Warships

Group ID

Defense Strength

non-Warship VPs

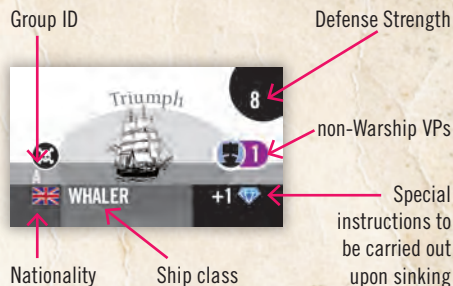Special instructions to be carried out upon sinking

Nationality

Ship class
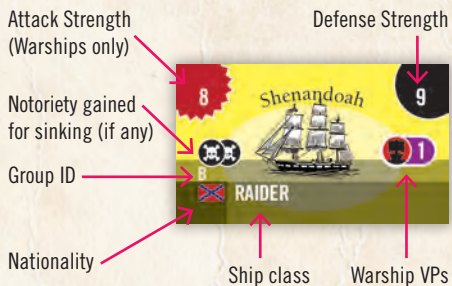
Adventure Cards

Adventure cards are typically **Event** cards that cause both **TEST** and **Event** activities each turn.

There are also **Special Adventure** cards (i.e., *Prologue*, *First* and *Second Intermission*, *Rising Action*, and *Finalés*) that are seeded into the deck while setting up the game.

Prologue and Intermission cards

Event card examples

Finalé card examples

Rising Action card

Navies in the Age of Steam

The era covered in ***Nemo's War*** (circa 1870) was known as the "Dark Ages" for naval development. Many of the new Age of Steam industrial technologies simply did not work. A perfect example was the loss in September of 1870 of the fully-rigged, turret battleship *HMS Captain*, privately built for the British Royal Navy, which suffered from several design and construction flaws; it sank with the loss of nearly 500 lives.

Problems such as these made governments increasingly reticent to make the huge investments in cutting-edge warship technology that was at best uncertain and at worst dangerous. Consequently, there was a wide variety of ships, both old (Rams and Whalers) and new (Clippers and Battleships), sailing during this period. This worked very much to Captain Nemo's advantage as the *Nautilus* repeatedly proved itself a marvel of nautical engineering.

Other navies did not openly challenge Britain's superiority on the high seas between 1805 (Lord Nelson's victory over the French and Spanish at Trafalgar) and the WWI Battle of Jutland (versus the German navy) in 1916. Britannia ruled the waves during this naval Dark Age, and thus most Ship tokens in the game fly the British flag. You will notice that there are also many American ships since the game takes place soon after the Union's build-up during the American Civil War (1861 to 1865).

For variety, we have included some wonders and worries of the seas in this age, including a French Airship, Pirates, Slavers, a Sea Monster, a famed Confederate Raider, and a cursed Ghost Ship of renown.

Where possible, visual reference of each vessel's real life counterpart was used as reference for the **Ship** tokens' illustrations.

Nautilus Upgrade Cards

A limited number of these cards are available for purchase to upgrade the *Nautilus* during play.

Character Resource Tiles

These tiles represent important characters in the story. Each can be committed once per game to help in an emergency.

Nautilus Miniature

This playing piece is used to track the *Nautilus*' movements around the board.

Treasure Available Gemstones

The gemstones are used to denote in which **Ocean** a **Search Action** is possible.

Nemo Motive Tiles

These tiles represent the driving motivation behind Nemo's quest and determine the scoring multipliers at the end of the game.

Miscellaneous Tokens and Markers

Hidden Ship marker
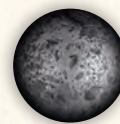
Cannonball token

Attack! marker

Torpedo Attack! token

Victory Point Markers

These markers are used to track and record your VPs during the game and/or at the game end.
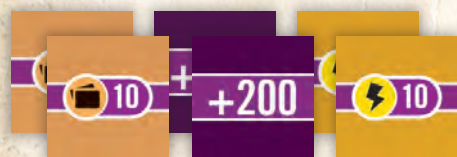
Treasure Tokens

Treasure Victory Point(s)
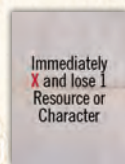
Must discard for mandatory effect

Sunken Treasure Fleet token

Arabian Tunnel token

Ship Resource Markers

These markers are used to track the condition of **Nemo**, the **Crew**, and the **Hull** throughout the game.

Optional effect if discarded

Wonder Victory Point(s)

Notoriety marker

Action Point marker

3. GAME SETUP

Place the game board on the table in front of you and leave some room between you and it for your **Tableau** *(see following page for illustration)*.

1 Select a Nemo **Motive** tile and place it face up in the **Motives** area of the board. If it is your first game, try **Explore**!

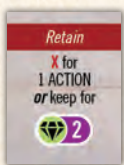**2** Prepare the **Draw Pile** and **Adventure Deck** using the following procedure:

Find and remove the **Special Adventure** (**Act** and **Rising Action**) and **Finalé** cards.

Shuffle the **Event** cards and set them aside, face down; then shuffle the **Finalé** cards face down; and finally spread out the **Prologue**, **Intermission**, and **Rising Action** cards face up, where you can find them quickly.

A. Finalé: Randomly select one of the **Finalé** cards *without revealing it* and return the others to the box without examining them.

Then deal four **Event** cards on top of the chosen **Finalé** card.

Shuffle these five cards together and place them face down in the **Draw Pile** box at the top-left side of the game board.

B. Act Three: Shuffle the **Rising Action** card (*A Hollow Explosion*) together with X number of face-down **Event** cards as shown in the diagram to the right (based on Nemo's **Motive**; see **1**).

Place these cards face down on top of the cards already in the **Draw Pile**.

C. Place the **Second Intermission** card (*Act Three*) face down on top of the **Draw Pile**.

D. Act Two: Add X more **Event** cards face down directly to the top of the **Draw Pile** as shown in the diagram to the right and based on Nemo's **Motive** (see **1**).

E. Place the **First Intermission** card (*Act Two*) face down on top of the **Draw Pile**.

F. Act One: Add six more **Event** cards face down to the top of the **Draw Pile**; **Act One** is **always six** cards.

G. Place the **Prologue** card (*Act One*) on top of the **Draw Pile**.

The Draw Pile is now complete at 31 cards.

H. Additional Adventures: Finally, place the remaining **Event** cards face down on the **Adventure Deck** space on the right side of the **Notoriety** track to form the **Adventure Deck** and place one **Treasure Available** gemstone on top of this card stack. These are additional **Adventure** cards that you might pursue during your voyage on the *Nautilus*.

DIFFICULTY LEVEL SETTING

SAILOR: Place **two** Treasure Available gemstones on top of the Adventure Deck.
OFFICER: No change.
CAPTAIN: *Do not place any* Treasure Available gemstones on top of the Adventure Deck.

3 Take the 10 *Nautilus* **Upgrade** cards and look through them to find the one that corresponds to Nemo's **Motive** (see **1**):

Science: Monstrous Design;   **Explore: Hydro Drive**;
Anti-Imperialism: Double Hull;   **War!: Periscope Device**

You may immediately purchase the card so that it is automatically equipped on the *Nautilus* at the beginning of the game (i.e., place it directly into your Tableau) by spending a number of **Ship Resources** (**Nemo**, **Crew**, and/or **Hull**; *see* **12** *and Rule 8*) equal to its cost of **3**.

DIFFICULTY LEVEL SETTING

SAILOR: You receive this starting *Nautilus* **Upgrade** card for *free*.
OFFICER: No change.
CAPTAIN: You *cannot* purchase that card at this time.

If you do not purchase the card, place it face up in one of the available upgrade slots to the right of the **Salvage** area.

Then, shuffle and deal *Nautilus* **Upgrade** cards face up until the four available upgrade slots are occupied. These cards are available for purchase during play (*see Rule 11,* **Refit**).

Set aside the remaining *Nautilus* **Upgrade** cards for now.

DRAW PILE PREPARATION

TOP OF DRAW PILE

G.

Act One — Prologue card

F.

ACT ONE
Event cards: x6

E.

Act Two — First Intermission card

D.

ACT TWO
Event cards:

Science	**x10**
Explore	**x8**
Anti-Imperialism	**x5**
War!	**x3**

C.

Act Three — Second Intermission card

B.

ACT THREE
Rising Action card,
PLUS
Event cards:

Science	**x6**
Explore	**x8**
Anti-Imperialism	**x11**
War!	**x13**

A.

FINALÉ
Finalé card   x1
PLUS
Event cards: x4

BOTTOM OF DRAW PILE

= *Shuffle this stack*

5
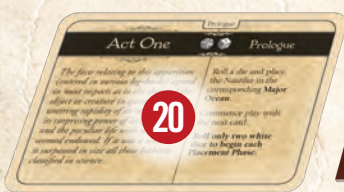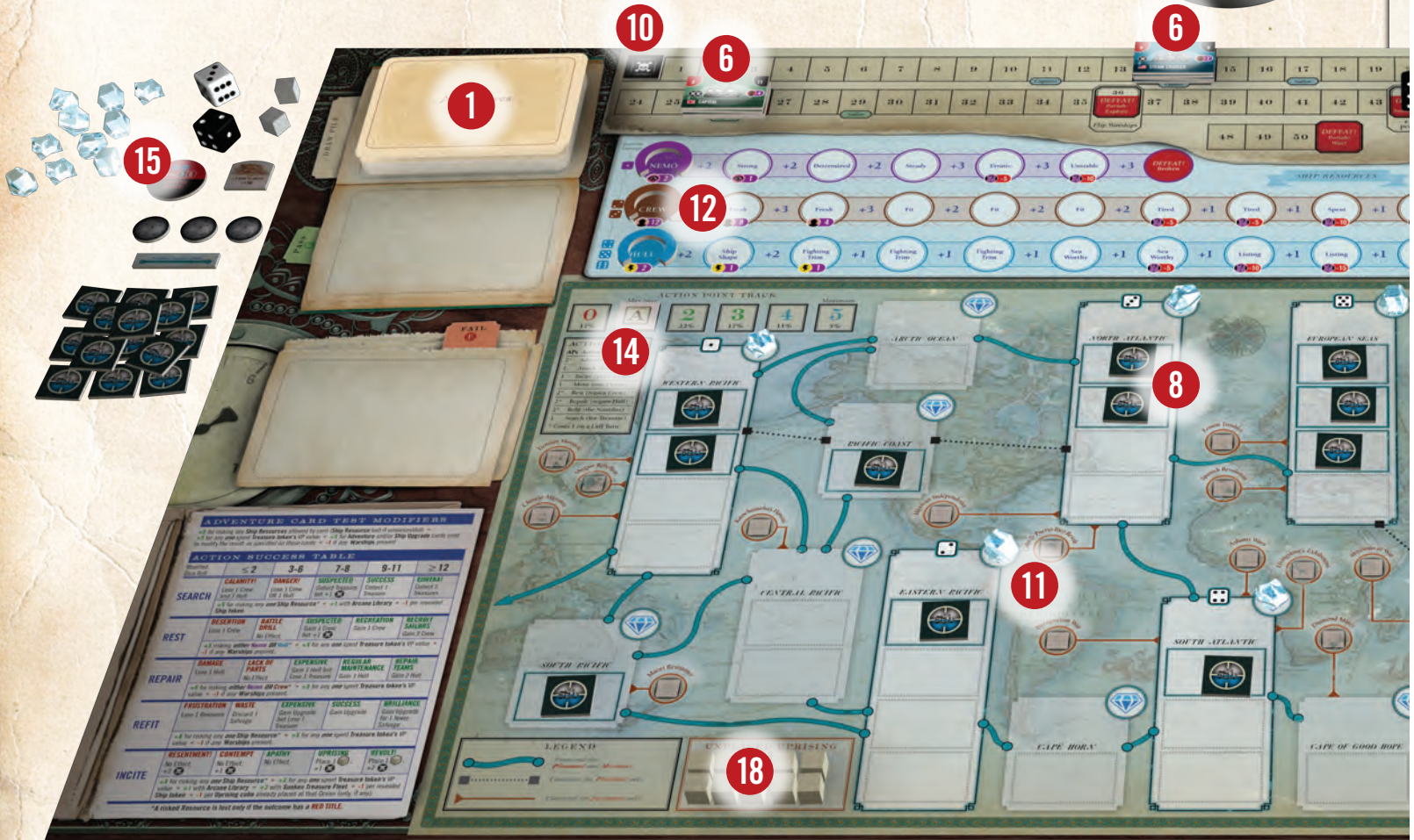
Sort the **Ship** tokens, face up, by background color. Note that the Gray and Purple ships are on the **back** sides, so turn those over to be sure you are looking at their front sides (i.e., face up)!

(4) Place the 30 White and 15 Light Yellow **Ship** tokens in an opaque container to form the initial **Ship Draw Pool**.

(5) Place the 2 Black, 4 Dark Yellow, 4 Orange, and 7 Red **Ship** tokens, face up, on their respective spaces above the **Tonnage** track.

(6) Place the 4 Blue and 4 Green **Ship** tokens on their boxes on the **Notoriety** track.

DIFFICULTY LEVEL SETTING

SAILOR: Place both **Ship groups** *three* boxes **higher** *(to the right)*.
OFFICER: No change.
CAPTAIN: Place both **Ship groups** *three* boxes **lower** *(to the left)*.

(7) Set aside the *Nautilus* miniature; you will place it during the Prologue.

(8) Place one **Hidden Ship** marker in each designated outlined starting space on the map (e.g., three in the *European Seas*, two each in the *North Atlantic* and *Western Pacific*, etc. – for a total of twelve) and place the remaining **Hidden Ship** markers aside in a stock (see **(15)**).

DIFFICULTY LEVEL SETTING

SAILOR: Set up *one fewer* **Hidden Ship** marker in each of the *Western Pacific*, *North Atlantic*, and *European Seas*.
OFFICER: No change.
CAPTAIN: Set up *one more* **Hidden Ship** marker in each of the *Eastern Pacific*, *South Atlantic*, and *Indian Ocean*.

(9) Place the **Treasure** tokens in a second opaque container to form the **Treasure Draw Pool**.

(10) Place the **Notoriety** marker on the starting (0) box of the **Notoriety** track.

Note that the **OFFICER** setting is the default difficulty level for the game!

11 Place one **Treasure Available** gemstone in each **Major Ocean** only (those numbered ■ through ▦). Set the rest aside (see **15**).

12 Place the **Nemo**, **Crew**, and **Hull Ship Resource** markers on the leftmost space of their tracks, less the cost of **3** (total) if you purchased your starting *Nautilus* **Upgrade** card (see **3**).

13 Place your **Character Resource** tiles with their character side face up in your **Tableau**.

14 Place the **Action Points** marker on the **1** space of the **Action Point** track.

DIFFICULTY LEVEL SETTING

SAILOR: Place the **Action Points** marker on the **2** space of its track.
OFFICER: No change.
CAPTAIN: Place the **Action Points** marker on the **0** space of its track.

15 The unused **Hidden Ship**, **Cannonball**, **Arabian Tunnel**, **Torpedo, Treasure Available** gemstones**,** and **Treasure Fleet** markers, as well as one white die, one black die, and the two silver **Uprising** cubes are set aside until needed.

16 Keep the **Attack!** marker within easy reach.

17 If you wish to keep score dynamically (*see Rule 15*), place the **Victory Point** markers next to the **VP** tracks.

18 Place the 10 wooden **Uprising** cubes in their available box.

19 Place one black die on space **44** of the **Notoriety** track. Keep two white dice within easy reach.

20 Commence play by revealing the first card on top of the **Adventure Deck** and following the **Prologue's** instructions. *Welcome to Act One!*

Take a Look

During play, you are allowed to inspect a good many things that can help you make a decision about what to do or what your chances are. You can freely inspect at any time:

The **Ship** and **Treasure Draw Pools**, each of the **Pass**, **Fail**, and **Discard Piles**, and the reverse-sides of the **Ship** tokens.

No Peeking

What you **cannot** inspect during play are:

The **Draw Pile** and **Adventure Deck**, nor the set aside **Finalé** and *Nautilus* **Upgrade** cards.

4. DEFINITIONS AND CONVENTIONS

Certain terms and procedures are used throughout these rules and the game:

Character Resource

You have six **Character Resources** (called **Characters** for short) that can be "Sacrificed." These include the three captives aboard the *Nautilus*: **Professor Aronnax**, his servant, **Conseil**, and the Canadian whaler, **Ned Land**. In addition, there are ship's officers: the **First Officer**, the **Second Officer**, and **Chief Engineer**. Sacrificing a **Character** provides emergency benefits that can stave off disasters or provide crucial initiative during play.

Characters *can be Sacrificed throughout the game to aid players in their time of need.*

Die and Dice Rolls

Rolling "**1d6**" or simply a "**die** roll" means rolling a single six-sided die (🎲) to get a result. When asked to roll "**1d3**," roll a single d6 (🎲) and use half its value, rounded up, for the result (i.e., a 1 or 2 = 1; a 3 or 4 = 2; and a 5 or 6 = 3). When the game calls for a "**2d6**" roll or a "**dice** roll," roll two dice (🎲 🎲) and the result is their **total** value.

Finally, a "**Differential Roll**" means comparing two of the white dice rolled (🎲 🎲) and subtracting the **lower** number rolled from the **higher** numbered rolled; their **difference** is the result.

Die Roll Modifier

Abbreviated **DRM**, this is a value added to or subtracted from the result of a specific die or dice roll. When multiple **DRMs** apply, use their combined (net) value.

Exert

To "bet" (at risk of loss) a **Ship Resource** (**Nemo**, **Crew**, or **Hull**) in order to gain its **DRM**.
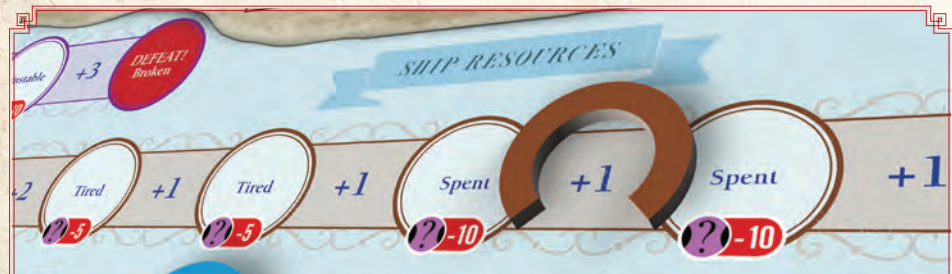
*The **Ship Resource** markers track the condition of each of the three **Ship Resources** throughout the game.*

Fail 🅕

This symbol means that you place this card in the **FAIL Pile**.

Motive

This represents Captain Nemo's objective or "mission" for the voyage; it defines what emphasis he places on the different things you can do to achieve success during play and how the Imperialist Powers respond to the threat of the *Nautilus*. The **Motive** tiles (left) indicate Nemo's **Motive**.

Notoriety

This is what you *don't* want. It represents the growing wrath of the world's nations to hunt down the *Nautilus* and destroy you.

*The **Notoriety** track shows the level of Nemo's infamy amongst the world powers.*

Oceans

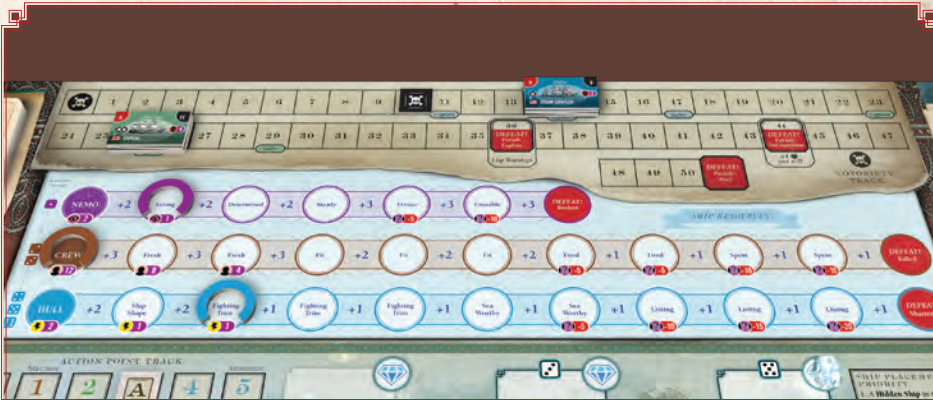The areas on the map that the *Nautilus* occupies and moves between. These include the six (numbered) **Major Oceans** (the **Western Pacific**, **Eastern Pacific**, **North Atlantic**, **South Atlantic**, the **European Seas** (composed of the *North*, *Baltic*, *Mediterranean*, and *Black* seas), and the **Indian Ocean**) and the (unnumbered) **Transitional Oceans** (the **Arctic Ocean**, **Pacific Coast**, **Central Pacific**, **South Pacific**, **Cape Horn**, and **Cape of Good Hope**).

*The six **Major Oceans** can be identified by their die symbol and their heavier black outline.*

Pass Ⓟ

This symbol means that you place this card in the **PASS** **Pile**.

Re-roll

To retake a **TEST** by rolling *both* dice again (unless otherwise specified) and using that outcome.

Sacrifice

To flip a **Character Resource** tile and accept its penalty, if any, in exchange for its benefit. Typically, this can only occur once per **Character** per game.

Ship Resources

You have three **Ship Resources** that can be "**Exerted**:" Captain **Nemo**, the ship's **Crew**, and the *Nautilus'* **Hull**. Doing so provides die roll modifiers (**DRM**) helpful in favorably resolving the game's obstacles and adventures.

*This is a **Major Ocean**, indicated by the die symbol at the top and the thickened border.*
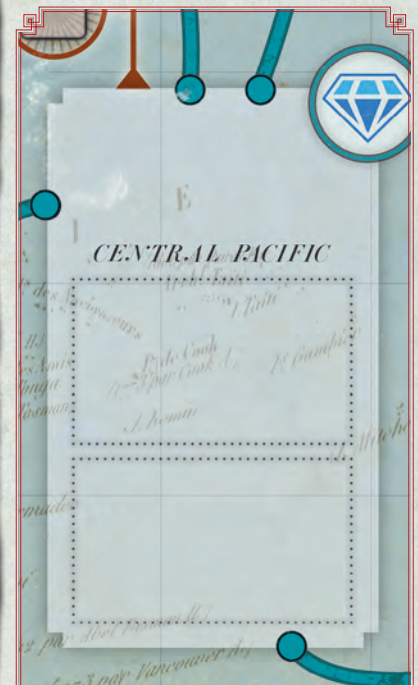
*This is a **Transitional Ocean**, as it has no die symbol at the top and no thickened border.*

Spend

To remove something of value (e.g., a **Treasure** token, **Character Resource** tile, acquired **Adventure** card, etc.) from play to gain its benefit.

Tableau

The area of the table between you and the bottom edge of the map where you place certain **Adventure** cards, **Characters**, **Treasure** tokens with abilities, etc. Things to keep handy go in your **Tableau** to remind you of their presence.

X

This is a shorthand term for "**Discard / Remove from Play.**"

Warship

A **Ship** token that has an **Attack Strength** as well as a **Defense Strength**. Those ships with *only* a **Defense Strength** are **non-Warships**.

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5. TURN SEQUENCE

Begin each turn with an **Event Phase** by revealing the top card of the **Draw Pile** (on the top left of the board) and resolving that card's **Event**, **TEST**, or other instructions *(see Rules 6 and 7)*. Most turns (excluding the **Prologue** and **Act** cards) continue with a **Placement Phase**, followed by your **Action Phase**.

During the **Placement Phase**, you roll the dice indicated for the game's current **Act** (plus one additional black die when you are at a very high **Notoriety** level). The dice results indicate the **Oceans** for **Ship** token placement that turn. If the two (selected) white dice roll doubles, a **Lull Turn** takes place *(see Rule 10)*. Finally, you receive the result of the **Differential Roll** of the two white dice in **Action Points**.

During the **Action Phase,** you spend the **Action Points** received from the differential of the two white dice rolled to advance Nemo's goals (e.g., **Move**, **Attack**, etc.).

Repeat these three Phases (**Event**, **Placement**, and **Action**) until the game ends with your early defeat *(see Rule 14)* or you reveal the **Finalé** card that ultimately instructs you: *"**The game ends!**"* When the game is over thus, check your score *(see Rule 15)*.

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6. EVENT PHASE AND TESTS

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

Begin each turn with the **Event Phase** by revealing the top card of the **Draw Pile** (on the top left of the board) and attending to that card's **Event**, **TEST**, or other instructions. There are two different varieties of **Event**, **Rising Action**, and **Finalé** cards: **Event** cards (marked **PLAY** or **KEEP**) and **TEST** cards (featuring a white number in a red circle and including a **PASS** or a **FAIL** outcome).

You must conduct **PLAY** Events and **TEST** cards immediately. **KEEP Event** cards remain in your **Tableau** for later use.

Act Cards

When you draw one of the three **Act** cards (**Acts One**, **Two**, or **Three**), perform their instructions and *note what dice you will be rolling* each turn to begin the **Action Phase**. Afterward, place that **Act** card, face up, in its own **Discard Pile** off the board to the left of the **Draw Pile**. By looking here, you are reminded what dice you need to roll each **Action Phase** and where the story arc is currently. After discarding an **Act** card, immediately draw the next card and continue play normally.

Act One — Prologue

Act One 🎲 🎲 **Prologue**

The facts relating to this apparition (entered in various log-books) agreed in most respects as to the shape of the object or creature in question, the untiring rapidity of its movements, its surprising power of locomotion, and the peculiar life with which it seemed endowed. If it was a whale, it surpassed in size all those hitherto classified in science.

Roll a die and place the *Nautilus* in the corresponding **Major Ocean**.

Commence play with the next card.

Roll only two white dice to begin each Placement Phase.

*The current **Act** card shows the dice you should roll to begin the **Placement Phase**.*

A Hollow Explosion — ◀ PLAY ▶

F and add the **Red Reinforcement Ship Group** to the **Ship Draw Pool**, *but before doing so:*

A) Discard **1** random **Red ship** for each of the first three **Notoriety Defeat** levels not yet achieved; *and*

B) Add **1** random undiscarded **Red ship** to the *Nautilus'* current **Ocean** and fight it immediately (this is a mandatory "free" **Stalk Attack Action**).

"What sort of craft is it, Ned?" "From in rigging and its low masts," the Canadian replied, "I bet it's a warship. Here's hoping it pulls up and sinks this damned Nautilus!"

Important: During A Hollow Explosion, the first three Notoriety levels referred to are located at 26, 36, and 44 on the Notoriety track (shown below).

26 Add reinforcement group. **DEFEAT!** *Pariah: Science* Officer

36 **DEFEAT!** *Pariah: Explore* Flip Warships to purple side

44 **DEFEAT!** *Pariah: Anti-Imperialism* +1 🎲 per Placement roll

PLAY Event Cards

Immediately follow the instructions on a **PLAY** Event card. Afterward, place it face up in the appropriate **PASS** or **FAIL** **Pile** (on the left side of the board) as instructed and continue with the **Placement Phase** *(see Rule 10)*.

Note that Events 4 *(A Frigate's Demise)*, 38 *(A Capital Encounter)*, and the **Rising Action** card *(A Hollow Explosion)* each instruct you to take a **Ship** token and fight it immediately. You must **Attack** that ship (even though it is a **Stalk Attack**, in this case you have no option to decline combat). This required combat does not count against your **Actions** this turn *(see Rule 11)*. If that ship survives your encounter, add it to the **Ocean** where the *Nautilus* is located, even if that **Ocean** is already full of **Ship** tokens.

A Frigate's Demise — ◀ PLAY ▶

Add the (black background) **Frigate** on the *Nautilus'* current **Ocean** and fight it immediately. This is a mandatory "free" **Stalk Attack Action**.

F.

...two enormous waterspouts crashed onto the deck of the frigate, racing like a torrent from stem to stern, toppling crewmen, breaking spare masts and yardarms from their lashings.

*A **PLAY Event** card has an immediate effect when revealed.*

*The F tells you to place this card in the **FAIL Pile** after resolving.*

KEEP Event Cards

Place **KEEP** Event cards in the **Tableau**, face up, until you decide to play them. Continue the turn by proceeding to the **Placement Phase** *(see Rule 10)*.

You may play **KEEP** cards any time that you meet the requirement, if any, on that card (e.g., a card might require that the *Nautilus* be located in a specific **Ocean** to be played).

After using a **KEEP** card, place it face up in the appropriate **PASS** or **FAIL** **Pile**.

Event 5

At Full Steam

◄ KEEP ►

After sinking a **Warship** in the **North** or **South Atlantic**, **P**.

At game's end, **F** if unused.

The Abraham Lincoln's speed increased. Its masts trembled down to their blocks, and swirls of smoke could barely squeeze through the narrow funnels.

*Victory Points for **Adventures Passed** are indicated here. These are only scored if the card is in your **PASS Pile** at the end of the game.*

*The card's text indicates under what circumstances it is placed in the **PASS** or **FAIL Pile**.*

Important: Some KEEP Event cards increase your score only if they <u>are</u> played, while others increase your score only if they are <u>not</u> played. Read them carefully!

TEST Event Cards

You must perform **TEST** Event cards immediately *(see Rule 7)*. After completing the **TEST** and applying its result, place that **TEST** card face up in the appropriate **PASS** or **FAIL Pile** (if instructed), and proceed to the **Placement Phase** *(see Rule 10)*.

Event 21

Jaws Wide Open!

TEST **8** {**N**}

Pass
P; OR
F and gain **1 Nemo**.

Fail
F and lose **1 Nemo**.

The shark returned when I saw Captain Nemo rise suddenly, dagger in hand, ready to fight the monster. With wonderful quickness he buried his dagger deep into its side. A terrible combat ensued.

*The large number is the **TEST Value**. It is the total of two dice you need to **equal or exceed** to **PASS**.*

***Ship Resources** that can be **Exerted** for their DRMs to your **TEST** dice roll are listed here. Note that none, any, or all of them can be **Exerted** as you desire.*

7. RESOLVING TESTS

In addition to **TEST** cards, certain other game activities (e.g., attacking with the *Nautilus*, searching for treasure, inciting an uprising, etc.) are also **TESTS** that can pass or fail / hit or miss, and work in a similar manner. This procedure applies generally to all **TEST** activities.

TEST Procedure

Roll **2d6**, add the results together, apply modifiers, and compare the result to the **TEST Value** (e.g., the white number in the red circle, the target ship's Defense Strength, etc.).

Result

If the modified result (see next page) is ***equal to or greater than*** (≥) the **TEST Value**, you have **Passed** and immediately follow the **PASS** instructions. Hurrah!

If the modified result (see next page) is ***less than*** (<) the **TEST Value**, you have **Failed** and must immediately follow the **FAIL** instructions. A **TEST** dice natural roll result of 2 (▪ , ▪) always fails, regardless of modifications.

Dice Roll Modifiers (DRMs)

Dice Roll Modifiers (**DRM**s) are generally determined *before* rolling the dice.

The following **DRM**s apply to **TESTS**:

-1 if there are any revealed **Warship** tokens in the same **Ocean** as the *Nautilus*. *Important: This modifier also applies when performing TEST cards!* Revealed **non-Warships** and unrevealed ships cause no **DRM**.

+X for **Event** and/or **Ship Upgrade** cards used to modify the result, as specified on those cards.

+X for **Exerting** specific **Ship Resources**. You can only **Exert** any or all **Ship Resources** permitted for that **TEST** (i.e., **Nemo**, **Crew**, and/or **Hull**) as indicated on that **TEST** card. Most **TEST Actions** limit you to only one **Ship Resource** as indicated; if you do **Exert** any, add their **DRM**s as indicated on the **Ship Resources** tracks (*see **Exerting Ship Resource DRMs** below*).

+X for **Spending Treasure**. You can only **spend** (i.e., discard) *a maximum of one Treasure token* (💎) per **Rest**, **Refit**, **Repair**, or **Incite TEST Action**, and that **Treasure** token *must have* a **Treasure Victory Point** (**VP**) value on it. You receive that spent token's **Treasure VP** value as a **+DRM** for that **TEST**.

Also note that there is **Emergency Help** *(see Rule 13)* for things you can do to alter matters *after* determining the result.

Exerting Ship Resource DRMs

Each **TEST** card indicates which **Ship Resource(s)** you can **Exert**, if any, to provide a favorable **DRM**. You will find these **Ship Resources** listed below:

Ⓝ for **Nemo**; Ⓒ for **Crew**; and Ⓗ for **Hull**

You need not **Exert** any **Ship Resources** during a **TEST**; it is entirely your option, but you must decide *before rolling the dice*.

You can **Exert** none, any, or all of the **Ship Resources** listed as available to help with that specific **TEST** card. Note that **TEST Actions** (e.g., **Search**, **Refit**, etc.) allow you to risk *only one* **Ship Resource**, maximum, but you will have a choice of type.

Procedure

You indicate the **Exertion** of a **Ship Resource** by moving its marker one-half a position to the right along its track to highlight its **+X DRM** value as shown in the example to the right (in this case a **+1 DRM** will be gained for **Exerting** the **Hull** **Ship Resource**). That **+X DRM** value is gained for **Exerting** that **Ship Resource**.

Risk

Every time you **Exert** a **Ship Resource** to gain its **DRM** (and there are many different occasions when this can occur; it is a constant quandary), you have, in fact, "bet it" on the outcome of that **TEST**.

Result

If you **PASS** that **TEST**, *immediately reclaim* the **Ship Resource(s)** you **Exerted** on it *(see Rule 8)*. That is, return the wagered marker one-half a position to the left.

If you **FAIL** the **TEST**, or your **Attack** fails, or your **TEST Action** result has a **red** title *(see Rule 11)*, you *lose an amount of each Ship Resource type wagered* (*see Rule 8; if you wagered no **Ship Resources**, this does not apply*). This amount is equal to **1** if the result of the *lowest die roll* for the **TEST** was a **1**, or **2** if the result of the *lowest die roll* for the **TEST** was any other result *(see Rule 12 on "**Applying Hits**")*. These lost **Ship Resources** are *in addition* to any penalties listed for failing that **TEST**! (See example on the next page.)

*In this instance, the Hull **Ship Resource** is being **Exerted** for a **+1 DRM**.*
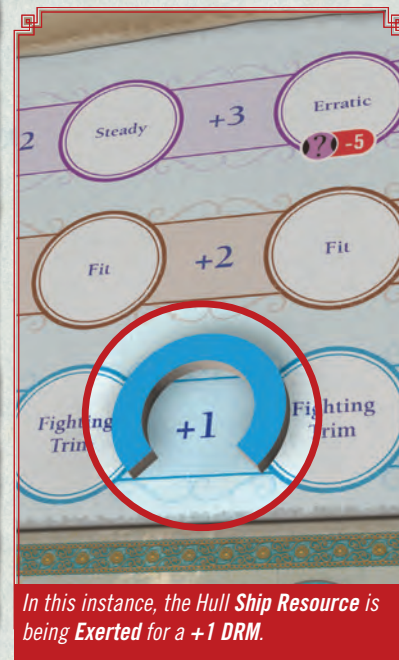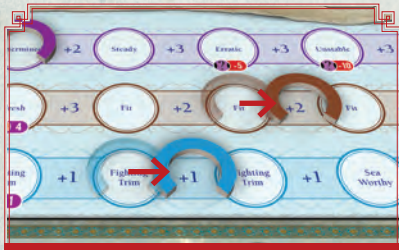
*In this example, the **Crew Ship Resource** is **Exerted** (for a **+2 DRM**), as well as the **Hull Ship Resource** (for a **+1 DRM**), giving a **+3 DRM** in total. This is indicated by moving both **Ship Resource** markers as shown.*

*You **FAIL** the **TEST**, having **Exerted** both the **Crew** and **Hull** of the Nautilus. The **TEST** number is a **10**, and you roll a ⚂ and a ⚂ , which is a total of **6**, **+3** for your **Exerted Ship Resources** = **9**. **Not enough to PASS!***

*Consequently, your **FAIL** result costs you **two each** of your **Exerted Crew** and **Hull** Resources since the **lowest die result in your failed dice roll was not a 1** (it was a ⚂). Then, after losing those combined four **Resources**, you also lose any additional **Ship Resources** indicated on that card for failing this **TEST**. A calamity!*

*Note that if your loss roll had been a total of 6, but from a **dice roll of** ⚀ **and** ⚄ , you would only lose **one each** of the **Exerted Crew** and **Hull Resources**, which would have been much less painful.*

*To help you avoid such calamities, **Emergency Help** is available (see Rule 13). These are things you can do to alter matters after determining the result.*

*A **FAIL** result costs two of each **Ship Resource Exerted**, as the lowest die of the failed roll was not a ⚀ . If it had been a ⚀ , only one of each **Ship Resource** would have been lost.*

8. GAINING AND LOSING SHIP RESOURCES

If you gain a **Ship Resource**, move its marker along its track one full position to the left, but never above its highest, leftmost (starting) position; ignore any gains past that.

If you spend or lose a **Ship Resource**, move its marker along the track one full position to the right.

The game immediately ends in **Defeat** if any **Ship Resource** reaches the rightmost space on its track (i.e., **Nemo** is **Broken**, the **Crew** is **Killed**, or the **Hull** is **Shattered**, *see Rule 14*).

*Reaching the rightmost space on any of the **Ship Resource** tracks will end the game in a **Defeat**.*

9. GAINING NOTORIETY

If you gain **Notoriety** (abbreviated by the symbol ☠), advance the **Notoriety** marker along the track to the next-higher numbered box(es). **Notoriety** can never go below zero.

Reaching certain **Notoriety** thresholds triggers their events as follows:

Ship Group Reinforcements

When the **Notoriety** marker reaches the **14*** box, immediately add the **Blue Ship group** to the **Ship Draw Pool** and mix them in.

Similarly, when the **Notoriety** marker reaches the **26*** box, add the **Green Ship group** to the **Ship Draw Pool** and mix them in.

*These numbers might vary with the difficulty level you select during setup.

*When the **Notoriety** marker reaches the spaces indicated here, the corresponding **Ship group** is added to the **Ship Draw Pool**.*

Allied Navies Upgrade

When the **Notoriety** marker reaches the **36** box, immediately flip all the **Warships** on the map that are not colored **Gray**. Use only such ships' stronger **Purple** sides for the remainder of the game, including when placing **Ship** tokens.

At the beginning of a turn, when the **Notoriety** marker is in the **44** box or higher, roll **one additional black die** (🎲) during each future turn's **Placement Phase**.

Game Over: Defeat

The game immediately ends in **Defeat** if the **Notoriety** marker reaches the indicated box of that track based upon Nemo's current **Motive** – at which time you have become infamous as a global **Pariah** (*see Rule 14*).

Limiting Notoriety Gains

Successfully placing **Uprising** cubes lowers your **Notoriety** (*see Rule 11, **Incite***). In addition, there are three *Nautilus* upgrades that you might acquire which can help keep your **Notoriety** manageable (*see Rule 11, **Refit***). **Adventure** cards might also occasionally help you.

10. PLACEMENT PHASE

Placement Dice Roll

Begin the **Placement Phase** by rolling the dice indicated on the current **Act** card on the top of the **Discard Pile** (located next to the **Draw Pile**). This will always include two white dice, but added to them might be a black ( ) and the third white die (plus one additional black die if your **Notoriety** is currently **44** or higher).

After rolling all the dice indicated for that **Act's** turn, notice the results for the two white dice first. If you rolled three white dice that turn, you must choose *any two* of them and perform the *first two of these three* functions (and use all the dice rolled for the third):

1. Their differential determines how many **Action Points** (**APs**) you receive that turn (*see Rule 11, **Action Points***).

2. If the two (selected) white dice both show the same result (i.e., you rolled or selected doubles), it is a **Lull Turn**; see "**A Lull Turn**" on page 17.

3. Conduct ship placement for **each** die thrown (i.e., all the white dice, regardless of which two were selected, plus all the black dice) in the **Oceans** corresponding with their respective results. Ignore the results of any black dice if it is a **Lull Turn**. You will conduct multiple placements every turn!

Placing Ship Tokens

When conducting multiple placements, do them in order from lowest-to-highest-numbered **Oceans** (i.e., placement goes from ⬛, the **Western Pacific**, to ⬛, the **Indian Ocean**). When performing more than one placement in a particular **Ocean**, perform them *one at a time* (it matters).

For each placement, take one **Hidden Ship** marker and place it in an available (i.e., empty) **Ocean** space in the indicated **Major Ocean** (based on the die roll's result).

If there are no empty **Ocean** spaces in that **Major Ocean**, then you must do the first possible item on the list (A, B, C, or D) below:

A. Spread Out

Place a **Hidden Ship** marker in an empty **Ocean** space in an *adjacent* **Ocean**, if any are available. Note that the dotted line connecting some **Oceans** (e.g., the **Pacific Coast** to the **North Atlantic**) exists ***only for the purpose of placement*** (not movement).


The current **Act** card shows which dice you roll. An additional black die is rolled if the **Notoriety** marker has reached space **44** on the **Notoriety** track (shown below).

Summary List When a Full Ocean Gains Another Ship:

A. *Place a Hidden Ship marker in an adjacent Ocean.*

B. *Replace a Hidden Ship marker with a Ship Token from the Ship Draw Pool.*

C. *Flip a revealed non-Warship to its Warship side (i.e., flip a White Ship token to its Gray side).*

D. *Draw a Warship from the Ship Draw Pool and place it in any empty rectangle anywhere in the world; if there are no empty rectangles remaining, you lose (see Rule 14)! If you place it in the same Ocean as the Nautilus, you must fight it immediately.*
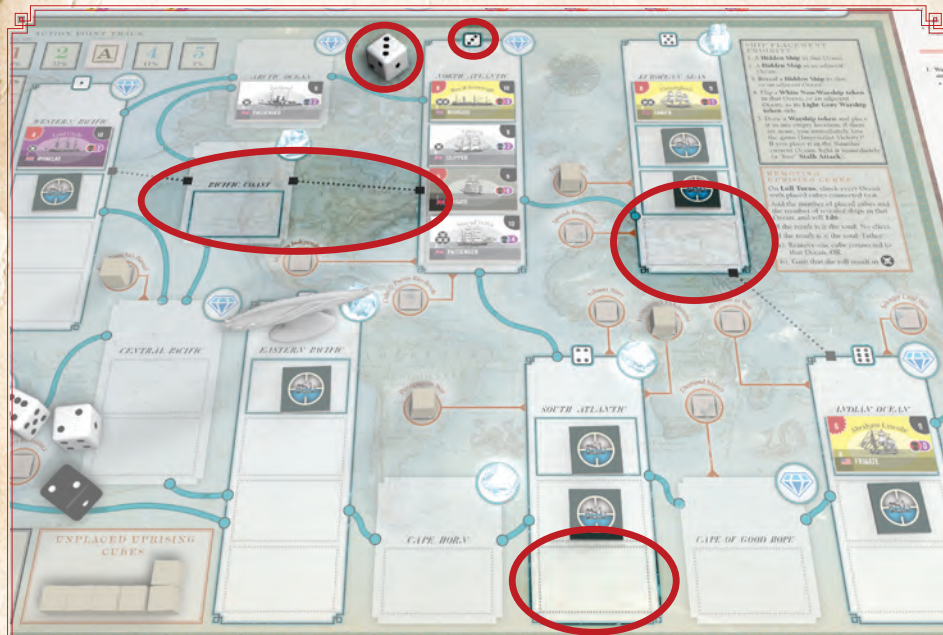
Based on a roll of 🎲 , and the corresponding **Ocean** already being full, the options for placing a **Hidden Ship** marker are those highlighted in the adjacent **Oceans**. Note the black dotted line allows placement.

B. Reveal

If there is no empty **Ocean** space to place that **Hidden Ship** marker in an adjacent **Ocean** (A), replace one **Hidden Ship** marker in that *or an adjacent Ocean* of your choice with a revealed **Ship** drawn at random from the **Ship Draw Pool**. After drawing and examining that **Ship** token, you must then decide exactly where to place it.

If it has a White (i.e., **non-Warship**) side, place it with that side showing. If it does not have a White side, place it so that it is showing its non-Purple side if the **Notoriety** marker has not yet passed **36** on the **Notoriety** track, or showing its Purple side after reaching that threshold.

C. Get Hostile

If there is nowhere to place a **Hidden Ship** marker in that or a neighboring **Ocean** (A), and all of the **Ocean** spaces in those **Oceans** contain revealed **Ship** tokens (B), then flip over one White **non-Warship** token there to show its Gray **Warship** side.

D. Go Hunting

If there is nowhere to place a **Hidden Ship** marker in that or a neighboring **Ocean** (A), all of the **Ocean** spaces in those **Oceans** contain revealed **Ship** tokens (B), and there are no White **non-Warships** among them (C), then draw a **Ship** token from the **Ship Draw Pool** and:

- If it has a White **non-Warship** side, place it on the map directly on its Gray **Warship** side. They're going hunting!

- If it does not have a White **non-Warship** side, you must place it showing its non-Purple side if the **Notoriety** marker has not yet passed **36** on the **Notoriety** track, or showing its Purple side after reaching that threshold.

A **Hunting Ship** is placed in an empty **Ocean** space anywhere in the world (i.e., regardless of proximity).

- If you place it in the same **Ocean** as the *Nautilus*, you must immediately **Stalk Attack** that **Ship** token for "free" as per **Event** cards 4 and 38 (*see Rule 6, PLAY Event Cards*).

- If there are no empty **Ocean** spaces left on the map, you immediately lose the game (*this is an Imperialist Powers Victory; see Rule 14*).

If There Are No Ship Tokens Left to Draw: If the **Ship Draw Pool** is exhausted, use all the **Ships** in the **Ship Discard Pile** to restock the **Draw Pool**. If there are no discarded **Ships** remaining, then all of the uncommitted Green, Blue, Dark Yellow, and Orange ships not yet in play are immediately added (early) to the **Draw Pool**.

A Lull Turn

If the two white dice used for that turn are doubles (e.g., ⚃ and ⚃), place one **Ship** token for each white die rolled, and all of the following **Lull Turn** activities apply:

1. Ship Placement

Place **Ships** only using the (two or three) white dice roll numbers and ignore the black die (or dice) results that turn.

2. Treasure Placement

If available in the stock of unused pieces, first place a **Treasure Available** gemstone in the doubles **Ocean** (see "**Placing Treasure**" below) then add another to the top of the **Adventure Deck**.

3. Uprising Cube Removal

The Imperialist Powers take advantage of the lull to crush uprisings (see "**Removing Uprising Cubes**" below).

4. Actions

Lull Turns also affect your **Action Phase** because the differential on the white dice is zero (see Rule 11).

Placing Treasure

Oceans either do or do not have **Treasure** in them. When there is **Treasure** in that **Ocean**, it has a **Treasure Available** gemstone there. Remove an **Ocean's Treasure Available** gemstone (returning it to the stock) after a successful **Search Action** there (see Rule 11).

When an **Ocean** gains **Treasure** (e.g., during a **Lull Turn**), place a **Treasure Available** gemstone there to indicate this happy status.

If that **Ocean** already has a **Treasure Available** gemstone, do the first possible item on this list:

A. Place that **Treasure Available** gemstone in an adjacent **Ocean** (using the dotted lines on the map, if desired) if it does not have a **Treasure Available** gemstone.

B. Do not add that **Treasure** gemstone to the map.

Removing Uprising Cubes

At the end of the **Ship Placement Phase** of a **Lull Turn**, for each **Ocean** that has a **Land** space with an **Uprising** cube connected to it by a maroon line, check to see if the Imperialist Powers crush an uprising there.

Add the number of **Uprising** cubes *AND* all revealed **Ship** tokens (ignoring **Hidden Ship** markers) in that **Ocean**, and roll **1d6**:
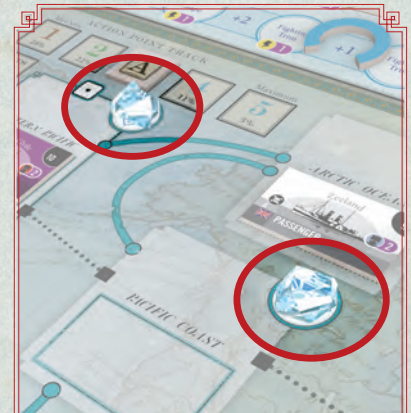
• If the result is *greater than or equal to* (≥) the sum, the Imperialist Powers' efforts fail and there is no effect.

• If the result is *less than* (<) the sum, the Imperialist Powers have succeeded in pushing back against an uprising there. Now you must either:

  A. Abandon your support and *remove one Uprising cube* from a **Land space** connected to that **Ocean** (returning it to the stock), *OR*

  B. Press your support and immediately gain **Notoriety** (💀) equal to the just-rolled result, plus the cubes at that **Ocean**.

The two **Oceans** highlighted here both have a **Treasure Available** gemstone. This denotes that a **Search Action** is possible in these locations.

This roll of ⚅ is enough to allow the **Uprising** cube to remain, as it exceeds the sum of **Uprising** cubes and revealed **Ship** tokens (in this case four).

---

11. ACTION PHASE

During the **Action Phase**, you perform **Actions** to advance Nemo's cause and lead the *Nautilus* and her crew through dramatic adventures.

Action Points

At the beginning of your **Placement Phase**, you made a **Differential Roll** (see Rule 4, *Die and Dice Rolls*). When rolling three white dice during **Act Three**, you must choose which two to use for the **Differential Roll** result; use the third white die only for **Ship Placement** that turn. At that time, you added the **Differential Roll** result to your **Action Point** track on the upper-left corner of the map.

ACTIONS PROBABILITY

The percentages shown on the **Action Point** track are the approximate chance of receiving that many **Action Points** on a given turn when the **Differential Roll** uses two white dice. In **Act Three**, when a third white die is added, the math is approximately:

0 AP: 3% (44% if you want a Lull)
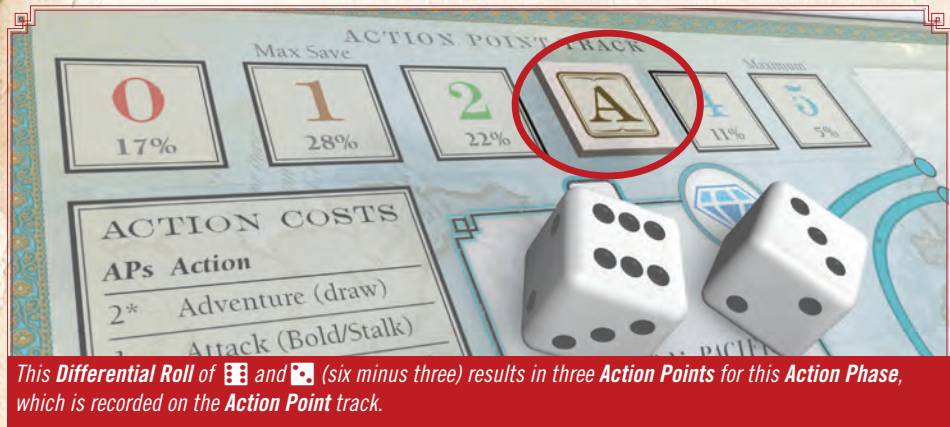
1 AP: 14%

2 AP: 22%

3 AP: 25%

4 AP: 22%

5 AP: 14%

ACTIONS LIST

Perform the following **Actions** at the indicated **Action Point** (**AP**) costs:

AP Cost	Action
2*	**Adventure** (draw an **Adventure** card from the **Adventure Deck**)
1	**Attack** (**Bold** or **Stalk**)
1	**Incite** (**Uprising** cube placement)
1	**Move** (one **Ocean**)
2*	**Rest** (to regain **Crew**)
2*	**Repair** (to regain **Hull**)
2*	**Refit** (to upgrade the *Nautilus*)
1	**Search** (for **Treasure**)

Costs only 1 **AP during a **Lull Turn**.*

This **Differential Roll** of ⚅ and ⚂ (six minus three) results in three **Action Points** for this **Action Phase**, which is recorded on the **Action Point** track.

Rolling Doubles & Lull Turns

If you rolled doubles for your **Differential Roll** (when rolling three white dice, you must select two with the same result to achieve doubles), you gain **0 Action Points** and that turn is a **Lull Turn**. During a **Lull Turn**, all **Actions** that normally cost **2 Action Points** each (including **Adventure**, **Rest**, **Repair**, and/or **Refit**) only cost **1 Action Point** each.

You will either have had to save **1 Action Point** from the previous turn or scrounge up **Actions** by other means to keep the *Nautilus* busy during a **Lull Turn**.

Spending Action Points

You can perform your **Actions** that turn in any order desired, including conducting the same type of **Action** multiple times per turn. You must pay each **Action's** cost in **Action Points** to perform it. If you do not have sufficient **Action Points** to pay its cost, you cannot perform that **Action**.

Saving Action Points

Between turns, you can save **a maximum of one Action Point**. Any additional unspent **Action Points** at the end of a turn are lost.

Maximum Action Points

The maximum **Action Points** you can ever have on the **Action Point** track is five. If you are forced to receive **Action Points** that would increase your total so that it exceeds five (i.e., you saved one from the previous turn and miraculously rolled five more this turn), the excess are lost and you only have five.

ADVENTURE

Spend 2 Action Points (or **1** during a **Lull Turn**). Draw the top card from the **Adventure Deck** along the right side of the game board. You may perform that card's activity and, afterward, collect **one Treasure** token (💎) for each **Treasure Available** gemstone on top of the **Adventure Deck** (returning these to the stock) **OR** decline to perform that card's activity and simply return it, face down, to the bottom of the **Adventure Deck** and leave the **Treasure Available** gemstones there (uncollected). You cannot choose this **Action** if there are no cards left in the **Adventure Deck**.

ATTACK (INITIATE COMBAT)

Spend 1 Action Point for a **Bold** or **Stalk Attack**. If you have the *Nautilus* upgrade **Steam Torpedoes**, you may also conduct **one free** (**0 Action Points**) **Torpedo Attack** per turn. You must designate the target ship, the type of **Attack** you will attempt, and perform the **Combat Sequence** (*see Rule 12 and the Rules for Combat*).

Targeting a Ship

Designate (i.e., "target") one **Revealed Ship** or **Hidden Ship** marker in the **Ocean** where the *Nautilus* is located, placing the **Attack!** marker on it showing its appropriate side, depending on what type of attack you are conducting (i.e., **Bold**, **Stalk**, or **Torpedo**).

When targeting a **Hidden Ship** marker, you must immediately replace it with a **Revealed Ship** token from the **Ship Draw Pool**:

- If that newly drawn **Ship** token has a White (i.e., **non-Warship**) side, place it with that side showing.

- If it does not have a White side, place it so that it is showing its non-Purple side, if the **Notoriety** marker has not passed space **36** on the **Notoriety** track, or showing its Purple side after reaching that threshold.

Bold Attack(s)

After designating one **Hidden** or **Revealed Ship** token in the **Ocean** where the *Nautilus* is located by placing the red **Bold Attack!** marker on it, you **must** immediately initiate combat with that ship *(see Rule 12)*.

If you succeed and sink that ship, you may immediately conduct another **Bold Attack** in that **Ocean** for **0 Action Points** and **+1 Notoriety** (☠ *see Rule 9)*. You can sink a lot of ships for only **1 Action Point**, but at a growing cost in **Notoriety**!

You may continue fighting ships via **Bold Attacks** in that **Ocean** until either:

1. You have destroyed all of the **Ship** tokens there; or

2. You decide to **Salvage** a **Ship** token you just sank instead of scoring it as **Tonnage** *(see Rule 12)*; or

3. Your **Attack** fails to sink the targeted **Ship** token; or

4. You decide to stop.

Stalk (Cautious) Attack

After designating one **Hidden** or **Revealed Ship** token in the **Ocean** where the *Nautilus* is located, place the blue **Stalk Attack** marker on it. Unless otherwise instructed, you **may** immediately fight that ship (only). If you fight, you gain a **+1 DRM** in combat for your careful approach *(see Rule 12)*.

Unlike a **Bold Attack**, however, you receive no free follow-up **Attacks** if your **Stalk Attack** is successful.

Torpedo Attack

Usable only if the *Nautilus* is equipped with the **Steam Torpedoes Upgrade** card; it costs **0 Actions** but can only be performed once per turn. After designating one **Hidden** or **Revealed Ship** token in the **Ocean** where the *Nautilus* is located (place the red and black **Torpedo Attack!** marker on it), you must roll, sinking the targeted **non-Warship** on a **5+**, or the targeted **Warship** on a **6+**. Roll **2d6**, and apply their sum. After your first miss, flip the **Torpedo** marker over to show its **1d6** side and roll only **1d6** for **Torpedo Attacks** *for the rest of the game* (sinking **non-Warships** on a roll of ⚄ or ⚅ , and **Warships** only on a roll of ⚅). There is no (0) **Notoriety** (☠) increase when a **Torpedo Attack** misses.

INCITE

Spend 1 Action Point. If an **Uprising** cube is available in their holding box, perform an **Incite TEST** *(see Rule 7 and the **Action Success Table** at the lower-left corner of the board)*. If successful, in an effort to place one **Uprising** cube (◗) in an empty **Land** space connected to the **Ocean** where the *Nautilus* is located and reduce your **Notoriety** (☠) as indicated.

Note that *each* revealed **Ship** token in the *Nautilus'* **Ocean** contributes a **-1 DRM** (not just revealed **Warships**, nor is there a **-1 DRM** limit), as does each already placed **Uprising** cube in that **Ocean** (only). Whenever you place an **Uprising** cube for any other reason (by an event, etc.), your **Notoriety** (☠) is unaffected.

MOVE

Spend 1 Action Point. Move the *Nautilus* marker to an adjacent connected **Ocean** (**Major** or **Transitional**). If you have the *Nautilus* upgrade **Hydro Drive**, you can move the *Nautilus* up to two **Oceans** per **Move Action**. Note that the dotted lines between **Oceans cannot** be used for movement.

REST

Spend 2 Action Points (or **1** during a **Lull Turn**). Perform a **Rest TEST** *(see Rule 7 and the Action Success Table at the lower-left corner of the board)* in an effort to gain **Crew**.

Bold Attack!

With a **Bold Attack**, you can combat every **Ship** token in that **Ocean** for only **1 Action Point** (if your luck holds out), but you will become notorious doing so!

Stalk Attack

A **Stalk Attack** gives you the option to **Attack** (in case you reveal something too hard to handle). And, although you only conduct one battle, it is with a **+1 DRM** which can be very helpful.
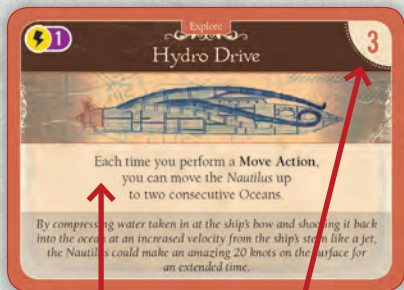
Torpedo Attack!

Firing torpedoes requires the *Nautilus* to surface, prepare, aim, and launch them in a somewhat involved process.

*For a more realistic game, you cannot attack the **Sea Serpent** or **Airship** with **Torpedoes**!*

*The **Action Success Table** on the board provides the modifiers and results for the **Search**, **Rest**, **Repair**, **Refit**, and **Incite** Actions.*
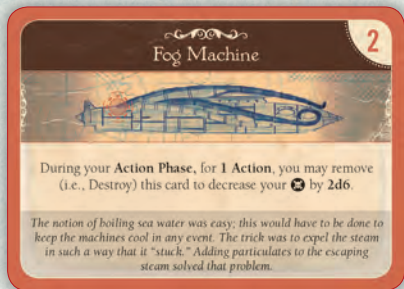
Gameplay effect   Cost in **Salvage Ship** tokens

Reminder: When there is a conflict, the Rules on cards and tokens supersede other Rules. That is, they allow the Rules "to be broken" by their instructions.

EXAMPLE

Upgrading the Nautilus: After spending **2 Action Points** *to* **Refit** *the Nautilus, you consult the* **Actions Success Table** *and check the die roll modifiers. There are no* **Warships** *in your* **Ocean**, *and you risk the* **Nemo** *Ship Resource for a* **+2 DRM** *and discard a* **1** *value* **Treasure** *token for a total* **DRM** *of* **+3**. *Your dice roll of* **5** *is modified to an* **8**, *which is an* **Expensive Success**, *forcing you to immediately discard another* **Treasure** *token (you give up a* **Wonder** *as it isn't worth much with your current motive of* **War!**).

Discarding **2 Salvaged Ship** *tokens from along the right side of the board, you purchase the above* **Fog Machine** *upgrade and use it up quickly to combat your growing* **Notoriety** *problem.*

REPAIR

Spend 2 Action Points (or **1** during a **Lull Turn**). Perform a **Repair TEST** (*see Rule 7 and the Actions Success Table at the lower-left corner of the board*) in an effort to gain **Hull**.

Expensive
If you **PASS** with an "Expensive" result, you must discard one of your available **Treasure** tokens (💎) of any type. This is in addition to the **Treasure** token you may have just spent to modify the dice roll. If you have none available to lose, you still **PASS** that **TEST**.

REFIT

Spend 2 Action Points (or **1** during a **Lull Turn**). Perform a **Refit TEST** (*see Rule 7 and the Action Success Table at the lower-left corner of the board*) in an effort to gain an available *Nautilus* **Upgrade** card.

Expensive
If you **PASS** with an "Expensive" result, you must discard one of your available **Treasure** tokens (💎) of any type. This is in addition to the **Treasure** token you may have just spent to modify the dice roll. If you have none available to lose, you still **PASS** that **TEST**.

If you are successful, discard the desired **Upgrade's** cost in **Salvaged Ships** (*see Rule 12*) off to the right side of the board to pay for it and add that **Upgrade** card to your **Tableau** to show it is now equipped and usable. Here is a closer look at each **Upgrade**:

Arcane Library
Add one to the dice roll (**+1 DRM**) when performing a **Search** or **Incite Action**.

Double Hull
Gain an additional **+1 DRM** when **Exerting** your **Hull** Resource (*see Rule 7*). Also, ignore all 🎲 results (i.e., treat them as "no effect") when rolling to apply **Hits** to the *Nautilus*.

Electro-Powered Crew Armor
You may use this card once during each **Bold Attack Action** (i.e., once during that series of battles) for a **+1 DRM** *after* a dice roll, *OR* **Destroy** it (i.e., remove it from the game) for a **+2 DRM** *after* a dice roll.

Fog Machine
For **1 Action Point**, you may remove this card from the game during your **Action Phase** to decrease your **Notoriety** (💀) by **2d6**. **Reinforcement** ships, once added to the **Ship Draw Pool**, remain there even if your **Notoriety** is reduced below the level required to add them.

Hydro Drive
Each time you perform a **Move Action**, you can move the *Nautilus* up to **two** consecutive **Oceans**.

Magnetic Mines
The **Combat Sequence** is reversed (i.e., the *Nautilus* **Attacks** first) versus armored ships (i.e., those with "**Iron**," "**Armored**," or "**Battle**" in their class name). These ships, having a cuirass of armor on their sides, were not armored below the waterline!

Monstrous Design
Gain one fewer **Notoriety** (💀) per **Ship** token that you sink (as shown on that **Ship** token) via a **Stalk Attack** (only, down to a minimum **Notoriety** of 0).

Periscope Device
You no longer gain **1 Notoriety** (💀) between consecutive **Bold Attacks** (*see Rule 11*). You can also make consecutive successful **Stalk Attacks** (exactly as you do **Bold Attacks**), but you do gain **1 Notoriety** (💀) between each of these.

Reinforced Armor
Add one (**+1 DRM**) to all **Warships**' **Attack** dice rolls.

Steam Torpedoes

Once per **Action Phase**, you may make **one** free **Torpedo Attack** at the *Nautilus'* location. Roll **2d6** and sink the targeted **non-Warship** on a roll of **5**+ or the targeted **Warship** on a **6**+. After your first miss, flip the marker over to show its **1d6** side and roll only **1d6** for **Torpedo Attacks** *for the rest of the game* (sinking **non-Warships** on a roll of ⚄ or ⚅, and **Warships** only on a roll of ⚅).

Strengthened Prow

Add one (**+1 DRM**) to all *Nautilus* **non-Torpedo Attack** dice rolls.

SEARCH

Spend 1 Action Point. Perform a **Search TEST** *(see Rule 7 and the **Action Success Table** at the lower-left corner of the board)* in an effort to collect a **Treasure** token (💎) from the *Nautilus'* **Ocean**. There must be a **Treasure Available** gemstone there indicating that treasure is present to be searched for!

Note that each revealed **Ship** token in the *Nautilus'* **Ocean** contributes a **-1 DRM** (not just revealed **Warships**, nor is there a **-1 DRM** limit).

After collecting **Treasure** at that **Ocean**, remove its **Treasure Available** gemstone (returning it to the stock). **Treasure** availability could be replenished later *(see Rule 10)* during a **Lull Turn** or via an **Event**, thus allowing you to search there again.

If you gain a **Treasure** token (💎), resolve its "Immediately **X** and…" event; if it does not have one, place it face up in the **Collected Treasures** box on the right side of the board. A **Retain Treasure** token allows you to either keep it until the end of the game for its **Treasure** value or discard it at any time for its **X** effect to receive that alternate benefit (sacrificing that **Treasure's Victory Point** value). You might want to place these **Retain Treasure** tokens in your **Tableau** with your other options.

12. COMBAT

When engaging in battle (including when conducting **Torpedo Attacks**), follow the **Combat Sequence** below. One **Hit** sinks any **Ship** token, while the *Nautilus* takes several **Hits** to destroy.

Combat Sequence

There are only two steps in the **Combat Sequence**:

1. If the designated **Ship** token is a **Warship** (i.e., it has both an **Attack** and **Defense Strength**), it **Attacks** the *Nautilus* first; after applying any damage, proceed to Step 2.

   If the designated ship is a **non-Warship**, skip this step and go directly to Step 2.

2. The *Nautilus* **Attacks** the designated **Ship** token.

*Warships are denoted by a red **Attack Strength** in the top left corner. In this example, the Light Yellow **Ship** is a **Warship**, while the White **Ship** is a **non-Warship**.*

Steam Torpedoes are not of the WWII variety! Having no torpedo tubes, to fire a torpedo the *Nautilus* must surface, prepare, place it in the water, aim, and then launch it. They are effective, but not quick-firing.

How She Fights

Understand that there are no guns on the *Nautilus*! She sinks ships by ramming them below the waterline via the *Nautilus'* prow or by crossing under a ship so that the top of the *Nautilus* scrapes along the bottom of the targeted ship.

This is why **Warships**, with their guns, get to fire first as the *Nautilus* approaches.

Roll High!

You generally benefit from rolling high during **Actions** and **Combat** (and "win" ties vs. target numbers).

Thus, when a **Warship** fires at the *Nautilus*, you want to roll *equal to or greater than* its **Attack Strength** so that it misses.

Again, you want to roll high versus its **Defense Strength** because if your roll is *equal to or greater than* that number, you sink the **Ship**.

Warships

Attack Strength (Warships only)

Defense Strength

Notoriety gained for sinking (if any)

Group ID

Nationality

Ship class

Warship VPs

Shenandoah — 8 / 9 / RAIDER / 1

Non-Warships

Notoriety gained for sinking (if any)

Defense Strength

Group ID

Nationality

Ship class

non-Warship VPs

City of Adelaide — 8 / MAIL / 2

Mary Celeste — 7 / GHOST / 0 / 1

This Ship grants Wonder VPs as well as its non-Warship VPs

Triumph — 8 / WHALER / +1 ◆ / 1

Special instructions to be carried out upon sinking this Ship, in this case, drawing a Treasure token

Step 1: How Warships Attack the Nautilus

Non-Warships *do not* Attack the *Nautilus*. If the targeted **Ship** token is a **non-Warship**, proceed directly to **Step 2**.

During **Step 1**, if the targeted **Ship** token is a **Warship**, it takes the first shot. It **Attacks** the *Nautilus* using this procedure:

A. Enemy Fire: Roll **2d6** and compare the modified result to that **Warship's Attack Strength**. The **DRM**s are:

> **+1** if the *Nautilus* is upgraded with **Reinforced Armor**
>
> **-1** if there is any other revealed **Warship** in that **Ocean** (besides the one targeted)

B. Results: If the natural result is:

> • ⚀ ⚀, this is a disaster and automatically inflicts **1d6 Hits** on the *Nautilus*

> Otherwise, if the modified result is:

> • ***Less than the Attack Strength***, the *Nautilus* always suffers a number of **Hits** *equal to the lowest die's result* of that **Warship's Attack** dice roll

> • ***Greater than or equal to the Attack Strength***, there is no effect

C. Applying Hits: You lose one random **Ship Resource** per **Hit** suffered. To determine which **Ship Resource** is lost, roll **1d6** for each **Hit**, one at a time, and compare its result to the left side of the **Ship Resource** tracks (i.e., on a result of ⚀, lose one **Nemo**; on a ⚁ or ⚂, lose one **Crew**; and on a ⚃, ⚄ or ⚅, lose one **Hull**; ignore a ⚅ result if the *Nautilus* is upgraded with a **Double Hull**).

Which **Ship Resource** takes a **Hit** is indicated by the die symbols shown here.

After determining where a **Hit** lands, you may immediately **Destroy** (i.e., discard) an acquired *Nautilus* **Upgrade** card *instead* of applying that **Hit**.

Apply all **Hits** to the *Nautilus* before proceeding to **Step 2**. For each **Hit** taken, move the marker on that track **1 full** position to the right.

Step 2: How the Nautilus Attacks Other Ships

During **Step 2** the *Nautilus* **Attacks** using this procedure:

A. Nautilus Non-Torpedo Attack TEST: Roll **2d6** and compare the modified result to that **Ship** token's **Defense Strength**. The **DRM**s are:

> **+1** if making a **Stalk Attack**
>
> **+1** if the *Nautilus* is upgraded with a **Strengthened Prow**
>
> **+X** for any one **Exerted Ship Resource** (maximum of one **Resource**)
>
> **-1** if there is any other revealed **Warship** in that **Ocean** (besides the one targeted)

B. Results: If the natural result is:

> • ⚀ ⚀, this is a disaster: The target **Ship** token is unaffected regardless of **DRM**s; you **Gain** two **Notoriety** (+2 ☠) *AND* lose *two* **Ship Resources** of the type you **Exerted** (if any) in this **Attack** (*see example on page 24*); the survivors' stories of this encounter are consistent and featured in the newspapers!

Otherwise, if the modified result is:

- *Less than the Defense Strength*, the target **Ship** token is unaffected; you **Gain** one **Notoriety** (+1 ☠) **AND** lose one or more **Ship Resources** of the type you **Exerted** in this **Attack**; the survivors live to tell various tales!

- *Equal to or greater than the Defense Strength*, that **Ship** token is sunk.

C. Disposing of Sunk Ships: When you sink a **Ship** token, you immediately gain its **Notoriety Value** (i.e., add the number of that token's ☠ symbols to the **Notoriety** track). Its **Notoriety Value** is reduced by one (but never below **0**) if the *Nautilus* is upgraded with a **Monstrous Design** and you made a successful **Stalk Attack**.

If that ship grants you a "Gain 1 ____" effect, you receive it automatically and immediately after sinking that ship.

Then you must pause and make a decision as to how you will dispose of that sunken **Ship** token. Either send it straight to Davy Jones' locker as **Tonnage** *OR* forfeit its **Victory Points** *(see Rule 15)* and **Salvage** it so that you might upgrade the *Nautilus* later. These are both explained below:

Sunken Ships as Tonnage

If you sink a **Ship** token outright for **Tonnage**, you wish to remove it from play and garner its **Victory Points** *(see Rule 15)*.

Place such **Tonnage Ship** tokens, showing the side of the **Ship** token that you actually sank, on the **Tonnage** track in the leftmost vacant box for the **Major Ocean** where it sank; if it sank in a **Transitional Ocean**, you may choose either connected **Major Ocean's** row in which to place that **Tonnage Ship** token (e.g., the *Pacific Coast* affects either the *Western Pacific* or *North Atlantic*).

If all of that **Ocean's Tonnage** token boxes are filled, stack additional **Tonnage Ship** tokens up in its sixth column's box.

Ship tokens used as Tonnage are placed on the leftmost space available in the row of the Nautilus' current Major Ocean. Above, a Ship sunk in the Eastern Pacific (second row) would be placed in the third column.

Sunken Ships as Salvage

If you pillage a sunken **Ship** token for **Salvage**, you forgo its **Victory Points** so that you can use that token as a **Salvage Point** to upgrade the *Nautilus*. Place a **Salvaged Ship** token in a **Salvage Point** box, filling this area from bottom to top. Each ship counts as one **Salvage Point** toward purchasing a *Nautilus* **Upgrade** card during a **Refit Action**.

If there is not an empty **Salvage Point** box (there are only four), that **Ship** token **must** be taken as **Tonnage** (see above).

Note that **Salvaging** a **Ship** token you just sank automatically ends your **Bold Attack** streak *(see Rule 11)*. It also prohibits you from scoring any **Wonder** or **Science Victory Points** for that **Ship** at the end of the game *(see Rule 15)*.
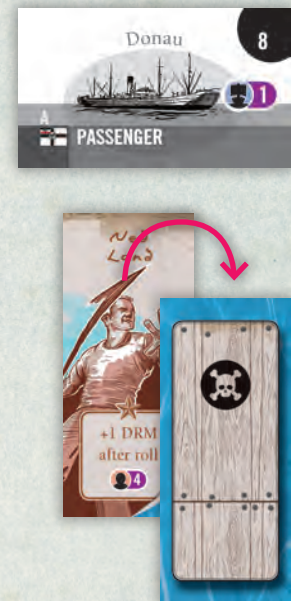
Ship tokens kept as Salvage are placed on a Salvage Point box and can be spent during a Refit Action to purchase a Nautilus Upgrade card.

# COMBAT EXAMPLE

The Nautilus *is located in the* **Western Pacific**, *along with a revealed* **Capital Ship** *token (the* Victoria, **Attack Strength: 8**, **Defense Strength: 11**) *and two unrevealed* **Ship** *tokens.*

You (role-playing Captain Nemo) choose a **Bold Attack Action** *and target one of the hidden* **Ships**, *which you now reveal to be a* **Passenger Ship** *token (the* Donau, **Defense Strength: 8**).

You must **Attack** *the* Donau *(you have no choice when revealing a* **Ship** *token via* **Bold Attack**), *but since it is a* **non-Warship**, *at least it does not* **Attack** *you first. The* Nautilus *does not have a* **Strengthened Prow** *and, feeling irrationally confident (now you're really channeling Captain Nemo!), you decide not to risk any* **Ship Resources** *for their* **DRM**. *The* **-1 DRM** *for there being any revealed* **Warships** *in that* **Ocean** *(the* Victoria *in this case) applies, so now you must roll a* **9 or higher** *on* **2d6** *(weighted down by the* **-1 DRM**) *to equal or exceed the* Donau's **Defense** *Value. The dice roll is* ⚅ *and* ⚁ *, so the* **Attack** **FAILS** *by* **1**; *this would normally end matters in your defeat, but you decide instead to* **Sacrifice Ned Land** *for a* **+1 DRM** **after** *the dice roll result is known (see Rule 13). The* **Ned Land Character Resource** *tile is flipped to show its* **Spent** *side and you gain* **1 Notoriety** *(* 💀 *) due to Ned Land's sacrifice.*
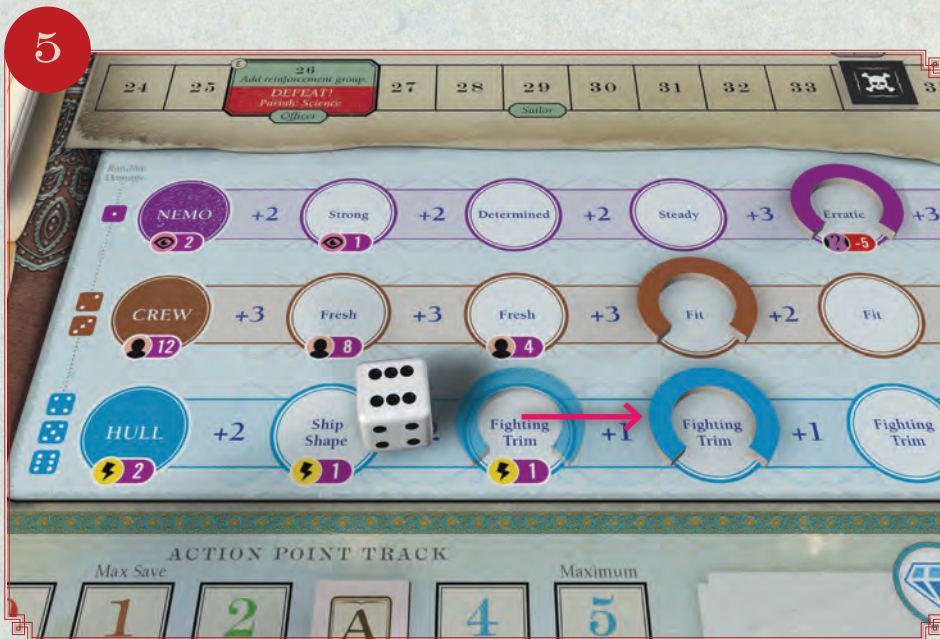
This means the Kōtetsu *scored one* **Hit** *(but no more, for although the modified result is* **2** *, the* Kōtetsu *must roll a natural* ⚀ *,* ⚀ *to inflict the disastrous* **1d6 Hits** *this result garners). To apply the damage, you roll* **1d6** *and compare it to the table to the left of the* **Ship Resources** *track to determine which* **Ship Resource** *was lost; the result is a* 🁢 *and costs the* Nautilus *one* **Hull** *Resource. (If the* Nautilus *was upgraded with a* **Double Hull**, *that* 🁢 *would have had no effect!).*

It is now your turn to fire back at the Kōtetsu *so you check your* **DRMs**. *You* **Exert** *the* **Crew** *for a* **+2 DRM** *bonus which, combined with that damnable* **-1 DRM** *for the still-skulking* Victoria, *nets out to a favorable* **+1 DRM**.

3

Although the Donau *is worth only **1 Victory Point** (VP), you sink it as **Tonnage** so that you can continue **Attacking**. (Had you taken it as **Salvage** your **Bold Attack Action** would be over and you would need to spend another **Action** to keep **Attacking**.) You place the* Donau, *face up, as a **Tonnage Ship** token on the left-most open space along the **Western Pacific** row of the **Tonnage** track.*

*Fortunately for you, the world does not suspect anything untoward with the loss of this **Passenger Ship** token, and you suffer 0 gains in **Notoriety** (☠) for its sinking.*

4

*But you then advance the **Notoriety** marker (☠) by one to continue **Attacking Boldly** and decide to target the remaining **Hidden Ship** marker, which is revealed to be an **Ironclad Ship** token (the* Kōtetsu, **Attack Strength: 7**, **Defense Strength: 10**).*

*Because it is a **Warship** (i.e., it has guns), the* Kōtetsu ***Attacks** the* Nautilus *first! Checking the **Dice Roll Modifiers**, the* Nautilus *is not outfitted with **Reinforced Armor** and your **Notoriety** is still below **36** (but barely), so this ship is not yet showing its purple (enhanced) side. There is, again, a **-1 DRM** for there being any revealed **Warships** in that **Ocean** (the* Victoria*), and so you roll **2d6** with a **-1 DRM** and the result is a ⚀ and ⚁ .*

7

The dice bow to your will and roll a ⚃ and ⚄ , sinking the Kōtetsu *and, as a result of that calamity for the Imperialist Powers, you must gain **1 Notoriety** (☠) as shown on its **Ship** token.*

8

*Your **Exerted Crew Resource** is then safely returned to the Fit space that it was **Exerted** from. Good work!*

9

*You opt to **Salvage** this sunken **Ship** and place it in an empty **Salvage Point** box. Taking a sunken **Ship** token as **Salvage** automatically ends your **Bold Attack Action**, and leaves the* Victoria *defiantly patrolling the **Western Pacific Ocean**.*

*You reveal **The Whales** (Event 29). It is a **TEST** card with a **TEST Value** of **9**, and indicates that you can **Exert** the **Crew** and/or **Hull** into contributing their **DRM**s.*

*Before you roll the dice, you decide to **Exert** only the **Hull**, and doing so currently provides a measly (but much needed) **+1 DRM**. You move the **Hull** Resource marker over to the right, indicating that you are wagering your already-battered **Hull** on this **TEST's** outcome.*

*With no revealed **Warship** tokens in that **Ocean**, nor applicable Nautilus upgrades, the net **DRM** is **+1**. You throw the dice, rolling a ▦ and ▦ (with a **+1 DRM** from risking the **Exerted Hull**) for a modified total of **8**, which is not enough – you **FAIL**!*

*To **FAIL** costs you four **Hull** Resources (the two from **Hull** that you just **Exerted** and now lose because the lowest die you rolled for your failure was not a ▪ , and then two more **Hull** damage indicated on the card as the penalty for **FAILING** this **TEST**). Hmm… that is looking pretty ugly for the Nautilus and would cause your defeat!*

*You are left with no choice but to **Sacrifice** a **Character** to save your situation. **Ned Land** with his **+1 DRM** would do the job, but you have previously **Sacrificed** him, so he is not available! **Conseil** is available and would get you a re-roll, but you could end up no better off after **Sacrificing** him, so you decide that **Professor Aronnax** must make the **Sacrifice** and lend his **+2 DRM** to increase your **TEST** result to a **10** and save the day. You flip his **Character** tile and gain one **Notoriety** (☠).*

*Now, having successfully resolved the **TEST** of **The Whales**, you receive its **PASS** reward, opting to gain **1 Crew** (instead of **2 Treasures**) and then placing this card in the **PASS Pile**.*

13. EMERGENCY HELP

After an outcome is known, you may **Sacrifice** (i.e., flip) your available **Character** tiles and discard to the **FAIL** Pile equipped *Nautilus* **Upgrade** cards to alter the situation and thus provide you with timely "**Emergency Help**."

Nautilus Upgrade Cards

At any time, you may **Destroy** (i.e., discard to **FAIL** Pile) a purchased, face-up *Nautilus* **Upgrade** card to satisfy the loss of any one **Ship Resource** (i.e., **Nemo**, **Crew**, or **Hull**).

Character Resources

You may **Sacrifice** the **Second Officer Character** at any time during an **Action Phase** to gain **1 Action Point**.

You may **Sacrifice** the **Chief Engineer Character** at any time during an **Action Phase** to gain **2 Action Points**.

You may **Sacrifice** the **First Officer Character** at any time during an **Action Phase** to gain **3 Action Points *OR***, ***after*** any **2d6** roll, for a **+3 DRM**. Doing so will also forfeit **1 Nemo** immediately.

You may **Sacrifice** the **Conseil Character** *after* a **2d6** roll to re-roll **both dice** once.

You may **Sacrifice** the **Ned Land Character** *after* any **2d6** roll for a **+1 DRM**. Doing so will also gain you **1 Notoriety** (☠) immediately.

You may **Sacrifice** the **Professor Aronnax Character** *after* any **2d6** roll for a **+2 DRM**. Doing so will cost you **1 Science** at the end of the game and immediately gains you **1 Notoriety** (☠).

14. HOW THE GAME ENDS

The game ends ***immediately*** when any of the following occurs:

1. You reach the last **Nemo** (broken), **Crew** (killed), or **Hull** (shattered) **Ship Resource**.

   These various endings represent a tragic failure for your vaunted expedition and end the game in Defeat, without scoring.

2. If your **Notoriety** reaches the threshold shown on the **Notoriety** track (**Pariah**), which varies by Nemo's **Final Motive** as follows:

   26 for **Science**; **36** for **Explore**; **44** for **Anti-Imperialism**; **51** for **War!**

   This ending represents the threshold at which the world's nations will commit enough resources to guarantee a decisive campaign against Nemo and the Nautilus, ending the game in Defeat, without scoring.

3. Every **Ocean** is completely full of **Ship** tokens (revealed or unrevealed) when a **Warship** needs to be placed anywhere in the world (**Imperialist Powers Victory**).

   This ending represents a victory for the Imperialist Powers as they succeed in their global hunt for the Nautilus.

4. Conducting the game's **Finalé** card.

   This ending represents Nemo using that year to the fullest and ending it either well or poorly.

When the game ends via conditions 1-3 (above), read the **Defeat** paragraph in the **Epilogue** booklet. If the game ends via condition 4 (above), check your score to determine how well you performed.

15. DEFEAT, VICTORY, AND SCORING

You calculate your success in *Nemo's War* in **Victory Points** (VPs). You earn **VPs** in several ways, such as sinking **Ships**, finding **Treasures**, and passing **TESTS**. If you are defeated due to the complete loss of a **Ship Resource** (*see Rule 8*), becoming a **Pariah** (*see Rule 9*), or from an **Imperialist Powers Victory** (*see Rule 14*), don't bother scoring; simply read the **Defeat** section of the **Epilogue** booklet.

Before scoring, place all of the **Adventure** cards in your **Tableau** in the **PASS** or **FAIL** Piles as instructed on each, and add your equipped *Nautilus* **Upgrade** cards to the **PASS** Pile. You will be scoring points only for the cards in your **PASS** Pile.

Nemo's Motive

Nemo's **Motive** determines numerous **Victory Point** (VP) adjustments made to your final score when tallying it at the game's end (see the **Motives** table on the right side of the board).

During setup *(see Rule 3)*, you placed a Nemo **Motive** tile on the board. That represents Nemo's initial **Motive**.

At the beginning of **Act Three**, you receive a one-time opportunity to change Nemo's **Motive** and the voyage's mission or, if you do not, place another available *Nautilus* **Upgrade** card for purchase. You must immediately decide whether to keep Nemo's current **Motive** or you can change it to any of the other three. Whatever you decide, you've had your one chance to change your mind and there is no turning back! Proceed to the final **Act** of the game!

Determining Your Score

When the game ends due to a **Finalé** card, your score is determined by counting how many **Victory Points** (VPs), both positive and negative, you have earned on that voyage. Greatly affecting your **VP** earnings is Nemo's **Motive,** which adjusts the values of seven key scoring areas.

Adjusting VPs for Nemo's Motive

VPs earned from sinking **Ship** tokens, **Adventure** cards, and collected **Treasure** tokens can have their values adjusted up or down per token or card! That is, each instance for scoring in that category can be modified up or down according to Nemo's **Motive**.

When subtracting **VPs**, an individual item's **VP** value can never go below **0 VPs**. That is, do not score "negative **VPs**" due to an adjustment based on Nemo's **Motive**.

Regular Point Scoring Activities

Sinking Ships

A **Ship** token is "sunk" when you **Attack** it successfully and place it on the **Tonnage** track. Do not score **Ship** tokens in the **Ship Draw Pool**, discarded **Ship** tokens, and those taken as **Salvage**.

Note that you score separate **VPs** for **Warship** and **non-Warship** tokens.

Adventure Cards

The cards in the **PASS** **Pile** might score **Adventure VPs**. Examine them carefully to determine which ones score **Adventure VPs** and how many they score. Note that certain *Nautilus* **Upgrade** cards also score **Adventure VPs**.

Collected Treasure Tokens

Count the **Treasure VP** value of **Treasure** tokens (💎) in the **Collected Treasure** box plus those in your **Tableau**.

Liberation of Oppressed Peoples

Count all **Uprising** cubes placed on **Land** spaces on the map and calculate their **Liberation VP** value each compared to Nemo's **Motive** tile.

Science

Some cards in the **PASS** **Pile** (including some *Nautilus* **Upgrades**), certain sunken **Ship** tokens, if the *Nautilus'* **Hull** is in excellent condition, and **Professor Aronnax's** survival, can all score **Science VPs** for you. Examine them carefully to determine which ones score **Science VPs** and calculate their value each compared to Nemo's **Motive** tile.

Wonders

Certain **Treasure** tokens, some *Nautilus* **Upgrade** and some **Adventure** cards, Captain Nemo's mental health, and sunken **Ship** tokens can score **Wonder VPs** for you. Examine them carefully to determine which ones score **Wonder VPs** and calculate their value each compared to Nemo's **Motive** tile.

Scoring Bonus & Penalty Points

You must also score other items unaffected by Nemo's **Motive** each game:
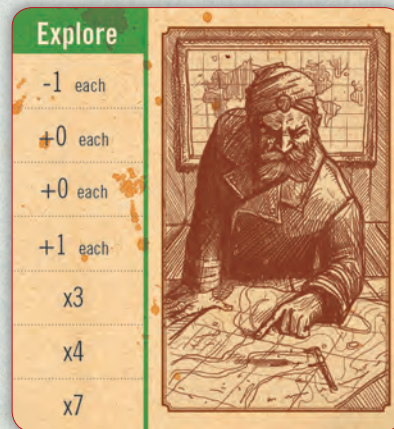
Surviving Characters Bonus

Surviving **Characters** (i.e., those not **Sacrificed** during play), a **Fresh Crew** (on the **Ship Resources** track), and some **Adventure** cards give you **Character VPs**.

Here the player's **Scouring the Seas** score is **23 VPs**, indicated at the top of the rightmost column that has been filled with **Sunken Ship** tokens.

Level of Victory

Score	Victory Level
<185	Defeat
185-219	Failure
220-249	Inconsequential
250-274	Success
275+	Triumph

Scouring the Seas Bonus

Determine your **Sunken Ship** tokens' **Bonus Value**. This is shown above the right-most column of the **Tonnage** track that is completely filled for all of the **Oceans** (as illustrated here, showing a **Sunken Ship Bonus Value** of **23 VPs** for filling up the first four columns and achieving *Danger* status). These **Scouring VPs** are *in addition* to those earned for sinking each individual **Ship** token on this track.

Ship Resources Penalty

The end game condition of your **Nemo**, **Crew**, and **Hull Resources** might indicate a negative **Damaged Resources VP** value.

Using the Victory Point Markers

Included with this game are **Victory Point** markers to help you tally the various **Victory Point** scoring activities using the **VP** tracks located at the top-right portion of the map.

Most have **x10** and **x1** markers, so if you have earned, say, **24 VPs**' worth of **Treasure** tokens, the **Treasure x10** marker would be in the **20** box of its track, and the **Treasure x1** marker would be in the **4** box of its track.

Note that you can use these tracks to keep track of your **VP** scores in these categories dynamically during play, or just use them to help you track your final score tally after the game has ended.

Your **Ship Resources Damaged** score (i.e., the sum of any points for **Nemo**, **Crew**, **Hull**) is always a negative value.

At the end of the game, convert each of the **Victory Point** score markers into equal adjustments of the **Final Score** markers. Note that the back of the **Final Score x10** marker has a **+100** side; When your final score exceeds **99 VPs**, flip this marker over to show you have **+100 VPs** credit and keep advancing it along the **x10** track. After reaching **199 VPs**, remove it and use the **+200** marker as a mnemonic for your rising final score (this flips to a **+300** side if you are really running wild).

Your Level of Victory

Compare the total number of points you have earned to the **Level of Victory** table as shown to the left.

Your Epilogue

To discover how your story as Nemo ends, consult the **Epilogue** booklet and cross-index Nemo's **Motive** with the **Level of Victory** that you have achieved and read your story's denouement. If you were defeated in any way, read the **Failure** paragraph.

16. OPTIONAL RULES

You can select any or all of the following **Optional Rules** at the beginning of a game to alter the difficulty level of play.

Taking the Blows

This option varies between a notable advantage and a potentially hazardous disadvantage.

When suffering **Exerted Ship Resource** losses from failing a **TEST** (*see Rule 7*) – including **TESTS** from **Adventure** cards, **Actions** requiring a **TEST**, or from an **Attack TEST** that fails to sink the targeted **Ship** token – you can adjust your losses of these **Exerted Ship Resources** according to the **Difficulty Level Settings** on the left.

EXAMPLE

You **FAIL** a **TEST** with a dice roll of ⚁ and ⚁. At the **Sailor Difficulty Level**, you would lose only **1** of each **Exerted Ship Resource** (instead of the usual **2**). At the **Captain Difficulty Level**, you would lose **3** of each risked **Ship Resource** (because the lowest die's roll result in that failed dice roll is a ⚁). A calamity, to be sure!

Deadly Seas

This option gives you an overall slight disadvantage.

With this variant, during setup, turn the brown **Deadly Seas** tokens face down and mix them up. During **Steps 4, 5, & 6** of setup (i.e., when you are arranging the **Ship** tokens), add one face-down **Deadly Seas** token to each of the five different-colored **Reinforcement Ship** groups.

Put three of the remaining five **Deadly Seas** tokens in the **Ship Draw Pool** at start, and set aside the last two, unrevealed; these are not used.

When pulled from the **Ship Draw Pool**, you must resolve these events.

- Revealing a **Deadly Seas** token automatically ends your string of **Attacks** when conducting multiple **Bold Attacks** as a single **Action** *(see Rule 11)*.

- Only a **Ship Group** token *(see below)* replaces a **Hidden Ship** marker on the map when drawn. All other **Deadly Seas** tokens are resolved and discarded instead of affecting a **Hidden Ship** marker (which remains on the map).

Most of the **Brown Ship** tokens are self-explanatory; here is a closer look at each:

Coastal Village
If there is a space to place an **Uprising** cube (⬡) in that **Ocean**, and you have an **Uprising** cube available, you may place one there for free.
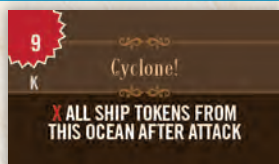
Cyclone!
This **Weather Event** is not a **Warship**, but it **Attacks** the *Nautilus* just the same and, afterwards, discards itself and all of the other hidden and revealed **Ship** tokens in the *Nautilus*' **Ocean**!
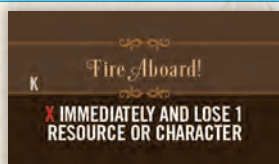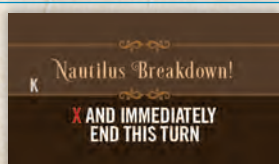
Fire Aboard!
You must lose one **Ship Resource** or **Character** of your choice.

Group Tokens
The three **Ship group** tokens function as other **Ship** tokens do (but do not have a Purple side to convert to). When placed, however, they automatically trigger the placement of two more **Ships** in that **Ocean** using the usual Rule 10 protocols.

Nautilus Breakdown!
Immediately place the **Action Point** marker in its **0** box and skip your **Action Phase** this turn. You cannot use **Resources** that give you additional **Actions** this turn.
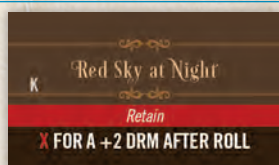
Red Sky at Night
Retain this as an **Emergency Resource**. It works in the same manner that **Professor Aronnax** does (i.e., discard for a **+2 DRM** *after* the dice roll). The title comes from the ancient weather saying: *Red sky at night, sailors' delight; Red sky at morning, sailors take warning.*
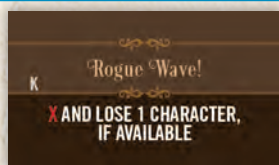
Rogue Wave!
Sacrifice (i.e., discard, applying any **Character** penalties) one **Character** of your choice, if you have any remaining, without receiving its benefit.

Uncharted Island
Revealing this **Ship** token interrupts the game; you must immediately resolve a free **Adventure Action** *(see Rule 11)*. Afterward, continue play normally.

DIFFICULTY LEVEL SETTING

SAILOR: Start with two of the remaining five **Deadly Seas** tokens in the **Ship Draw Pool**.

OFFICER: No change.

CAPTAIN: Start with four of the remaining five **Deadly Seas** tokens in the **Ship Draw Pool**.

*The Kōtetsu and the Nautilus begin the **Action Phase** in the same **Ocean**, so you make a **Relentless Pursuit** check to see if the Kōtetsu aggressively pursues the Nautilus. Since the Kōtetsu is worth **2 VPs**, on a die roll of ▣ , it will immediately **Attack** the Nautilus!*

Relentless Pursuit

This option puts you at a competitive disadvantage.

At the beginning of your **Action Phase** each turn, designate each revealed **Warship** token in the *Nautilus*' **Ocean**, one at a time, and roll a die for it.

If the result is less than its **Warship Victory Point** value, you must fight it immediately. This is a mandatory "free" **Bold Attack Action** (i.e., it costs **0 Action Points**). Victory can allow you to continue making (free) **Bold Attacks** at that **Ocean**, if desired.

Imperialist Naval Coordination

This option gives you a disadvantage.

Whenever you suffer a penalty of **-1 DRM**, if there are any revealed **non-Warship** or **Warship** tokens in the *Nautilus*' **Ocean**, change it to a **-1 DRM** penalty for each such revealed **non-Warship** or **Warship** token there!

FULLY COOPERATIVE GAMEPLAY VARIANT

This variant allows **2 to 4 players** to sail cooperatively and work together for a successful voyage on the *Nautilus*. In the solo game you are **Captain Nemo**; in the co-op game, you are always a vital ship's officer but will also alternate taking the lead as the **Captain**.

Setup Changes

During setup, assign each of the **Co-op Officer** cards (e.g., **Executive Officer**, **Officer of the Deck**, **Tactical Officer**, or **Purser**) available for that number of players. During setup, some players begin with a **Treasure Available** gemstone. Gemstones owned by players are not available for on-map placement. Decide who begins the game as the **Captain** (i.e., with "**the Captain**" tile) randomly or by any mutually agreeable method.

Co-op Officers

The players can freely discuss everything about the voyage and all Actions taken at any time. Each player must manage their **Co-op Officer** responsibilities as stated on their respective 2-, 3-, or 4-player co-op game card. Note that the fewer the number of players, the more responsibilities each has. Players keep their personal responsibilities throughout the entire game. The **Captain** tile will move around and, when you possess it, you also have those responsibilities in addition to your co-op player responsibilities.

Being the Captain

While you are the **Captain**, you must also:

- Decide about, and pay for, the *Nautilus* **Upgrade** card available during setup
- Spend **Action** points
- Decide whether to accept voluntary **Stalk Attacks** and **Adventures**
- Resolve **TESTS**
- Control **Tableau** cards
- Risk the **Nemo Ship Resource**

Note that the **Captain cannot Sacrifice** *another* player's **Character Resources**. Only that **Character's** owner can do that and they may do so whenever appropriate. *When you are the **Captain**, sometimes you must ask players to make such sacrifices for the good of the voyage.*

Relinquishing the Captaincy

When you are the **Captain** and…

- **FAIL** any **TEST** (e.g., from an **Adventure** card or when performing any **Action** that requires a **TEST**, including **Combat** should you fail to sink the targeted ship, etc.)

OR

- Reach the next threshold (whatever it may be) on the **Notoriety** track

…you **must** immediately yield the **Captain** tile to the player on your left (i.e., clockwise) and **add one (+1) Action Point** (if there is room for it on the **Action Point** track) as an "initiative bonus" to help the new **Captain** urgently address the pressing issues aboard the *Nautilus*.

Also, **at the beginning of any turn** (i.e., before drawing the next **Adventure** card in the **Draw Pile**), you **may** graciously yield the Captaincy to the player on your left, who cannot likewise voluntarily pass the Captaincy until the beginning of the *next* turn.

SEMI-COMPETITIVE GAMEPLAY VARIANT

In this variant, **Glory Points** are awarded to individual players should the *Nautilus* survive its mission.

- We do **not** recommend using this variant the first time you play *Nemo's War*.

- At the very least, when using this variant, matters go much more smoothly when there is at least *one* experienced player in the game to help the other players with the rules, when needed.

Use the above Fully Cooperative Variant Rules with these additions:

What You Are Doing as the Captain

While you are the **Captain**, create your own **PASS** Pile (face up) and **FAIL** Pile (face down, on top of your **PASS** Pile to avoid confusion with active **Adventure** cards on the **Tableau)**. Thus you have one "stack" of these cards (that all players can examine) for every **Adventure** card resolved on your watch (including **KEEP** cards on the **Tableau** that you resolve). This also includes end-game **Adventure** cards (only, not *Nautilus* **Upgrade** cards) if you are the **Captain** when the game ends.

Also, whenever you **PASS** a **Search TEST** (or perform an **Adventure Action**, when applicable), you retain its related gemstone (**Treasure Available** gemstone; not the **Treasure** token itself; that is treated normally under the **Purser's** watchful eye). Place newly acquired gemstones in front of you and, when removed from the board, there will be one fewer gemstone left to mark enriched **Oceans**. If the stock becomes depleted, the **Purser** must ignore their additional placement onto the board beyond those available.

Seizing the Captaincy

Whenever the **Captain** is about to do something you disagree with, you can say "stop" and declare what you would do differently. If the **Captain** does not satisfactorily acquiesce to your position, you may return one of your gemstones to the stock and seize the Captaincy. You then become the **Captain** and, as your first act in charge, you must do what you just stated should be done! No other player can seize the Captaincy from you for the remainder of that turn (a temporary immunity), although you must still relinquish the Captaincy normally should you **FAIL** a **TEST** that turn.

Also, at the beginning of any turn (i.e., before drawing the next **Adventure** card in the **Draw Pile**), you may graciously yield the Captaincy to the player on your left, who cannot likewise voluntarily pass the Captaincy until the beginning of the next turn. If you do so, you may then take one gemstone from ***any other*** player who has one (to reflect your brightly shining honor).

Individual Player Scoring

If your team survived the game without being **Defeated**, each player scores **Glory Points** (GPs) individually for their share of the voyage's glory and their place in the history of ***Nemo's War*** as follows:

1. Add one (**+1**) GP for each surviving **Character Resource** tile (regardless of its **VP**s) that you have;

2. Add two (**+2**) GPs for each gemstone you have;

3. To that sum, add the number of **PASS** cards you hold in front of you to your score;

4. Finally, subtract the number of **FAIL** cards you have acquired.

That total is your **Glory Score**. The player with the highest **Glory Score** has earned the most credit and glory for the mission's success, and so on for each lower-scoring player! Ties are resolved in order: Most **PASS** cards, then most **Gemstones**, and finally most **Character tiles** surviving if the other two are also tied.

To determine how well the mission faired for the *Nautilus*, place each player's **PASS** and **FAIL** cards at their respective locations on the board (below the **Draw Pile**). To these add your team's *Nautilus* **Upgrade** cards, and then tally everything up normally to obtain your mission score.

Let the bragging begin!

Victory Point Games