



# DEEP DIVE™

**RULEBOOK**



# CREDITS

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# OVERVIEW

**DEEP DIVE** is a fast and fun push-your-luck set collection game for the whole family! Use your waddle of penguins to dive deep into the ocean to amass the most bountiful collection of food!

# COMPONENTS

- 160 Ocean Tiles
- 18 Deluxe Wooden Penguins
- 1 Start Player/Last Dive Token
- 1 Rulebook



Penguins - 3 each in 6 player colors



Start Player/  
Last Dive Token

## OCEAN TILES

<u>Depth 1</u>	<u>Depth 2</u>	<u>Depth 3</u>	<u>Depth 4</u>	<u>Depth 5</u>	
 x6	 x4	 x7	 x3		20 Total
 x8	 x7				15 Total
 x24 <small>2 1-2 pts (8 of each color)</small>	 x21 <small>3 2-4 pts (7 of each color)</small>	 x15 <small>4 3-5 pts (5 of each color)</small>	 x12 <small>6 5-7 pts (4 of each color)</small>	 x12 <small>9 8-10 pts (4 of each color)</small>	84 Total
 x6	 x8	 x8	 x8	 x11	41 Total
<b>44 Total</b>	<b>40 Total</b>	<b>30 Total</b>	<b>23 Total</b>	<b>23 Total</b>	<b>160 Total</b>

# SETUP

- 1 Based on the number of players, sort the tiles and use either only the main set of Ocean Tiles (1-3 players), or if 4-6 players, use the main set of Ocean Tiles **and** the extra Ocean Tiles.

*[Note: the extra Ocean Tiles intended for 4-6 player games feature a mark (⊕) on their top right corner.]*



Sort these tiles into depths and ensure all are facedown. Shuffle the tiles in each depth thoroughly, spreading them out across the table, starting at one end with the shallowest and to the other with the deepest [lightest to darkest blue], then remove a number of tiles at random from each depth based on the player count:

Player Count	Tiles to use	Tiles to remove at random
1P	Main Set	7 from each depth
2P	Main Set	7 from each depth
3P	Main Set	3 from each depth
4P	Main + Extras	5 from each depth
5P	Main + Extras	4 from each depth
6P	Main + Extras	3 from each depth



Return the removed tiles to the game box, taking care not to look at any of their fronts. They will not be used this game and what is on each tile's front should remain unknown.

- 2 Give each player 3 Penguins of the same color.
- 3 Randomly select a start player and give that player the Start Player/Last Dive Token.

You are now ready to play DEEP DIVE!

# 3-P SETUP EXAMPLE



# GOAL

The goal of DEEP DIVE is to dive into the depths of the ocean, collecting food to complete sets and score the most points. Along the way you will make decisions about how you navigate the increasingly treacherous waters filled with predators - will you play it safe and dabble in the shallow water, or dive deeper to get larger and tastier food?



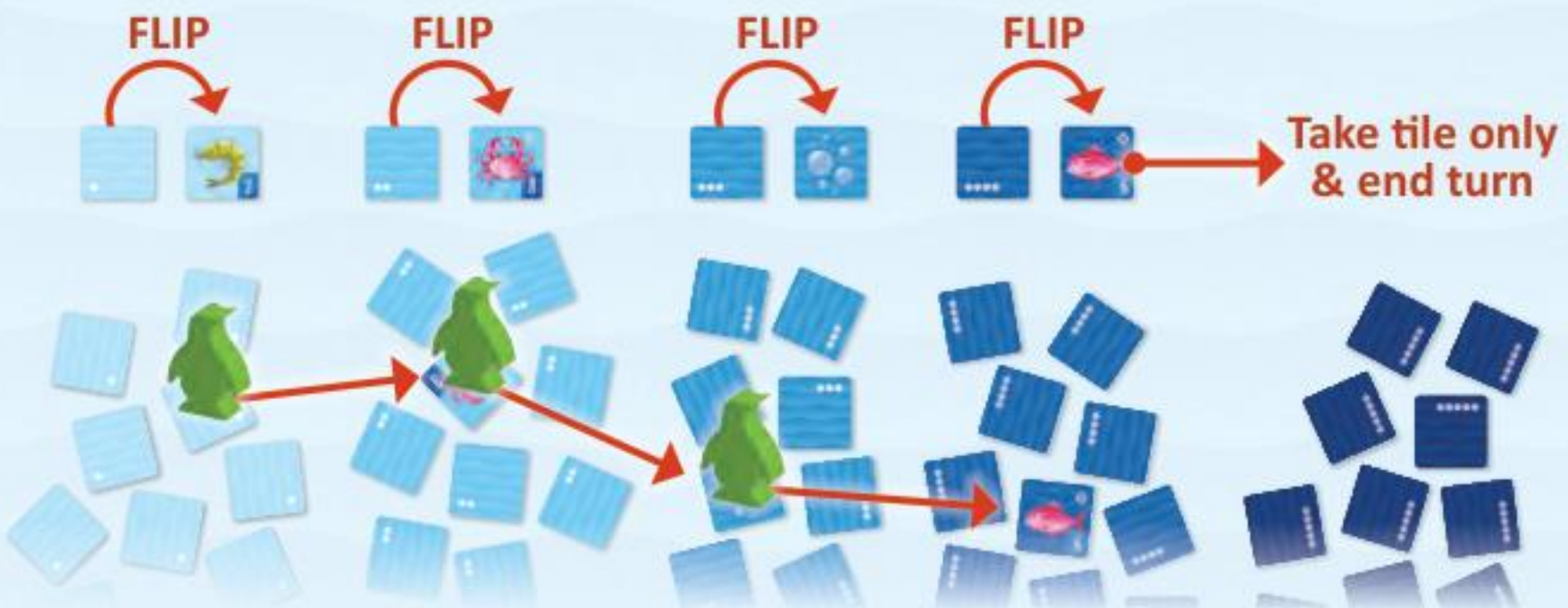
# GAMEPLAY

On your turn, you will use one of your Penguins to move through the depths of the ocean and flip over Ocean Tiles at each level until you either decide to resurface with a Food Tile or Rock Tile, or you encounter a Predator Tile! At the start of your turn, you begin at the shallowest depth (unless you already have a trapped Penguin which allows you to bypass that depth, or decide to use a Rock Tile from a previous turn - see below).

**[Note: at the start of the game, and until you encounter a predator, or collect a Rock Tile you will always begin in the shallowest depth.]**

Examine the starting depth and do the following:

1. Either take an already face-up tile from that depth, or flip over a tile from that depth. If you decide to take a face-up tile, you resurface with that tile and your turn ends.



2. If you decide to flip over a tile from that depth, the type of tile that you reveal determines your options:

A. If you reveal an **Open Water Tile**: you *must* move to the next depth and repeat step 1 at the next depth.



B. If you reveal a **Rock Tile**: you may choose to resurface with that Rock Tile and end your turn, or move to the next depth [leaving the faceup Rock Tile behind] and repeat step 1 at the next depth.



C. If you reveal a **Food Tile**: you may choose to resurface with that Food Tile and end your turn, or move to the next depth [leaving the faceup Food Tile behind] and repeat step 1 at the next depth.



D. If you encounter a **Predator Tile**: your turn ends immediately! Place one of your Penguins on the Predator Tile you just flipped.



*[Important Exception: If you have collected a Rock Tile on a previous turn, you may, at the beginning of your turn, decide to ingest the rock in order to dive deeper! Discard the Rock Tile (placing it back inside the game box - it is removed from the game) in order to carry out the following action: Start your dive from any depth.]*

## TURN END

Repeat these steps as you dive deeper into the ocean until you either resurface with a Food Tile or Rock Tile, or encounter a Predator Tile. Once your turn has ended, play passes clockwise to the next player.



## Resurfacing

If you resurface with a Food Tile, place it in a faceup tableau in front of you. Create columns of Food Tiles, based on their color. You must place Food Tiles into your tableau in the order in which you collected them, so the first pink Food Tile you get will go in the top row, and the next pink Food Tile you get will go in the next row below, etc. Each row may contain Food Tiles from different depths.



## Predation

If you encounter a Predator Tile, you must place one of your Penguins on that Predator Tile. This Penguin is now trapped by the Predator. Even though this Penguin may no longer participate in diving, they help the other Penguins in your waddle by creating a distraction in that depth of the ocean! This means that on future turns you will have the option to skip over any depth where you already have a trapped Penguin to move on to the next depth.

***[Note: You may still elect to flip and/or collect tiles in a depth where you have a trapped Penguin, however, you are not required to, and may skip over it if you so choose.]***



## Retreat

If the 3rd and final Penguin in your waddle encounters a Predator Tile, you must retreat all of your Penguins. The Penguin that just encountered the Predator, as well as the two others, retreat back to the surface. However, they do not leave empty-handed! When you retreat your Penguins back to the surface, you may bring a single faceup Food or Rock Tile. The single faceup Tile must be from any of the depths that you have a trapped Penguin, including the Penguin that was just trapped.



Retrieve all your Penguins + take a faceup tile from any depth you had a trapped penguin





# GAME END

The end of the game is triggered when any player flips the last remaining facedown tile in any of the 5 depths of the ocean. Then the following occurs:

- The active player completes their current turn as usual and play passes to the next player.
- When play returns to the start player (player with the Start Player/Last Dive Token), the start player flips the Start Player/Last Dive Token to the Last Dive side to signify that all players will have one final turn. The start player then completes their final turn and play passes to the next player.

*[Note: if the end of the game is triggered by the start player, there will be 2 more rounds, as the Start Player/Last Dive Token will not be flipped until play returns to the start player.]*



Once the game end is triggered, any depth of the ocean that no longer has facedown tiles may be passed in order to dive deeper. Treat this depth of the ocean as if all players have a trapped Penguin in it.

Once the player to the right of the start player has taken their final turn, the game ends and players calculate their scores!



# SCORING

Players count the sum of points earned from Food Tiles. Each completed row of 3 Food Tiles (one of each of the 3 colors) scores the sum of the number of points printed on each of the Food Tiles.

Any tiles in rows that are incomplete score *half* the sum of the number of points printed on each of the Food Tiles, rounded down to the nearest whole number.

The player with the most points wins!

In the case of a tie, the player with the most completed rows wins! If still tied, the tied players share the victory!

## SCORING EXAMPLE

			..... $1 + 9 + 3 = 13$ points
			..... $2 + 7 + 5 = 14$ points
			..... $(4 + 3) / 2 = 3$ points
			..... $9 / 2 = 4$ points
			<b>Total Score.....34 points</b>

# SOLO RULES

## Setup

Follow the setup rules for a 2-player game, but place a single Penguin of an opposing color of your choice adjacent to the Depth 1 tiles. This Penguin will represent the AI opponent. Give yourself the 1st Player/Last Dive Token.

## Turn Summary

You take the first turn of the game. Follow a turn as you would in a multiplayer game. The AI opponent takes a turn after you take yours.

## AI Opponent Turn

- The AI opponent will always flip over a single tile from the depth that they are adjacent to.
- If they reveal a Food Tile, Rock Tile, or Open Water Tile, they collect it and add it to their tableau.
- If they reveal a Predator Tile, they leave it in place, but will take a single faceup Food Tile at that depth, if there are any, in the following order: Food Tile of the color they have the fewest of > Food Tile of the highest value > Food Tile of the player's choice.

The AI opponent only reveals a single tile on their turn, and then moves their Penguin deeper and

places it next to the next depth where they will reveal a tile on their next turn. Play then passes back to you. When the AI opponent takes a turn at the deepest depth, they move back to the shallowest depth for their next turn.

Play continues as it would in a multiplayer game. The end of the game may be triggered by the AI opponent or by you. Follow the same game end rules as the standard game. The AI opponent will always take the final turn of the game. If the AI opponent is ever at a depth that has no facedown tiles to flip, they move immediately to the next depth.

## Scoring

Add up your points according to the standard multiplayer scoring.

## AI Opponent Scoring

The AI opponent scores points according to the level of difficulty you choose:

**Easy:** Full points for completed sets of food. Half points for incomplete sets of food. 1 point per Rock Tile.

**Medium:** Full points for completed sets of food. Half points for incomplete sets of food. 3 points per Rock Tile.

**Hard:** Full points for all food. 5 points per Rock Tile. 3 Points per Open Water Tile.

# QUICK REFERENCE

## Turn Summary

1. Either take an already face-up tile from that depth, or flip over a tile from that depth. If you decide to take a face-up tile, you resurface with that tile and your turn ends.
2. If you decide to flip over a tile from that depth, the type of tile that you reveal determines your options:

- A. If you reveal an **Open Water Tile**: you *must* move to the next depth and repeat step 1 at the next depth.
- B. If you reveal a **Rock Tile**: you may choose to resurface with that Rock Tile and end your turn, or move to the next depth [leaving the faceup Rock Tile behind] and repeat step 1 at the next depth.
- C. If you reveal a **Food Tile**: you may choose to resurface with that Food Tile and end your turn, or move to the next depth [leaving the faceup Food Tile behind] and repeat step 1 at the next depth.
- D. If you encounter a **Predator Tile**: your turn ends immediately! Place one of your Penguins on the Predator Tile you just flipped.



### Resurfacing

Pink	Green	Yellow	
			Set 1
			Set 2
			Set 3

### Predation



### Retreat



Retrieve all your Penguins + take a faceup tile from any depth you had a trapped penguin

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