

Is it Gold in here?

Add up all your stats, and take gold according to the table below (see I called it “table” instead of “spreadsheet” to make it sound like something different) Cut this whole page out of the book and set it aside for later.



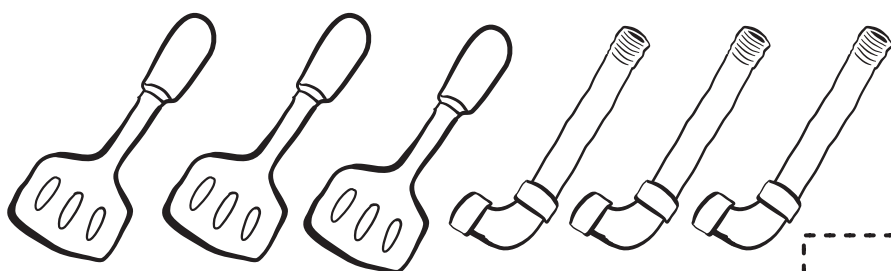
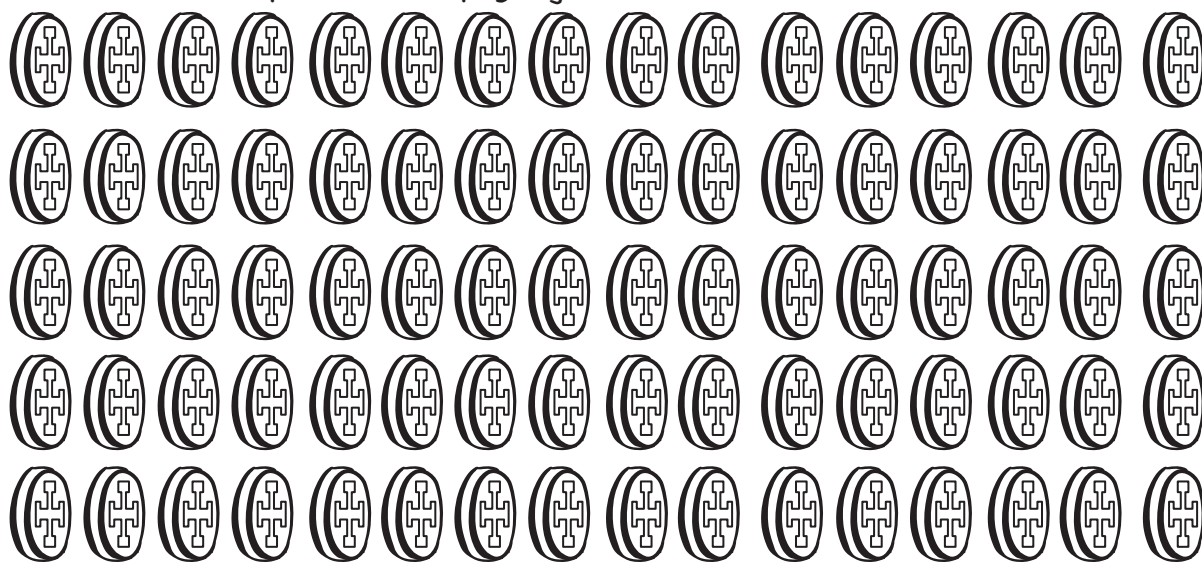
Your stats, added up:	Gold you get:
7-13	7
13-16	5
16-18	3

Utterly Useless Starting Items

Each player may choose and keep one of the starting items: olives, lead pipe, spatula. If players disagree about who gets what, it may be resolved with a fisticuffs match.

Decision Card

Cut out the decision card, and set it aside. You'll be marking on this card when you make a big decision. It's like a report card, except you get to choose between F and F-.



Free items! Cut them out and add them to your character for fun!



Decision card

(Since “poor choices you made which will lead to your untimely death” was too long)

Mark here	Name	The choice you made
	A1	You have a jellyfish stuck on your submarine.
	A2	You got bumped by another submarine.
	A3	Neon stuck on the side of the sub.
	A4	Fishfellow invested in your adventure.
	A5	
	A6	You have tickets.
	A7	Managers know you're here.
	A8	The squid entered maintenance mode.
	A9	You're Zombies.
	B1	You've got a friend in the whale.
	B2	Piranhas everywhere.

**When you make a strength/
smarts/sanity check:**

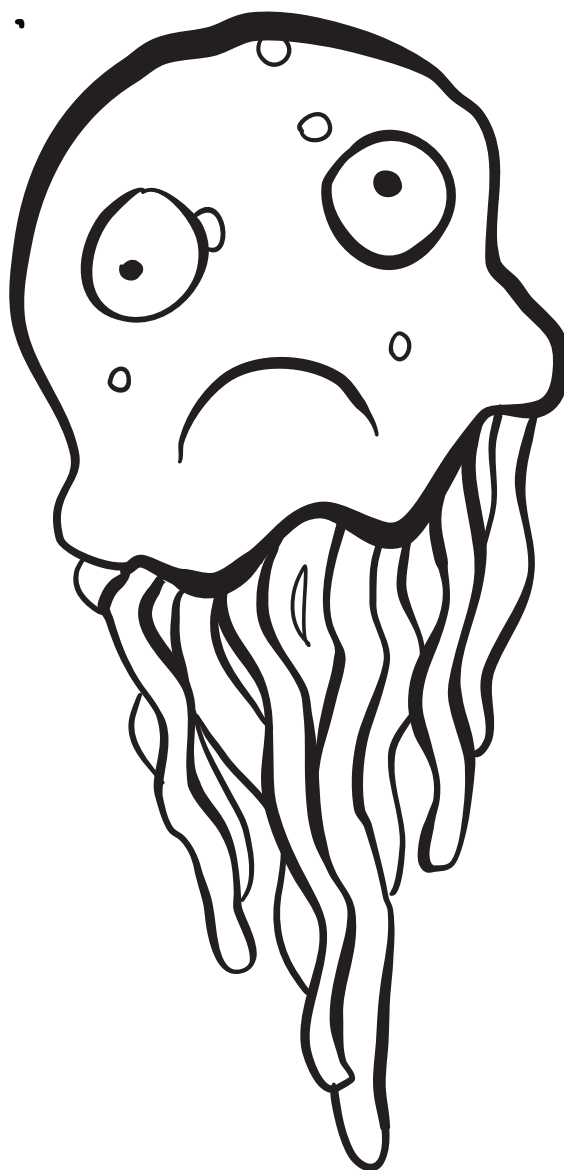
Roll two dice. Add the stat to the number on the dice.

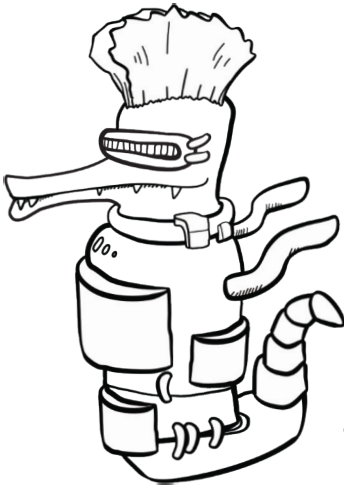
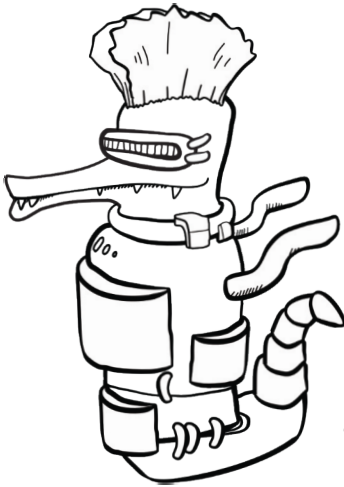
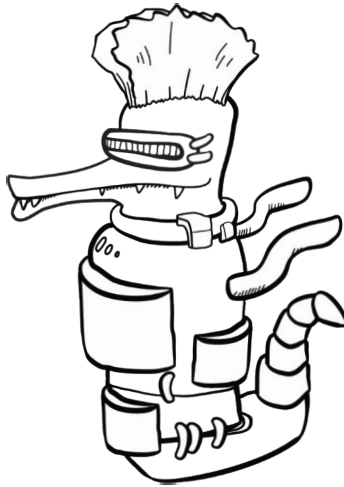
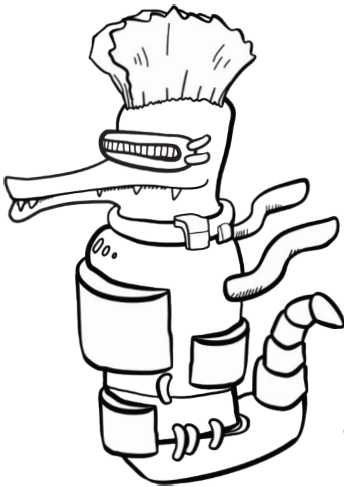
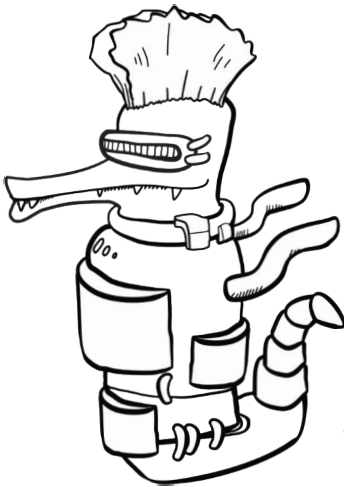
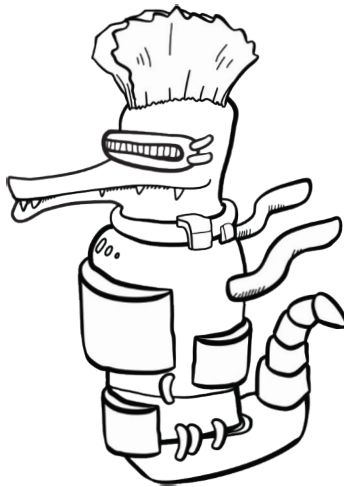
If it has a number, "Make a 12 Smarts Check" you must match or exceed that number to succeed at the roll.

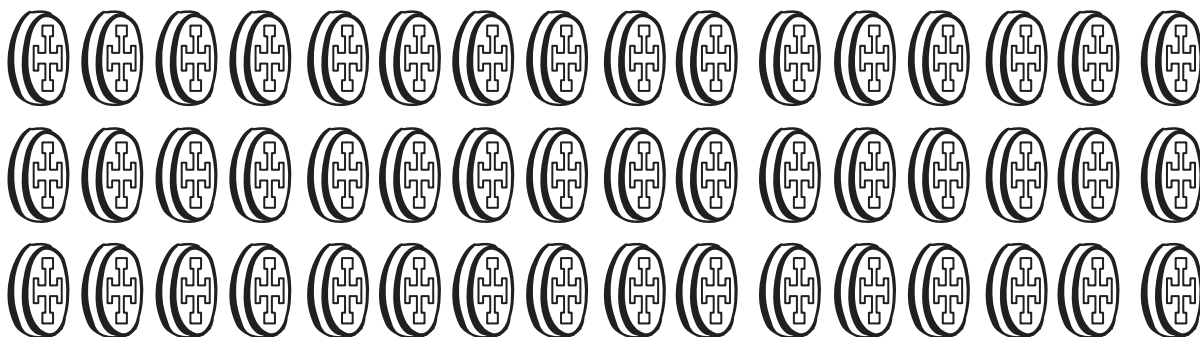
If it says "ENEMY" instead of a number, check your current enemy for their corresponding stat.

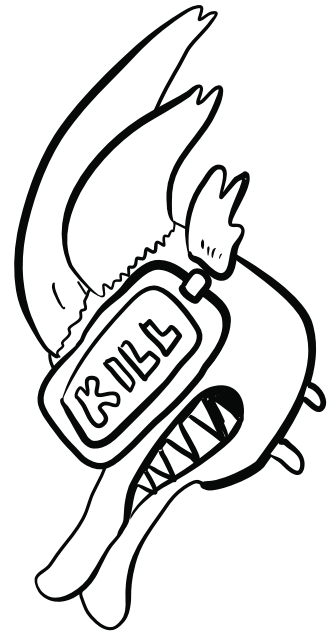
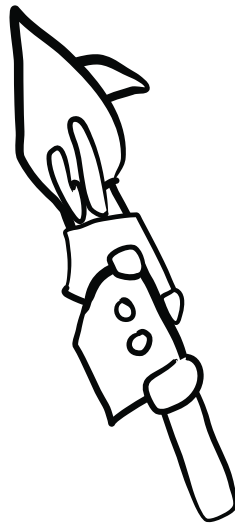
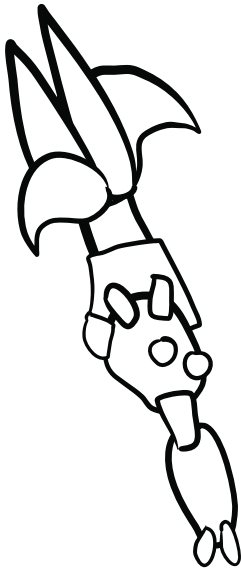
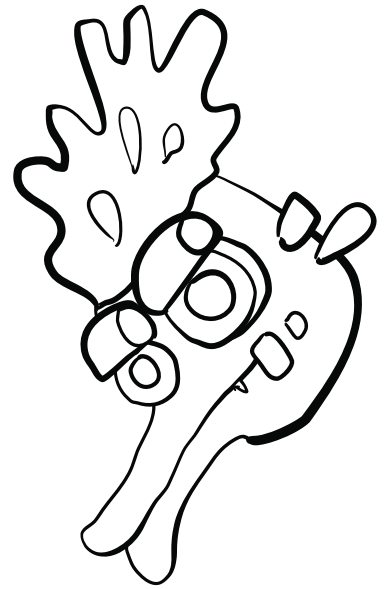
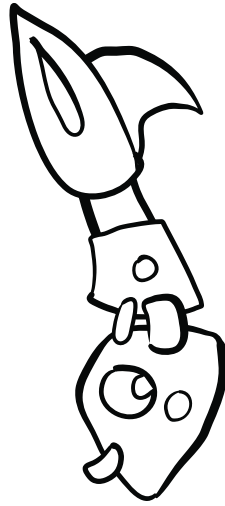
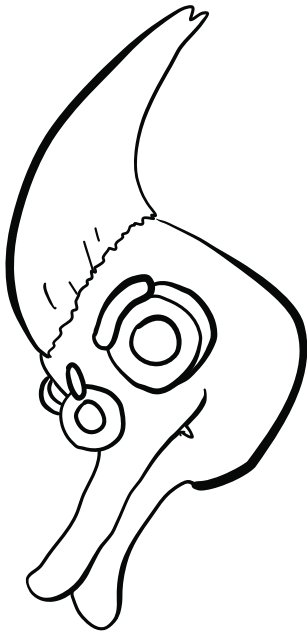
(For example, you're attempting a ENEMY strength check. Your opponent has 12 strength, so you would need to match or exceed 12 to succeed at the roll.)

?, ?, ?



 <p>Strong! Seahorse attack rolls +1 (Maximum 6).</p>	 <p>Sneaky! Seahorse attack rolls -1 (Minimum 1).</p>	 <p>Aggressive! Does +1 damage whenever it does damage. Takes +1 damage whenever it takes damage.</p>
 <p>Strong! Seahorse attack rolls +1 (Maximum 6).</p>	 <p>Sneaky! Seahorse attack rolls -1 (Minimum 1).</p>	 <p>Aggressive! Does +1 damage whenever it does damage. Takes +1 damage whenever it takes damage.</p>






Rules:

Start of Battle:

1. Distribute 9 dice as evenly as possible among all players.
2. Do any START OF BATTLE actions on the enemy sheet.

End of Battle: Remove a number of flood tokens equal to the number of gear icons on your bridge.

Shields: You may cross out one shield instead of taking 1 point of damage to a room.

 When activating a shield, trace around the die icon. When used, cross the icon out.

Outside: When an "outside" space is targeted by the enemy, do damage to all characters in ANY outside space. Do not flood. All Outside spaces are considered to be adjacent, and can be moved between with a walk action.

Flooding

Targeting a room: Roll 2 targeting dice, and add them up to determine the targeted room.

If you Flood a room: If the room has 0-1 flood tokens, place another flood token in the same room. If a room has 2 flood tokens, Don't place a third. Instead, the flooding spreads to rooms connected by doors.

If Water Rises: For every room with at least one flood token, Flood the room.

Taking damage

When you take damage: Do the required amount of damage to that room by crossing off die icons. If there are no more die icons, then the room is destroyed.

If a room is destroyed: Write the room number in a box under Destroyed. Destroyed rooms are always flooded with two flood tokens.

Spending dice

If you are spending a die, and you see this symbol: 1x cross off the matching die on your room. You can't spend dice with 1x if there's no empty space matching the die.

Gameplay

Basic moves:

Enemy turn

Roll 1 attack die, to determine which attack the enemy does.

Roll 2 targeting dice, and add them up to determine the targeted room. $!1+!3 = \text{room}$



Walk: Move up to three rooms.

$!1 - !6$

If you walk into a flooded room, this move ends, and you must "Walk" again to continue moving.

Player turn

Each player rolls their dice, and may spend the dice on the action printed on their room (If it has no flood tokens on it), or one of the 'Basic Moves' to the right. Moves and player turns may be taken in any order.

Flood turn

Water Rises. All flooded rooms take 1 damage.

If any room is down to 0 health, mark a "damage" box on your submarine sheet. For the rest of this battle, this room must have two flood markers on it.

If all "damage" boxes are marked, you lose. If the enemy is out of health, you win. If neither of these are true, return to enemy turn.

1 or more dice with dots adding up to 5 or more.

Bail: Remove 1 flood token from an adjacent room or your room.

$!1 - !3$

Help out: Add 1 or subtract 1 from ANY roll made by another player.

SUB LAYOUT

9 Outside

Stab. Spend any die to attempt an **ENEMY** strength check.

SUCCESS: Do 2 damage.

FAILURE: Take 1 damage to your character.

8 Outside

Harpoon: Spend any die to attempt an ENEMY smarts check. SUCCESS: Do 1 damage.

12 Outside

Plan: Spend any die.
Attempt an ENEMY
sanity check.
SUCCESS: Choose a
room. This player turn
only, all rolls made in
this room have +2.

Destroyed. When a room is at 0 health, write its number in one of these boxes. If all have numbers, turn to page 112.



If one of these numbers is targeted, do the "destroyed room" action on the enemy sheet instead of the attack.

10 Plain Bridge

i1 i2 i3 i4 i5 i6



Once per round: you may attempt an **ENEMY** sanity check. **SUCCESS:** You may change another player's die to any number you wish.

5 Outside

Stab. Spend any die to attempt an **ENEMY** strength check.

SUCCESS: Do 2 damage.

FAILURE: Take 1 damage to your character.

11 Boring Room

i1i2i3i4i5i6

Useless Poem

i1 i2 i3 i4 i5 i6

6 Outside

Harpoon: Spend any die to attempt an ENEMY smarts check. SUCCESS: Do 1 damage.

2 } just OK

i1i2i3i4i5i6
i1i2i3i4i5i6

Spend a die. !x
Activate a shield.

12 Outside

Plan: Spend any die.
Attempt an ENEMY
sanity check.
SUCCESS: Choose a
room. This player turn
only, all rolls made in
this room have +2.

4 Mediocre

11213141516
11213141516

Counter: Spend a die. If the enemy rolls that number in their next attack, instead of attacking the enemy deals 3 damage to itself.

Shields

9i9i9i9i9i9i

ALT SUBLAYOUT

9 Outside

Stab: Spend any die to attempt an **ENEMY** strength check.

SUCCESS: Do 2 damage.

FAILURE: Take 1 damage to your character.

8 Harpoons

11213141516

2 Just OK

i1i2i3i4i5i6
i1i2i3i4i5i6

Spend a die. !x
Activate a shield.

4 Mediocre

11213141516
11213141516

Counter: Spend a die. If the enemy rolls that number in their next attack, instead of attacking the enemy deals 3 damage to itself.

10 Plain Bridge

i1 i2 i3 i4 i5 i6



Once per round: you may attempt an ENEMY sanity check. SUCCESS: You may change another player's die to any number you wish.

11 Boring

i1 i2 i3 i4 i5 i6

6 Harpoons

i1 i2 i3 i4 i5 i6

Harpoon: Spend any die to attempt an ENEMY smarts check. **SUCCESS:** Do 1 damage.

50

Outside

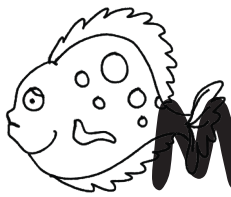
Strab: Spend any die to attempt an **ENEMY** strength check.
SUCCESS: Do 2 damage.
FAILURE: Take 1 damage to your character.

Destroyed. When a room is at 0 health, write its number in one of these boxes. If all have numbers, turn to page 112.

7 If one of these members is targeted, do the "destroyed room" action on the enemy sheet instead of the attack.

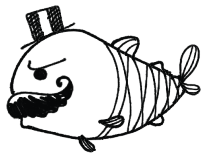
Shields

9i9i9i9i9i9i9i



MAINTENANCE MAN

Start of game: Flood three rooms (See Flooding on your instruction sheet).



!1

Deal 1 damage. Flood the damaged room.

!2

Deal 1 damage. Flood the damaged room.

!3

Deal 2 damage. Flood the damaged room.

!4

Deal 2 damage. Flood the damaged room.

!5

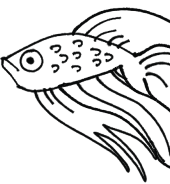
Deal 2 damage. Flood the damaged room.

!6

Deal 1 damage. Flood the damaged room twice.

Strength: 12
Smarts: 12
Sanity: 10

Destroyed room action:
Flood rooms 11 and 3.



He goes quiet and very still, and you watch the unblinking whites of his eyes behind the glass of his helmet. He floats, unmoving, downwards into the darker darkness. He's gone.

REWARDS!

Grab the reward below and paste/tape it on your submarine. Then choose one more reward from the "pick one" section. Rewards and shops are how you'll improve your submarine.

REWARD!

8 Pump Room

!1!2!3!4!5!6

Spend a die !x to remove a number of flood tokens equal to the number on the die.

PICK ONE:

Health. (Cut out and paste over any three health spaces on a room)

!4!5!6

!4!5!6

12 Cod suits

!1!2!3!4!5

ALWAYS ACTIVE:
If a player is OUTSIDE, they don't take any more than 1 damage from enemy attacks.



After you press the button, the giant, rusty metal doors start to open, with a loud grinding sound and a cloud of rust. You pilot your vessel inside, and the first thing you see is a 20 foot wide air bubble. Inside the air bubble is a little shop, manned by an extremely bored-looking teenage Fishfolk.

Let me explain: the Fishfolk have always lived in our oceans, but humanity knew nothing about them until we started constructing the Sunken Dungeon. In the weeks after construction commenced, a small group of fishfolk gathered nearby with protest signs. The creators of the Sunken Dungeon met with the Fishfolk union, and worked out an agreement which provided a certain amount of jobs for Fishfolk in the Sunken Dungeon. Even though the Dungeon is shut down, turns out their agreement is still binding, so all the union workers continue to come to work.

The scaly teen looks up as you step out of your sub. He blinks, and rubs his eyes.

"Um, are we open again? Because we don't allow looting."

SOLO DECISION:

You look sideways at each other. Lie, or tell the truth? Without discussing your decision, hold out your fist, thumb pointing sideways. On a count of three, everyone votes thumbs-up or thumbs-down. Hopefully you all lie, or all tell the truth - otherwise it's going to be very suspicious.

Thumbs-up: Tell the truth. You're here for the treasure.

Thumbs-down: Lie. The park just opened up again!

If you all told the truth:

"Whoa, that sounds awesome, I wish I could come with you." He offers to invest in your adventure for cut of the treasure.

Team decision:

Accept his investment?

If yes, split five gold among you. Mark A4.

If no, you realize that you would rather have a bunch of gold later than a little gold now. The two players with the lowest smarts get +1 smarts. Mark A5.

If you all lied:

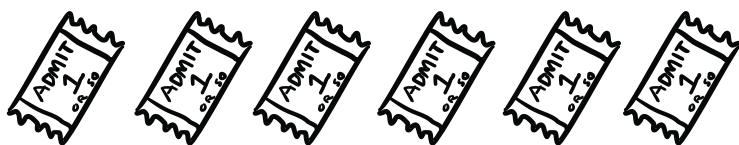
He looks that you skeptically. "You're all gonna have to buy tickets."

Pay one gold each, or bribe him to give you free tickets with a jar of green olives.

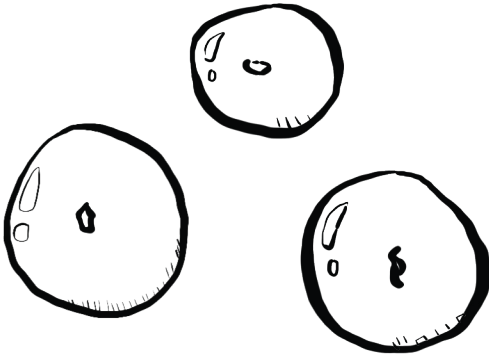
Each player may cut out a ticket and add it to their character. Mark A6.

If there was a mixture of truth and lies:

He's extremely confused, and tells you that he has to call his manager. His manager has to call her manager, and her manager has to call his manager, who calls...basically, there are a lot of layers of management. Mark A7.



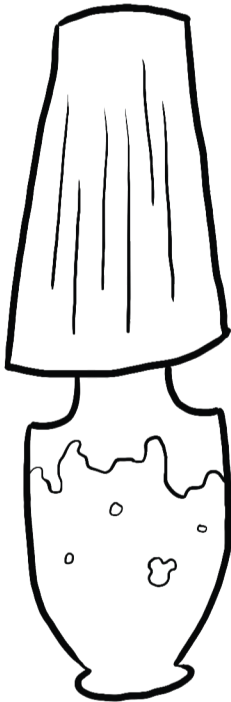
Gift Shop



Legendary glazed doughnuts

Price: 2 lgld, 2 hrd each.

+2 !s t r, +1 !s a n, +1 !s m a
+80,000 calories



Improved
dub

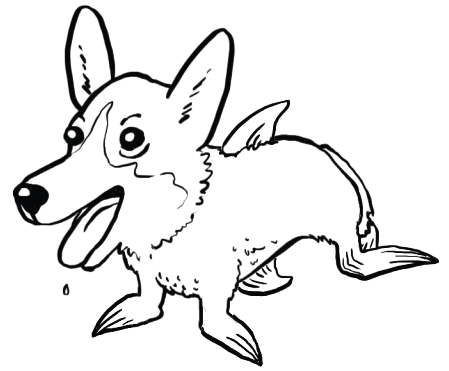
Price: 2 lgld

+3 !s t r
-1 !s m a

The cutest, bestest li'l
Attack Dogfish EVER!

Price: 3 lgld

+3 !s t r + 8.5 happy



Battle hoe

Price: 1 lgld

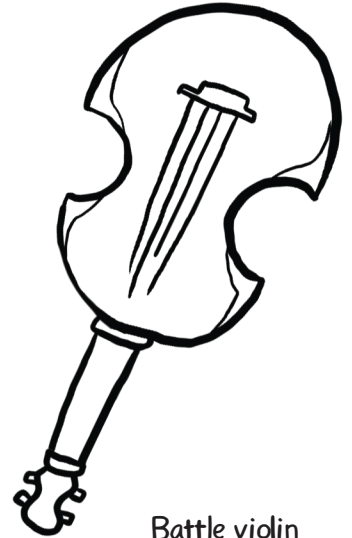
+1 !s t r



Battle shovel

Price: 1 lgld

+2 !a m



Battle violin

Price: 2 lgld

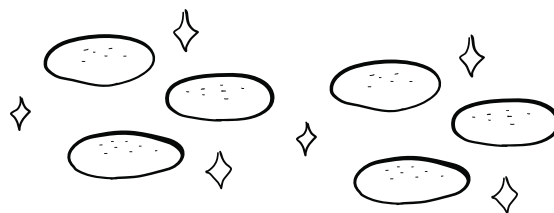
+2 !s a n

+2 Culture

Magic healing cookies

Price: 1 lgld each

Each cookie counts as 1 hrd



Psycho ghost cat

Price: 2 lgld

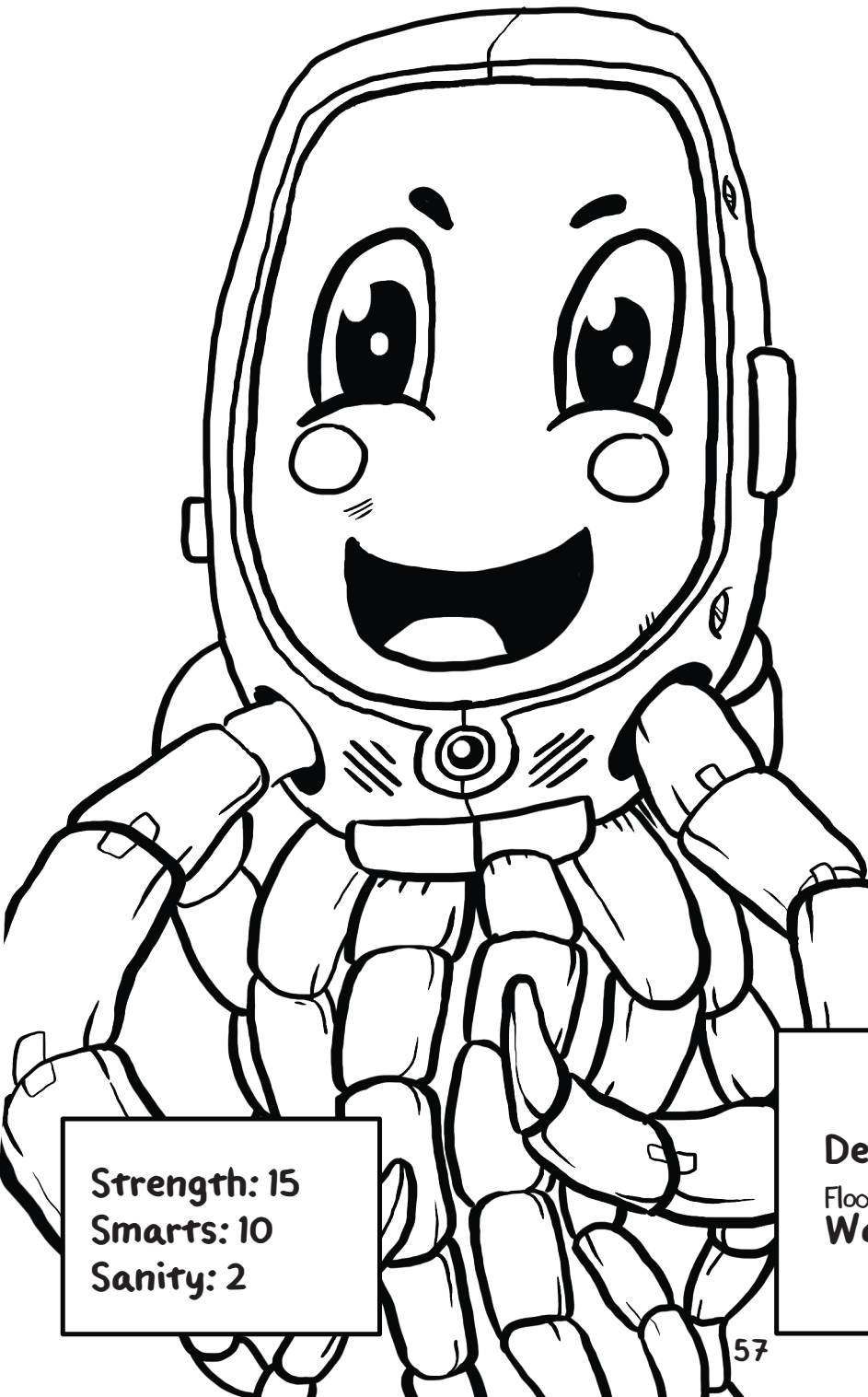
+4 !s m a

-1 hrd

-1 !s a n

QUIGLEY

Start of game: Flood each undamaged room. (Skip if you have A2)



Strength: 15
Smarts: 10
Sanity: 2

!1 Deal 1 damage. Flood the damaged room.

!2 Deal 1 damage. Flood the damaged room.

!3 Deal 2 damage. Flood the damaged room.

!4 Deal 2 damage. Flood the damaged room.

!5 Deal 3 damage.

!6 Deal 3 damage.

Destroyed room action:
Flood rooms 10, 2, and 4.
Water rises.



REWARD!

Add to "Basic moves":

!4 - !6 Sandbag: Add a sandbag to a door in your room.

Add to "Flooding" rules:

If a door is sandbagged, flooding doesn't spread through it: instead remove the sandbag.

Add to "End of Battle" rules:

Choose a number of sandbags equal to your gears (on your bridge) to keep, remove all the rest.

PICK ONE:

Health. (Cut out and paste over any three health spaces on a room)

!4!5!6

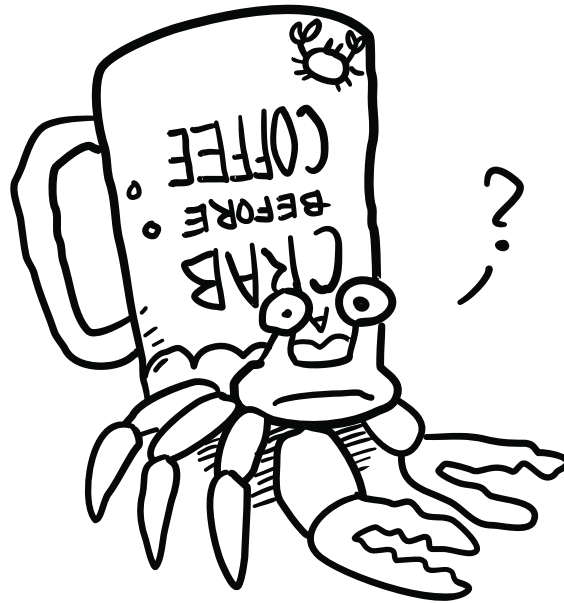
!4!5!6

5

Harpoon Gun

!1!2!3!4!5!6

Spend any die. Do an ENEMY smart's check. SUCCESS: Deal 2 damage to the enemy.



The next level of the Sunken Dungeon is almost entirely transparent. The walls are made up of inches-thick glass, through which you can see the underwater flora and fauna and one of the giant neon dives. Also nearby is a gift shop, a snack bar, and some lovely white padded chairs from which you can look out at the ocean while eating your snacks. It's all quite lovely. At least it would be, if it wasn't flooded and completely covered with seaweed and hermit crabs.

The hermit crabs have raided the gift shop, and have made their homes in ceramic mugs, tiny novelty divers' helmets, and bug-eyed stuffed animals.

If you can get some of that junk off of them, then you might be able to sell it online, using the submarine's built-in computer.

Setup

Place all crabs face-up. Each crab has a different reward on the back!

Set a timer for 1 minute. Players may take "player turns" at the same time, and as fast as they wish.

Every player keeps any rewards on crabs they collect! (Faster/older players may want to share the wealth with younger players.)

Player turn

Choose a crab. Point at the crab's card, and attempt the stat check listed there.

SUCCESS?

Collect the crab you chose!

FAILURE?

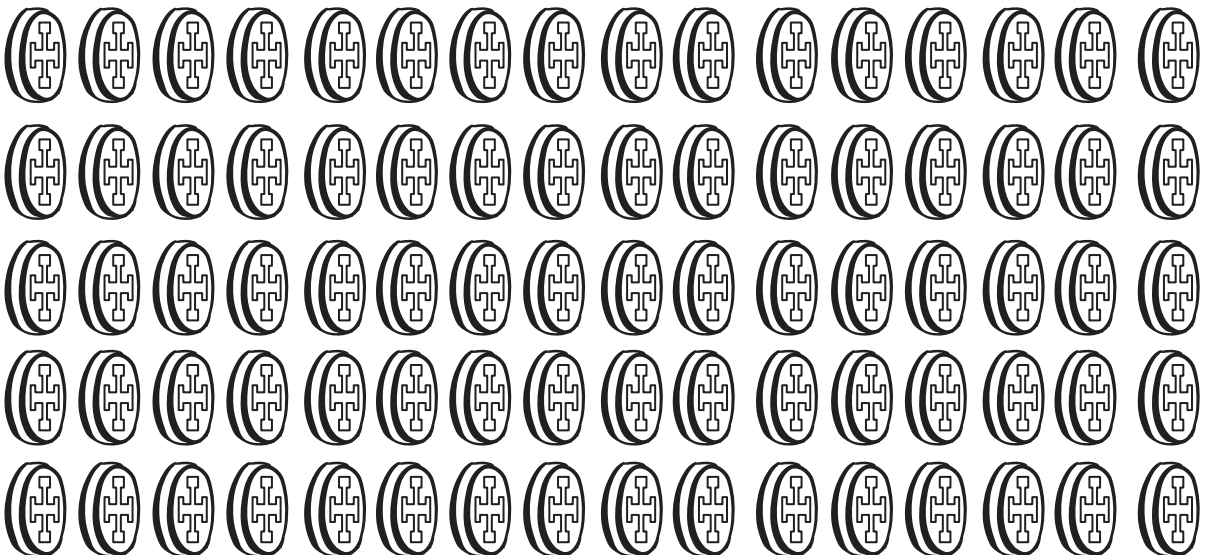
Ouch! It pinched you. Roll a die.

!1!2

Take one damage!

!3!4!5!6

Say "OWWIE" out loud. You may not use your thumbs for your next roll.



!sm a 9	!str 9	!san 9
!sm a 11	!str 11	!san 11
!sm a 13	!str 13	!san 13
!sm a 9	!str 9	!san 9
!sm a 11	!str 11	!san 11
!sm a 15	!san 15	!str 15

 <p>!gold</p>	 <p>!gold</p>	 <p>!gold</p>
 <p>!gold!gold</p>	 <p>!gold!gold</p>	 <p>!gold!gold</p>
 <p>!gold!gold!gold</p>	 <p>!gold!gold!gold</p>	 <p>!gold!gold!gold</p>
 <p>!gold!gold</p>	 <p>!gold</p>	 <p>!gold!arm</p>
 <p>!gold!gold</p>	 <p>!gold!arm</p>	 <p>!gold!arm</p>
 <p>!gold!gold</p>	 <p>!gold!gold!gold!gold</p>	 <p>!gold!gold!arm</p>

ELECTRIC SHARK

Start of game: Flood three rooms.

Special Rule: anyone who enters a flooded room takes one damage.



Strength: 17
Smarts: 14
Sanity: 12

!1

Deal 1 damage. Flood the damaged room twice.

!2

Deal 1 damage. Flood the damaged room twice.

!3

Deal 2 damage. Flood the damaged room twice.

!4

Deal 2 damage. Flood the damaged room twice.

!5

Deal 2 damage. Flood the damaged room twice.

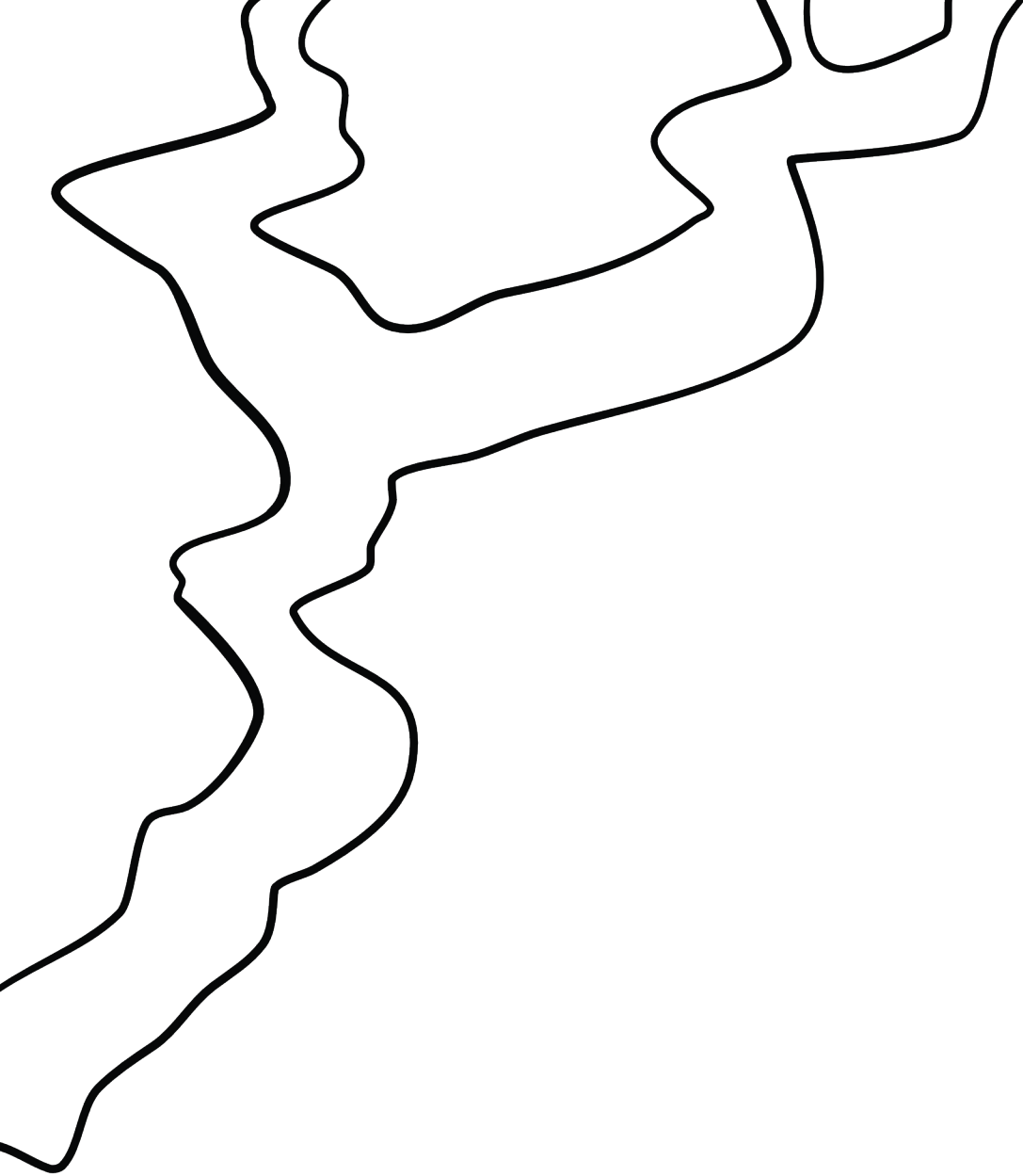
!6

Deal 3 damage. Flood the damaged room twice.

Destroyed room action:

All players who are OUTSIDE are dealt one damage.





REWARD!

PICK ONE:

You use the shark skin to reinforce your sub. Add patches of electric shark skin to the outside of your sub.

Health. (Cut out and paste over any three health spaces on a room)

!4!5!6

!4!5!6

You dig into the stomach of the shark and find...a new bridge for your sub, that the shark must have eaten before! It's almost unaffected by the shark's stomach acid, and nearly brand new!



10

COOL Bridge

!1!2!3!4!5!6

Twice per round: you may attempt a 10 sanity check.
SUCCESS: You may change another player's die to any number you wish.

SUB STORE!

A small camp of fish folk who live nearby offer to sell you some fine submarine improvements.

9

Scary Cannon

!1!2!3!4!5!6

Spend a die. Do an ENEMY strength check. SUCCESS: Do 3 damage. FAILURE: Do 1 damage to a random room. (Re-roll if you roll a 7 or an outside space)

!g!d!g!d!g!d!g!d!g!d

5

Harpoon Gun

!1!2!3!4!5!6

Spend any die. Do an ENEMY smarts check. SUCCESS: Do 1 damage.

!g!d!g!d!g!d!g!d!g!d

11

Slightly Less Boring Room

!1!2!3!4!5!6

!1!2!3

!g!d!g!d!g!d!g!d!g!d

3

A Teeny-Tiny Bit Less Useless Room

!1!2!3!4!5!6

!1!2!3

!g!d!g!d!g!d!g!d!g!d

6

Pump Room

!1!2!3!4!5!6

Spend a die !x to remove a number of flood tokens equal to the number on the die.

!g!d!g!d!g!d!g!d!g!d

!4!5!6

!g!d!g!d

!4!5!6

!g!d!g!d

!4!5!6

!g!d!g!d

Tough doors. If you purchase a tough door, paste/tape it over any of your regular doors, and add this to your rules:

If flooding is about to spread through a Tough Door, roll a die. If the roll matches a number on the door, prevent that flooding from spreading through the door.

Row, Row, Row your boat.

The next chamber is empty. Horribly empty. There are just blank walls everywhere. A few very wet dust bunnies.

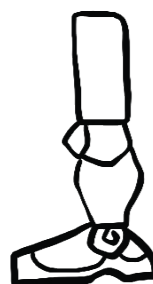
You're about to turn and leave the creepy emptiness behind, when the door snaps shut behind you.

A1 Only: The Jellyfish starts violently, and rocks your submarine. Everyone make a smarts roll.

SUCCESS: You remembered to put your seatbelt on. You're a model citizen, and your mother would be proud...if you hadn't stolen her submarine.

FAILURE: Lose one health as you're thrown to the ground. The metal floor of the submarine bites cruelly into your knees. Scribble red over your character's knees. **A4:** You also break your leg...like, almost completely off. There's no doctor in sight, but luckily you have the extra money from that investor. You order a prosthetic, robotic leg, and it's really neat! Pick one from below and attach it to your character's leg.

You're trapped in the room. There's only one light, and it flickers and goes out.





Then, from somewhere, a projected, old-timey film starts up. It's a black-and-white video of a suave-looking man with oily hair and a black coat.

His name flashes on the screen, **DOCTOR ESOPHAGUS!**

Below, in tiny type, you see the words (Not a real doctor).

"Hello, dungeoneers. I see that you've made it past the guards. As you've probably figured out, this is no amusement park. This is a death trap. It's probably why they shut us down. Anyway, you don't have any hope of reaching the bottom of the Sunken Dungeon. If you try, you will die. Now die, die, DIE!!!

A hatch opens, and out swims a swarm of murderous mega piranhas.

B1 only:

Your whale friend shows up, and is so big and scary, the lesser Mega Piranhas swim away. Their numbers are reduced. Paste these stats on the *Mega Piranha* page.

Strength: 12
Smarts: 14
Sanity: 14

MELGA PIRANHAS



!1

Deal 2 damage. Remove all sandbags from the room.

!2

Deal 2 damage. Remove all sandbags from the room.

!3

Deal 3 damage to the room and to everyone in the room. Flood the damaged room.

!4

Deal 3 damage to the room and to everyone in the room. Flood the damaged room.

!5

Deal 4 damage to the room and to everyone in the room. Flood the damaged room.

!6

Deal 4 damage to the room and to everyone in the room. Flood the damaged room.

Strength: 14
Smarts: 15
Sanity: 16

Destroyed room action: Flood rooms 10, 2 and 4.
Water Rises.

REWARD!

PICK ONE:

The fish beg you to spare their lives, and offer a secret ancient artifact, a powerful sub engine. It is rumored that it has 1800 piranha power: like horsepower, but fishier. Accepting their offer and sparing their lives would be the merciful, non-vengeful thing to do...or...

OR...

4

1800
Piranha-Power
Engines

!1!2!3!4!5!6
!1!2!3!4!5!6

Counter: Spend a die !x .
If the enemy rolls that
attack number in their next
attack, instead of
attacking the enemy deals
6 damage to itself.

4

No engines, just
actual piranhas
pushing the sub
around.

!1!2!3!4!5!6
!1!2!3!4!5!6

Every time this room takes
damage, deal 1 damage to
the enemy.

End of game:

There are still a few piranhas attached to your sub. Cut them out and add them to the outside of your sub.

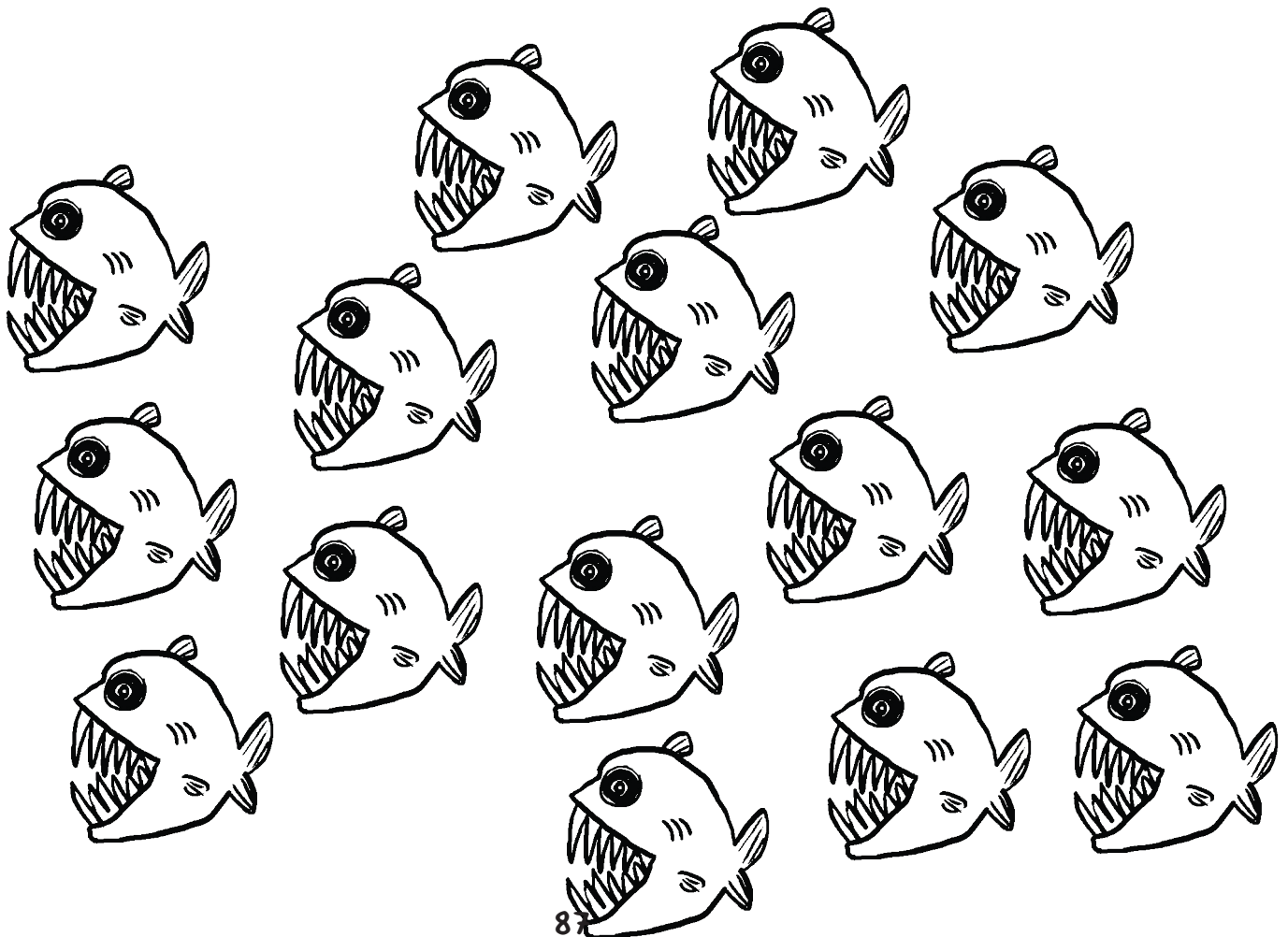
If you won: You successfully repelled the hungry fishies. Everyone makes a 12 sanity roll.

SUCCESS: You successfully deal with terror of facing such a demented enemy with some breathing and self-therapy. Your aura, if it manifested itself in our plane of reality, would be slightly more yellow. Congratulations?

FAILURE: The stress of the battle gets to you. You spend the next few minutes crying softly to yourself, rolled up in a ball on the floor of the sub. -1 sanity.

If you have a spatula: The spatula clutched in your hand suddenly reminds you of your mother making pancakes on Saturday morning. You remember how you disappointed her and failed her, and start crying even more. Your salty tears pour down your face for a good hour, and at the end you're sodium deficient. -1 strength. You are, however, at a much better place when you're done crying, and you feel like you've grown a lot. +1 sanity.

If you lost: Everyone outside the sub takes three damage. The fish try to break your sub open to get to the meaty people inside. Attach giant piranhas to the sub, and on every limb of every person who was outside the sub. Mark B2 on your decision sheet.



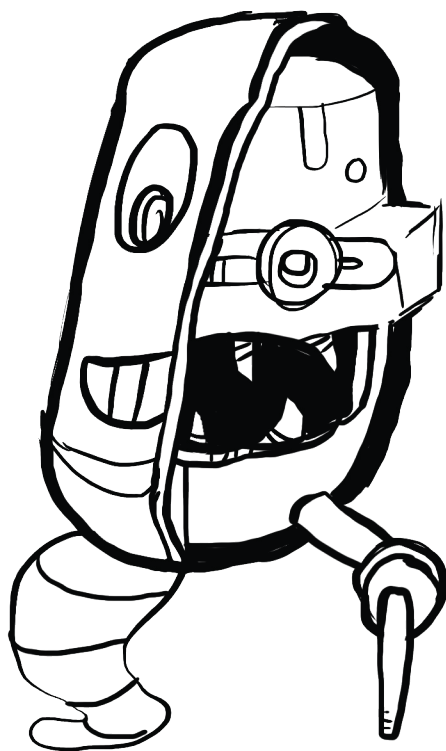
Name: Q - 1

Quirks:

Strength: 10

Smarts: 16

Sanity: 14



Damages rooms upon entering



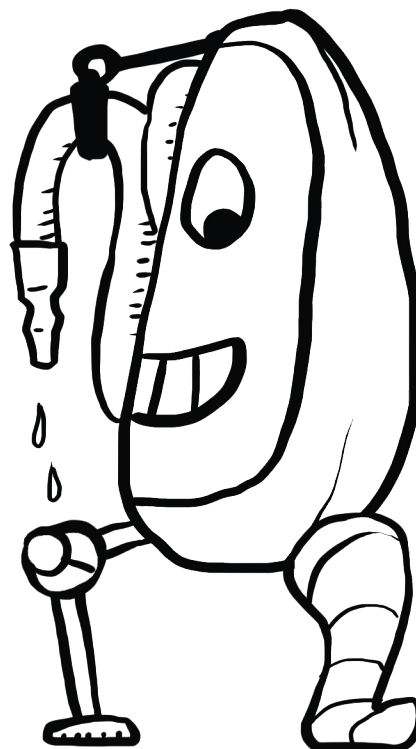
Name: Q - 2

Quirks:

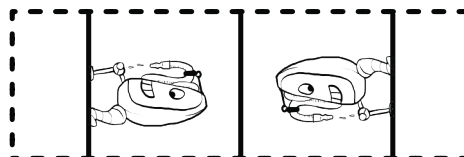
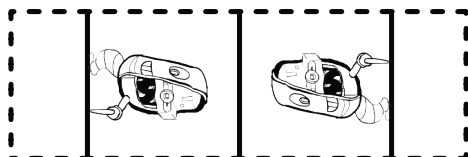
Strength: 20

Smarts: 12

Sanity: 10



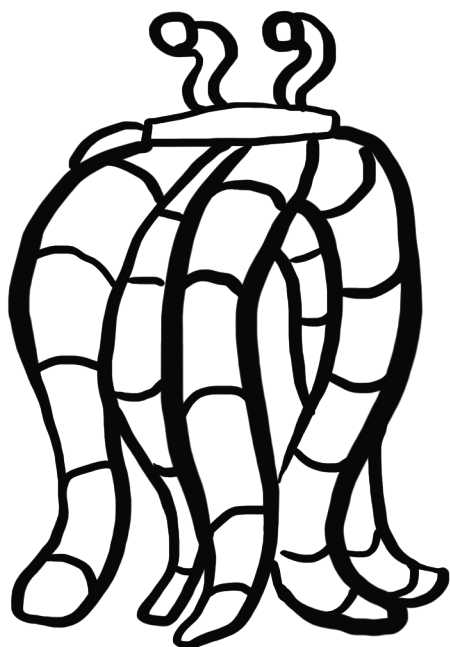
Floods rooms upon entering



Name: Q-3

Quirks:

Strength:	10						
Smarts:	16						
Sanity:	14						



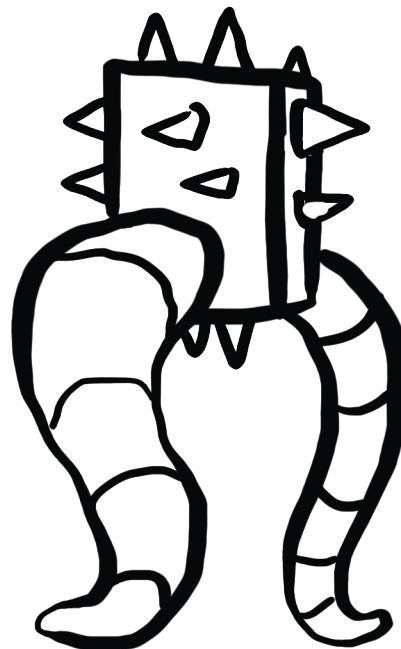
Players in the same room as
this piece cannot leave



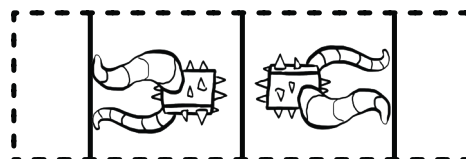
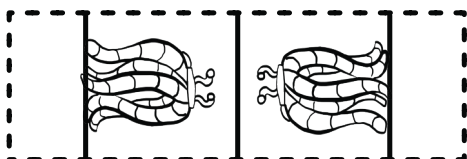
Name: Q-4

Quirks:

Strength:	20						
Smarts:	12						
Sanity:	10						



Damages rooms upon entering



REWARD!

Harvest pieces from Quigley to add to your sub! Cut pieces from the Quigley character cards and attach them where you wish to the outside of your sub.

2 Quigley's Shields

!1!2!3!4!5!6
!1!2!3!4!5!6
!1!2!3!4!5!6

Spend a die. !x Activate a shield.

If there's a player in this room when another room is about to be damaged, you may instead move damage and other effects to this room.

Shields
!6!6!6!6!6!6!6!6

Health. (Cut out and paste over any three health spaces on a room)

!4!5!6

PICK ONE:

3

Any time you move through this room, gain an extra die to use this turn.

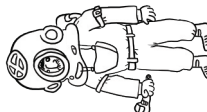
1!1:2!3!4!5!6

11

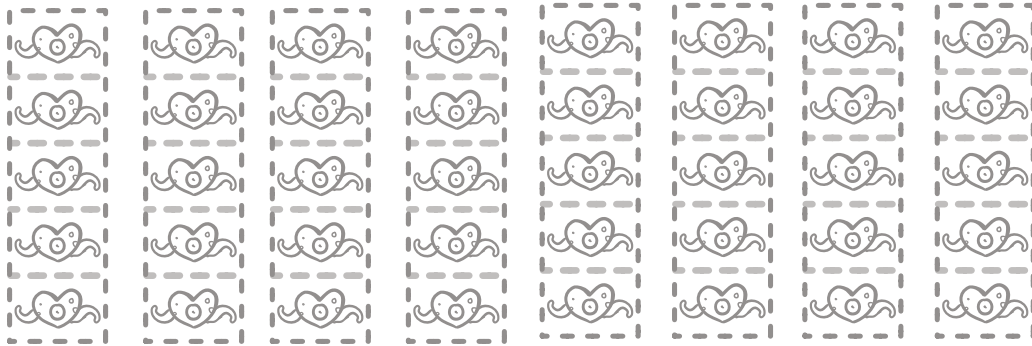
"Ok, I've got to admit it, it's kinda awesome" room.

Cannot be damaged or flooded.

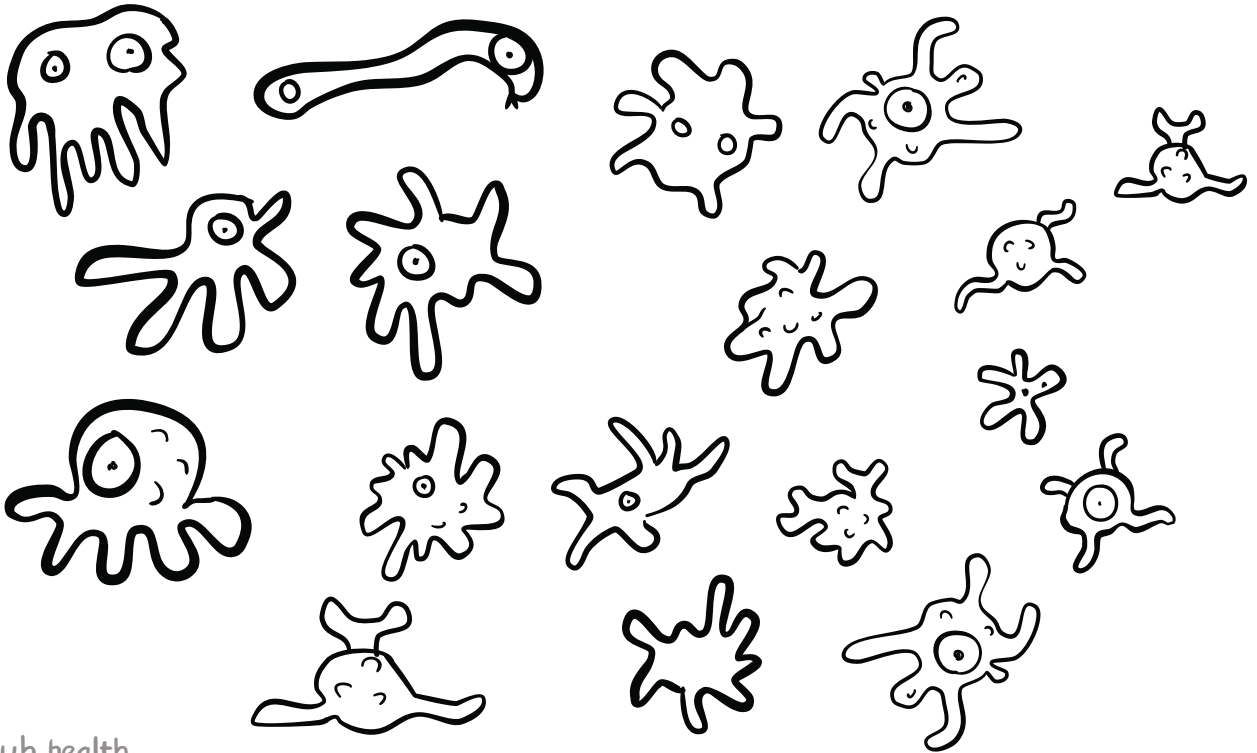
Keep you standing: Mark B5. Move to a room with a player. Add a “strange infection” to the player, and 5 “infection health tabs”, which count as normal health tabs.



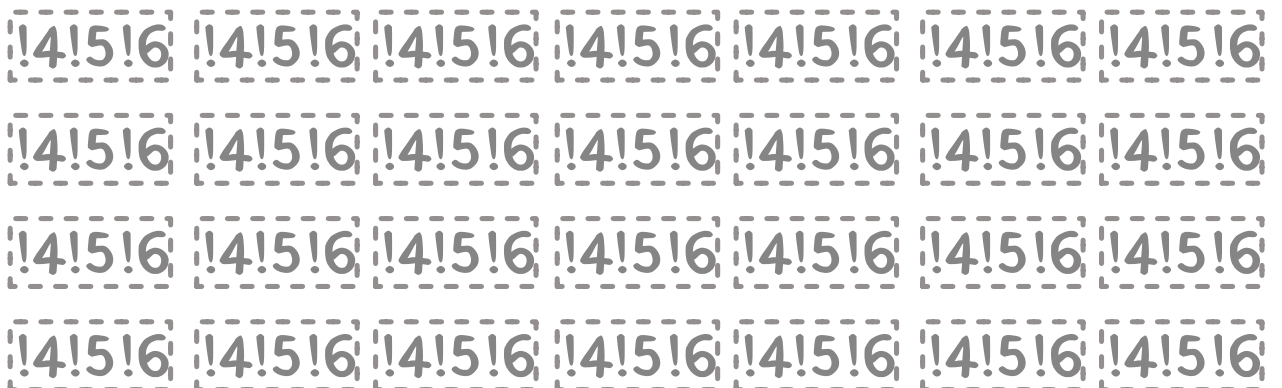
Infection Health Tabs



Strange Infections



Sub health



222 TENTACLE ABOMINATION

This enemy attacks twice per turn.

!1 Deal 1 damage. Flood the damaged room twice.

!2 Deal 1 damage. Flood the damaged room twice.

!3 Deal 2 damage. Flood the damaged room twice.

!4 Deal 2 damage. Flood the damaged room twice.

!5 Deal 3 damage. Flood room and all adjacent rooms.

!6 Deal 3 damage. Flood room and all adjacent rooms.

Strength: 16
Smarts: 16
Sanity: 12

Destroyed room action:
Water Rises. Water Rises.
(Yes, twice.)

