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### GAME RULES

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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 black, 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.

<table>
<thead>
<tr>
<th>Warships</th>
<th>non-Warships</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Strength (Warships only)</td>
<td>Defense Strength</td>
</tr>
<tr>
<td>Notoriety gained for sinking (if any)</td>
<td>Group ID</td>
</tr>
<tr>
<td>Group ID</td>
<td>Defense Strength</td>
</tr>
<tr>
<td>Nationality</td>
<td>non-Warship VPs</td>
</tr>
<tr>
<td>Ship class</td>
<td>Special instructions to be carried out upon sinking</td>
</tr>
<tr>
<td>Warship VPs</td>
<td></td>
</tr>
</tbody>
</table>

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 Finals) 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 (Sacrificed) 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

Victory Point Markers
These markers are used to track and record your VPs during the game and/or at the game end.

Treasure Tokens

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)

Action Point marker

Notoriety marker

Arabian Tunnel token

Sunken Treasure Fleet token

Attack! marker

Torpedo Attack! token

Cannonball token

Hidden Ship token

Mariana Trench

Treasure Victory Point(s)

Must discard for mandatory effect

X and lose 1 Resource or Character

Return A for 1 Action or loop for $2

Treasure

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

   D. Act One: Place the Second Intermission card (Act Three) face down on top of the Draw Pile.

   E. First Intermission card face down on top of the Draw Pile.

   F. Prologue card face down on 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.

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.
**GAME SETUP**

1. 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)!

2. Place the 30 White and 14 Pale Yellow **Ship** tokens in an opaque container to form the initial **Ship Draw Pool**.

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

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

5. **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)**.

6. Set aside the **Nautilus** miniature; you will place it during the Prologue.

7. Place one **Hidden Ship** token 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** tokens aside in a stock (see 15).

8. **DIFFICULTY LEVEL SETTING**
   - **SAILOR:** Set up **one fewer Hidden Ship** token in each of the **Western Pacific**, **North Atlantic**, and **European Seas**
   - **OFFICER:** No change.
   - **CAPTAIN:** Set up **one more Hidden Ship** token 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.
11 Place one Treasure Available gemstone in each Major Ocean only (those numbered 1 through 6). 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**

**SAFRLOR:** 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 tokens, 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 Draw Pile and following the Prologue’s instructions. Welcome to Act One!
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.

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.

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.

EXAMPLE
To generate the number of Actions you receive each turn, you make a Differential Roll using the two white dice you roll during Act One for Ship Placement. This turn, you rolled a ⚫ and a ⚪, giving you a Differential Roll of 4 minus 1, which is 3 Actions. Note that if you rolled doubles, the difference would be 0.

EXAMPLE
A Warship in your Ocean causes a -1 DRM; however, you Exert a Ship Resource to gain a +2 DRM, therefore, you would apply the net result of a +1 DRM to that dice roll.
**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.

**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).

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

**Re-roll**
To retake a TEST by rolling both dice again with the same DRMs (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.
**EXAMPLE**

A *Treasure* token that reads "Retain: X for 1 Action OR keep for 2 Treasure VPs" means that you may remove that *Treasure* token from play for its extra Action effect, or retain it for its 2 Treasure Victory Points.

**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 *Finale* 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 *Final* 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 TED 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 *Placement 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 *Placement Phase* and where the story arc is currently. After discarding an *Act* card, immediately draw the next card and continue play normally.
**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).

**IMPORTANT:** 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 Hidden and/or Revealed Ship tokens; it remains “overstacked” thus until later culled.

**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.
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 are played, while others increase your score only if they are not 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).

---

**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 (1, 1) always fails, regardless of modifications. For Actions with “degrees” of failure (e.g., Search, Incite, etc.), you automatically suffer the worst one (i.e., a roll of ≤2).
Dice Roll Modifiers (DRMs)

Dice Roll Modifiers (DRMs) are generally determined before rolling the dice.

The following DRMs 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 cause no DRMs unless otherwise noted. For example, if you Incite, then each revealed Ship token present is another negative 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 DRMs 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. Nemo's Motive only modifies your Victory Point score at the end of the game, not the value of Treasure tokens spent for DRMs during play. You can spend Retain Treasure tokens for their Treasure value, when appropriate.

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:

-1 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.)
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).

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.

**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 (_damage) 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).
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 token 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 token 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).
SUMMARY LIST WHEN A FULL OCEAN GAINS ANOTHER SHIP:

A. Place a Hidden Ship token in an adjacent Ocean.

B. Replace a Hidden Ship token 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.

B. REVEAL
If there is no empty Ocean space to place that Hidden Ship token in an adjacent Ocean (A), replace one Hidden Ship token 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 token 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 token 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., \(\text{88}\) and \(\text{88}\)), 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. The “doubles Ocean” is the Ocean corresponding to the number you rolled doubles of, triggering the lull turn. If you rolled double “3s,” then the North Atlantic is the “doubles Ocean.”

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 tokens) in that Ocean, and roll 1d6:

- If the result is greater than or equal to (\(\geq\)) 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 (\(\text{8}\)) equal to the just-rolled result.

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:

<table>
<thead>
<tr>
<th>AP Cost</th>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2*</td>
<td>Adventure (draw an Adventure card from the Adventure Deck)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Attack (Bold or Stalk)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Incite (Uprising cube placement)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Move (one Ocean)</td>
<td></td>
</tr>
<tr>
<td>2*</td>
<td>Rest (to regain Crew)</td>
<td></td>
</tr>
<tr>
<td>2*</td>
<td>Repair (to regain Hull)</td>
<td></td>
</tr>
<tr>
<td>2*</td>
<td>Refit (to upgrade the Nautilus)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Search (for Treasure)</td>
<td></td>
</tr>
</tbody>
</table>

*Costs only 1 AP during a Lull Turn

### 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 cards 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 token 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 token, you must immediately replace it with a Revealed Ship token from the Ship Draw Pool.
**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, place one Uprising cube ((factor) in an empty Land space connected to the Ocean where the Nautilus is located and reduce your Notoriety (sign) 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 (sign) 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.

- 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). Torpedo Attacks follow the normal Attack sequence (i.e., if you are targeting a Warship, it fires first!). The Torpedo Attack die/die is always unmodified when rolled. However, 2d6 dice rolls (if your Torpedo Attack was a 2d6 dice roll) can be "saved" by Emergency Help (p.26).

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 2 or 3, and Warships only on a roll of 4–6). There is no (0) Notoriety (sign) increase when a Torpedo Attack misses.
**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. You can only purchase one Nautilus Upgrade card per Refit Action. Do not restock the Available Upgrades area after Refitting the Nautilus. Only certain circumstances allow adjusting the Available Upgrades area.

**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. This includes all stalk Attacks, even those forced upon you.

**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 5+ or 6, and Warships only on a roll of 6).

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.

When you gain a Treasure token (💎), place it in the Collected Treasures box unless it is an event. “Retain” Treasure events are placed in the Collected Treasures box, while those beginning with only an X are performed immediately and discarded. 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.

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.

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.

Warships are denoted by a red Attack Strength in the top left corner. In this example, the Pale Yellow Ship is a Warship, while the White Ship is a non-Warship.
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 DRMs 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:
   - • 1, 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 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 1, lose one Nemo; on a 2 or 3, lose one Crew; and on a 4, 5 or 6, lose one Hull; ignore a 6 result if the Nautilus is upgraded with a Double Hull).

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 DRMs 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:
   - • 1, this is a disaster: The target Ship token is unaffected regardless of DRMs; 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.

### 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).

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_Failing your Attack! Roll_  
If you **FAIL** your Attack TEST, you lose an amount of the Ship Resource type **Exerted** (see Rules 7 and 8; if you exerted no Resources, this does not apply) equal to 1 if the lowest dice roll result of the failed dice roll was a 🐙, or 2 if the lowest the roll result was any other value.
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 Ship tokens, 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 5 and 3, 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 1 to 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 6 and costs the Nautilus one Hull Resource. (If the Nautilus was upgraded with a Double Hull, that 6 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.
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 (健康管理) for its sinking.

But you then advance the Notoriety marker (健康管理) by one to continue Attacking Boldly and decide to target the remaining Hidden Ship token, 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 1 and 2.

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.

The dice bow to your will and roll a 6 and 5, sinking the Kōtetsu and, as a result of that calamity for the Imperialist Powers, you must gain 1 Notoriety (健康管理) as shown on its Ship token.

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

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.
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 DRMs. 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 he has 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 ( ) if you Sacrificed Characters that are “revived” do not recover the penalty incurred when Sacrificed, and that penalty applies once more if they are again Sacrificed!

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 (see Rule 10-D, Going Hunting; this represents an 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, select one set aside Nautilus Upgrade card and add it to those available 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.

Motive score adjustments of number multipliers (e.g., Liberation, Science, and Wonders) score exactly that many Victory Points for each such instance.

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.
**Scouring the Seas Bonus**

Determine your *Sunken Ship* tokens’ **Bonus Value**. This is shown above the rightmost 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.

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**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 *Defeat, not Failure* paragraph.

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**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 3 and 3. 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 3). 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** token on the map when drawn. All other **Deadly Seas** tokens are resolved and discarded instead of affecting a **Hidden Ship** token (which remains on the map).

Most of the **Deadly Seas 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**.
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.
Let the bragging begin!

Nautilus cards, and then tally everything up normally to obtain your mission score. To these add your team's Draw Pile and , place each player's To determine how well the mission faired for the surviving if the other two are also tied. That total is your . The player with the highest has earned the most Glory Score, and so on for each lower-scoring player! Ties are resolved in order: Most Gemstones, and finally most "s are hurled by Alan if that is the case, no one can seize the Captaincy from Chris for the rest of that turn.

### Changing the Captaincy Summary

1. There is a save (1 Action bonus) when the Captaincy is forcibly relinquished due to unfavorable circumstances.
2. There is a penalty (of 1 gemstone) to the player seizing the Captaincy.
3. The canny player who abandons the Captaincy before their luck runs out is rewarded by taking 1 gemstone for themselves from any other player.

### Example

Alan is the and wants to risk the last Nemo Resource on a TEST for its +3 die roll modifier, even though failing the TEST means losing the game. Chris, seeing that the card is due any turn now, would prefer to take a smaller +1 DRM, risking the battered Hull instead. Alan argues, "With a +3 DRM, it's nigh impossible to fail," but Chris has a bad feeling about this and places one of his gemstones in the stock; seizes the Captaincy, and now must take the TEST, risking the Hull for a +1 DRM, as he indicated. No matter how wrong Chris might turn out to be (or how many "I told you so!"s are hurled by Alan if that is the case), no one can seize the Captaincy from Chris for the rest of that turn.

### Co-op Gameplay Variant Credits

Playtesters: Nathan Hansen, Claude Hemberger, Jason Hunt, Noelle Le Bienvenu, Noah Massaro, Barry Pike III, Joanne & Brian Powers, Dorian Richard, Anthony Rubbo, Petra Schlunk, and the great Nemo's War forum fans on BoardGameGeek!