

OCEAN BOARD SPECIAL RULE CLARIFICATIONS

DECOMMISSIONED OIL RIG



When all the Conservation sites in this zone are filled, every player with at least one disc in the zone (starting from the active player and going clockwise) may Promote one Specialist.

WHALE CALVING GROUNDS



If you occupy the marked Journal site when you Conserve in this zone, you may Conserve in this zone a second time.

SUNKEN RUINS



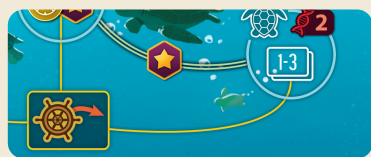
When the Dive site in this zone is empty, every player with at least one Vessel in this zone (starting from the active player and going clockwise) may take one Travel action away from this zone.

SHIPWRECK



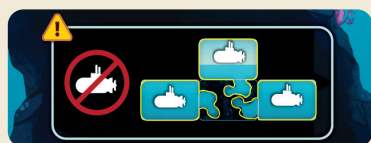
When you Dive at this site, draw two tokens, choose one to keep, and discard the other.

SEA TURTLE MIGRATION



When you Conserve at any of these sites, you may take a Travel action away from this zone.

SUBMERGED CAVE SYSTEM



Vessels may never enter this zone (not even to pass through it during a Travel action). The features in each of the three "caves" in this zone can only be accessed if you have a Vessel in the zone the specific cave connects to.

For example, the **upper pocket** connects to the depth-1 zone above this zone; you must have a Vessel in that zone to interact with the upper cave's features.

JELLYFISH BLOOM



If you have a disc in any of the marked spots when you Travel away from this zone, gain one Impact.

VORTEX

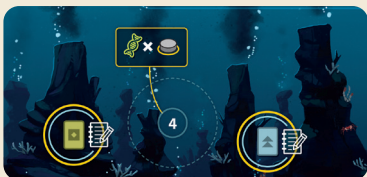


When you Sonar in this spot, you may place a depth-3 zone even if there isn't a depth-2 zone above it.



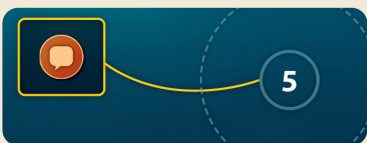
When you Travel away from this zone, consider your Technology level to be one higher (meaning your Vessel can go one zone further and one depth deeper than usual).

THERMAL VENTS



When you claim a token from this Dive site, gain one Research for each disc of yours in the marked spots.

DEEPWATER SHARK



When you claim a token from this Dive site, gain one Reputation.

SEAMOUNT



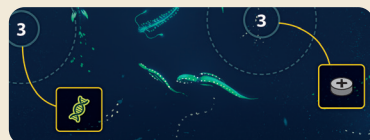
If you have a disc in a marked spot when you claim a token from this Dive site, gain one in your lowest attribute.

BRINE POOL



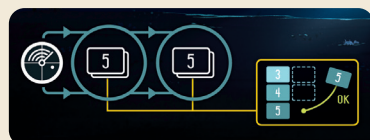
When you claim a token from this Dive site, gain one Impact.

BIOLUMINESCENT FAUNA



Gain one Research or one disc when you Dive at the respectively-marked sites.

ABYSSAL PLAIN



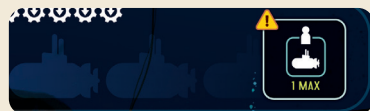
When you Sonar in these spots, you may place a depth-5 zone even if there isn't a depth-4 zone above it.

BLACK SMOKER



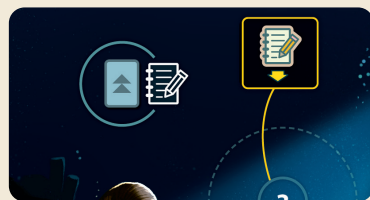
When you claim a token from this Dive site, you may Travel away from this zone (but not to a depth-5 zone).

ABYSSAL TRENCH



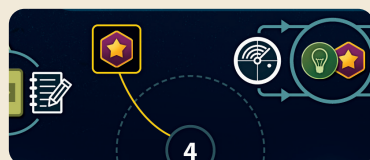
Each player may have (at most) one Vessel in this zone.

SCALY-FOOT SNAILS



When you claim a token from this Dive site, you may then Journal in this zone.

FALLEN STAR



When you claim a token from this Dive site, gain one Impact.

SCENARIO CLARIFICATIONS

MISSION 1: THE CALL OF THE OCEAN

Nothing unusual in this Scenario; this is meant to ease you into the game, offering scoring value for every disc you put into the ocean.

MISSION 2: MAPS AND CHARTS

Everything should still be pretty self-explanatory here. This mission is designed to get you accustomed to the concept of taking the goals into consideration when deciding where to focus your efforts.

MISSION 3: THE OCEANIC JOURNAL

Co-op Goal 3: Each player must individually meet the target number of their most-owned Field symbol; Field symbols may not be “shared”.

MISSION 4: BETTER THAN YOU FOUND IT

3-point Impact hex: If you gain Impact directly by performing a Conserve action, you may place your Impact marker in the 3-point hex, unless someone has already done so in that zone. “Directly” includes only Impact symbols that are printed on the zone board itself. If you take advantage of this benefit, mark the zone with an Impact marker as a reminder that the zone no longer offers this opportunity to anyone.

MISSION 5: FALLEN STAR

The two dolphins: You may only place Impact on one of the two Impact grids; once you have placed your first Impact marker, all of your subsequent markers must be on the same grid as it. When you are choosing where to place your first marker, it doesn’t matter what other players have chosen, even in Co-op.

MISSION 6: STAR SEARCH

The moving Impact marker: In this Scenario, you don’t place a new marker with each gained Impact; once you have a marker on the grid, you move it to an adjacent empty hex instead, and gain its reward. That means that you might move into the same hex and gain its reward multiple times in a game.

You may not move your Impact marker into a scoring hex until the *Fallen Star* zone has been discovered and added to the ocean.

If you gain an Impact and your marker has no legal space to move to or is in the deepest empty scoring hex of its current column, you may place a new Impact marker, starting at an entrance arrow. This is the only way to get multiple markers on the grid.

Scoring hexes: Each is worth its printed value, plus two points if its column matches the discovered *Fallen Star*’s column. For example if the *Fallen Star* is discovered in column B, the scoring hexes in grid column B would each be worth an extra two points to the player occupying them.

Marking Discovered Zones: Whenever you discover a new zone, after you place it in the ocean and resolve its Discover Bonus, place one of your Impact markers on its Discovery Bonus area. This relates to Goal 2’s scoring criteria and its leader bonuses.

Discovering the *Fallen Star*: When you discover this zone, choose one of the options in the Goal 3 box and place an Impact marker there. This spot is worth 3 points for you, and also establishes the type of site (*Conservation* or *Journal*) that all players will score for that goal.

Goal 2 Co-op: The target numbers here refer to the total number of revealed zones in the ocean, whether players discovered them or not.

Goal 3 Co-op: The zone must be discovered by the end of the indicated round.

MISSION 7: RECOVER THE FALLEN STAR

The Rescue Grid: Only Impact gained directly from the *Fallen Star* zone (meaning, only from Impact symbols that are printed on the zone board itself) may be placed in the lower Rescue Grid. You may place Impact gained there in the main grid if you wish.

Goal 3: The only points scored for this goal are those awarded for most and second-most markers in the Rescue grid.

Goal 3 Co-op: The Rescue grid must be completely full by the end of the indicated round.

MISSION 8: NEW HORIZONS

Discovering the *Looking Glass*: When discovered, it must go directly under the *Sea Star*. If there is already a zone there, move that zone to a different depth-2 location (with any tokens or markers that are currently on it), and put the *Looking Glass* under the *Sea Star* where it belongs.

Goal Hexes: When you place an Impact marker in a Goal hex on the grid, you must immediately choose one of the two scoring criteria for the associated Goal, and place a second Impact marker in a slot in the Goal box to indicate your choice. All players’ scoring criteria for that Goal is determined by the Goal choice, not just the choosing player. If no player reaches a particular Goal hex, the associated Goal is not scored by anyone, even in Co-op.

Co-op Goals: These are affected by the Goal choices as well.

Co-op Goal 1: Refers to zones (in the relevant columns as determined by the Goal choice) where any player has any discs.

Co-op Goal 3 Narrow: Each player must individually meet the target number of their most-owned Field symbol; Field symbols may not be “shared”.

Co-op Goal 3 Broad: The target number refers to the number of sets-of-all-four-Field-symbols that the players must hold as a group, but players may not “share” excess symbols to form sets. For example if Player A has one full set plus blue and green, and Player B has one full set plus brown and yellow, that only counts as two sets held by the group, not three.

Cluster scoring: A “cluster” is a group of your Impact markers occupying contiguously adjacent hexes. Count up your clusters to find your second-largest cluster; each hex in that cluster scores an extra point for you.

MISSION 9: THE SPILL

Your Cleanup marker: During setup, place an Impact marker on the Start space of the Cleanup track.

Cleaning Up the Oil Spill: The first time you Conserve in a given zone (even if other players have Conserved in that zone already), use an Impact marker instead of a disc from your Staging area to occupy the Conservation site, then advance your Cleanup marker one step on the Cleanup track.

Your Impact markers in Conservation sites do count as discs for the purpose of assessing Goals.

Polluted Hexes: Each one you occupy scores -2 points for you, unless your Cleanup marker has reached the marked step that “cleans” its column of polluted hexes (changing its value to 0). For example, polluted hexes in the rightmost two columns of the grid are only cleaned for you if your Cleanup marker has reached step 8 on the Cleanup track.

Depth Limits: Until any player’s Cleanup marker reaches the marked “3 OK” step on the Cleanup track, no player may discover a depth-3 zone. The same rule applies to the “4 OK” step and depth-4 zones.

Conservation Impact and the 2-point hex: If you gain Impact directly by performing a Conserve action, you may place your Impact marker in the 2-point hex, skipping the rest of the grid. “Directly” includes only Impact symbols that are printed on a zone board. The arrow leading to the 2-point hex is one-way; even if you have a marker in there you may not “move backwards” from there to place in the main grid.

Goal 1: Refers to the value printed above the Cleanup track’s steps.

Goal 1 Co-op: Refers to the combined values of all players, as above.

MISSION 10: THE DEEPEST SEA

Depth-based Impact: When you gain any Impact, place your marker only at the depth on the grid matching the depth of the zone where you took the action that earned it. If you gain Impact from a source that isn’t related to a zone, you may choose any depth where you currently have a Vessel.

The arrows leading to the “infinite” hexes are one-way; even if you have a marker in one you may not “move backwards” from it to place into the rows of the main grid.

Goals 1 and 2: The only points scored for these goals are those awarded for first and second players to achieve their criteria. Place a disc in the appropriate reward spot when you achieve it, so you don’t forget.

Goals 1 and 2 Co-op: The criteria must be achieved by the end of the indicated round.