



Presented by KTBG

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*These rules have been tested thoroughly and we are confident to present them as complete, but we are still making some final tweaks as we continue to test, especially to the scoring levels as we discover what scores are good vs what scores are great! You **do** need to understand the multiplayer rules before learning how solo play is different. Enjoy!*

Changes to Setup

Set up the game as for a 2-player game with these differences:

- Only do the player setup for yourself.
- Keep all 6 dice in the game.
- Place 18 diver meeples **not** of your colour in a pile next to the board. These are the **Rivals**. Their individual colours do not matter.
- Return all unused player materials to the box.

The Game Round

Roll **all 6** dice into the pool. Every round will consist of three turns for you, **then** three turns for the Rivals.

General rules about Rivals

- Rivals never gain baubles for any reason.
- Whenever Rivals gain treasures for any reason, they are not kept; they go into the **discard pile**.
- Rivals may **never** be removed from the beach once they are bumped there.

Your Turns

Perform three consecutive turns, following all of the normal rules except:

- You may **not** choose to send your diver to the beach; wrecks only!
- You may have divers on the Beach due to having been bumped there; you **may** choose these divers to place as normal, on a given turn.
- As normal, you may never bump your own diver from a wreck. If this results in **no** places that you can send a diver to based on your chosen die, forfeit your placement for that turn.
- When you bump a Rival from a wreck, move it to **any empty** beach spot (**not back to the Rival supply**). If there are **no** empty spaces on the beach, **remove that Rival from the game**.
- Any time a Rival gains a treasure because it neighbors your diver placement, remember that the treasure goes to the **discard pile**.

Rival Turns

Perform three consecutive turns for the Rivals, using the remaining three dice from the pool. For **each** of the three Rival turns, choose a die from the pool, and then place a Rival from the supply following these rules:

- The Rival may **not** be sent to the beach, and **not** to the same wreck as another Rival earlier this round. *(To help you remember where you sent Rivals this round, each time you send a Rival to a Wreck, **place that Rival's die alongside it.**)*
- The Rival **must** be sent to an **empty space** in a wreck if possible. If there are no empty spaces in any wreck matching the Rival's die, the Rival may bump one of your divers or another Rival to **any empty** beach spot. *(If there are **no** empty beach spots, move your bumped diver off-board instead, or remove the bumped Rival **from the game.**)*
- When a Rival is bumped to the beach it doesn't collect baubles. When one of your divers is bumped to the beach, you **do** collect baubles.
- A Rival's neighbours **do** collect treasures when it is placed in a wreck. Treasures gained by Rivals in this manner are discarded. When **you** gain a treasure via a Rival neighbor's placement, **it must go in your vault** *(If your vault is already full, discard the treasure).*

Once all three Rival turns are finished, you may buy one or more Aquarium pieces before the round ends. *(This is in addition to the single purchase you are allowed as normal at the end of each of your three turns.)*

Then you should check to see if any of the Endgame Triggers have been reached. If one or more of the following criteria is currently met, the game ends immediately. Otherwise begin a new round.

Endgame Triggers (at least one of the following is true at the end of the round):

- Your Vault is full of treasures.
- You have claimed 6 or more Exhibits.
- One or more wrecks ran out of treasure during the round.
- All 6 beach spots are filled (player divers and rivals **both** count toward this).
- There are no Rivals left in the Rival Supply.

If the game is over, calculate your score as normal, and compare it to this chart to see how well you performed!

Scoring

- 50 or fewer points: Stick to the tub, friend.
- 51 - 75 points: Whoah dude, that's, like... deep.
- 76 - 100 points: You're gonna need a bigger boat.
- 100 - 125 points: They call you Tyrannosaurus Wrecks.
- 126 - 150 points: TITANIC SCORE!
- 151 or more points: Maybe check if you're playing right?