

# Deep Blue

Daniel Skjold Pedersen

Asger Harding Granerud

## THE CAPTAIN RETURNS

A Scenario for 1 to 3 players

*The captain returns with a host of ghost Boats to reclaim the lost treasure. You must also outscore the Captain to win the game.*

*Play against the Captain, an automated opponent, in solo or even 2-3 player games for a high player count feeling resulting in a crowded map.*

### Setting up the Game

- 1 Set up the game as usual (don't forget the Starting Tokens if you are not playing solo).
- 2 Place a **single Boat** from each leftover color into the harbour. They all belong to the Captain.
- 3 Prepare the Captain's deck by finding the starting crew for all leftover colors.
  - Use all **propeller cards**.
  - Place all **silver cards** back in the box.
  - You decide how many of the **gold cards** to add thereby adjusting the difficulty level. The more gold cards the easier. For your first game we recommend adding two of them.
  - Shuffle the deck and place it face down next to the Captain's treasure chest.

### Game Turn

A human player is always starting player.

After each human player turn, that player flips the top card of the Captain's deck and apply its result.

**Note:** In a solo game you flip two cards one at a time.

- If it is a **gold card**, remove the first card of the market (on the \$1 spot) from the game. Refill the market as usual.
- If it is a **propeller card**, check if that color Boat is already on a Wreck Tile.
  - If this is the case, the Captain **DIVES**.
  - Otherwise, the Captain **SAILS**.

#### The Captain SAILS

Move the Boat 1 or 2 spaces (depending on the number of propellers on the card) towards the **closest Wreck Tile**.

If several Wrecks are equally close, the Captain's priority is:  
1 facedown Wreck Tiles, 2 highest Wreck VP (in the center of the Wreck Tile), 3 the active player chooses.

On Wreck Tiles the Captain's Boat takes the first available scouting spot **counter clockwise** from the buoy if any.

#### The Captain DIVES

Captain's Boats will always rush to a diving site if possible, unless they already occupy a scouting spot. This rule applies to all dives no matter if the Captain or a human player dives.

**Exception:** Captain's Boats always rush on the final dive of the game, if possible, even if they occupy a scouting spot.

The Captain won't take risks and keeps drawing Gems until either hazard would guarantee a bust.

The Captain scores VP from dives as one player even though it has Boats of multiple colors.  
Store the VP scored by the Captain in a treasure chest of its own.