

BARGAIN BASEMENT BATHYSPHERE

THE SOLO ROLL & WRITE ADVENTURE

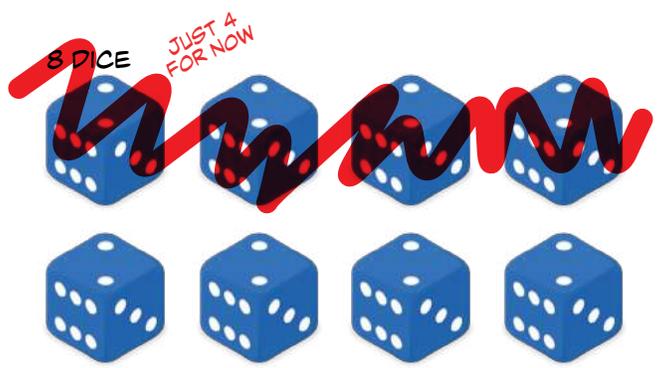


TEST-DIVE EDITION

Congratulations! You own a Bathysphere! It's held together by duct tape and spit, but it has a lot of heart and it's ready for a journey into the ocean. Beware! It's easy to go down... it's a lot harder to make it back to the surface alive!

This is how you play BARGAIN BASEMENT BATHYSPHERE. Follow these rules and you might just make it back to the surface in one piece. And if not, well, it is a solo game so no one is watching. Happy bathysphere-ing!

WHAT YOU NEED TO PLAY



MOVING AND MARKING

The game uses the term MARKED a lot. This means you have crossed out an icon or space, or something on a map or mini-game sheet. When you mark something, it shows that it is not available anymore, whether it is a valuable resource keeping you alive, an action that you have triggered, or a space that you have landed on.

SPACES

What happens on a space depends on whether you land on it or pass it.

It also depends if it has been marked off previously or not.



Gray spaces can be empty, have an Action, or even have two Actions on them. Typical Actions found on these spaces require you to mark off precious resources, like Oxygen, Stress, and Damage. These spaces are marked and activated as follows:

When you **stop** on any unmarked gray spaces, you mark off the space completely and do nothing else (even if there are Actions present).

When you **pass** a gray space with an Action on it, activate the Action and then mark off the space completely.

When you **pass** a gray space with two Actions on it, choose to activate **one** of the Actions and then mark off that Action. If you pass this space a second time, you must activate the second, unmarked Action, then mark off the space completely.

You do these Actions after you have finished moving your Bathysphere: look back at all the spaces you passed and activate the Actions, and then mark them off. You can do these Actions in any order.

White spaces contain a wacky potpourri of unusual Actions. These are activated only when you **stop** on them. After activating the white space, mark it off completely. Note: passing a white space does not allow you to collect what's on that space.



SCENARIO 1 - RESCUE PARTY

Goal

Go down into the depths of Beachside Bay, explore the ocean floor a bit, and then make your escape to the sweet, breathable, fish-tainted air of the Bay.

SETUP

SETUP IS ALREADY TAKEN CARE OF!

You start your adventure with 4 dice.

The first thing you need to do is mark ALL of the REROLL ICONS on the bathysphere. For this first scenario, we won't bother with rerolling ... BECAUSE THIS LEVEL IS SO EASY!!!

Next, mark off those Oxygen tanks at the top of the Oxygen meter. The first Oxygen you mark will be the top of this meter, working your way downward.

Because it's not diving season right now, you won't have to worry about the Helpless Diver icons on the Oxygen meter for this scenario.

TO WIN (OR TO LOSE)

You must... must return to the surface with a certain number of points.

- If you score 0-1 points, replay this scenario.
- If you score 2-8 points, play scenario 2.
- If you score 9 or more points, play scenario 2 or 3. (Scenario 2 is pretty similar to this scenario)

OR, JUST KEEP PLAYING THIS ONE UNTIL YOU GET THE FULL GAME!

SPECIAL ACTION SPACES

Remember we said there would be wacky action spaces (see page 2 if you don't believe us!) well, this scenario has a few right out of the gate.

WHIRLPOOLS! These are crazy spinning water elements that may possibly stress your bathysphere. When you land on it, reroll ALL of your active dice (the die that you just used to land here is not considered active, as it would have been put aside after being chosen).

For every die that matches one of the displayed 2 values on that space, you must mark 2 stress.



EXAMPLE: Your bathysphere landed on a 1/2 Whirlpool space. Your rerolled dice show 1, 1, and 3. Two dice match the space, so you must mark 4 stress total.

Since you rerolled all of your active dice, this results in a new set of active dice for your next turn.

And as always with white spaces, after you activate its actions, it gets marked.



SALVAGE! There's a lot of people who really shouldn't own boats in Beachside Bay...but what are you going to do about that? Why...SCORE POINTS OFF OF THEM!!!

When you land on a SALVAGE space, you may select any amount of dice in your active dice pool and put them aside... then you score the amount of points based on the dice you set aside! Write in the points scored in the box and circle the number to remind you. Then, mark off the Salvage bubble space.



OCEAN FLOORS are white spaces you mark, but then circle their points when you land on them. They are otherwise pretty boring and simple. You land there, mark it, and circle those points.



IGNORE THESE SPACES

Pay no attention to the RESCUE and HEAT VENT spaces for now. Treat these as blank grey spaces if you happen to land on them. That Rescue space is just a mannequin from Helberts Department Emporium that some punk kids stole and threw in the ocean as a prank, and you really don't want to learn about the volcanic vents around the Bay quite yet.



So, go dive deep and get the heck back up to sunlight!!!

