

Nautilus Industries



Nemo is gone, but his machines have opened a whole new world to us! The floors of Neptune's seas lay open to us, ready to surrender their bounties. Equip and upgrade your mining machines, then guide them to the rich mineral seams beneath the ocean. Control the supply of resources to bend the market to your will. Become the master of Nautilus Industries!

Contents

- 6 ocean floor mining zone tiles
- 1 market chart with a top section for tracking the current value of each resource, and a bottom section to track the value of each corporation
- 18 Nautilus Class Prospecting Submersibles (Subs) (3 each in 6 different player colours)
- 6 player boards in the 6 different player colours
- 6 dice to indicate warehouse storage capacity
- 100 goods gems (20 each in 5 different colours)
- 1 bag to draw random gems from
- 30 stock certificates (numbered 1-6 for 5 different companies)
- currency
- first player indicator

Setup

Each player chooses a colour and takes the player board and the corresponding Subs, as well as a warehouse capacity die (D6), which is placed in front of them with the 1 side facing up. (*Player board is not provided in the PnP, there is however, an action reference sheet.*) Randomly decide on someone to be the first player, and give them the first player indicator. In the centre of the table lay out 1 mining zone tile per player. The mining zones should be placed in a row forming a line. Randomly draw and place 5 gems from the bag on each of the mining zone tiles. Place each colour of gem in its designated zone, this helps players make quick decisions and avoids confusion.

Place the market chart at one end of the line of mining zones. Place 1 gem of each colour on the initial space of the stock chart section; these gems will be used to track the endgame value of stocks in each company.

Total up the number of gems of each colour that has been placed in the mining zones, and put 1 gem of whatever colour shows up the least on the 6 space of the commodity value track, second least on the 5 space, 3rd on the 4 space, second most common on the 3 space, and the most common colour on the 2 space. If multiple colours have the same number of gems on the initial tiles then place them all on the highest valued space that they all qualify for.

Example: In a 5 player game there are initially 8 blue, 3 yellow, 5 black, 5 orange, and 4 green gems. So you would place a yellow gem from the bag on the 6 space, the 5 space would get a green gem, on the 4 space you would place both a black and an orange gem, and a blue gem would go on the 2 space.

Phases of the Game

Each round has 3 phases:

- An Action Phase where each player in turn order perform actions until each player has completed three actions. Players may not pass when it is their turn, they must take an action.
- A Market Phase where zones are mined and players have a chance to sell or hold resources.
- An Upkeep Phase where zones are resupplied with cubes and the first player indicator moves to the next player

Rounds continue until 1 company's stock value reaches the x10 multiplier on the stock track at which point all of a player's remaining resources are sold off at current market value. Then the player with the most cash plus stock value wins.

The Action Phase

In the Action Phase each player has 3 actions. These are performed 1 at a time in turn order starting with the first player and continuing clockwise around the table.

When it is your turn to take an action you may perform 1 of the following actions: Place Sub, Upgrade Warehouse Capacity, Switch Two Gems, Switch Area Mining Order, Purchase Company Stocks. A player may perform the same action multiple times in the same Action Phase provided they meet the conditions to take the action. (ex. You can't buy a share in a company if you have no money). Next we will look at the 5 action options in more detail.

Place Sub

When a player takes this action they place 1 of their unused subs on a mining zone beside the gems of a specific colour. In the market phase each sub will try to dig up 2 gems of the colour that it was sent to gather. Each tile may only have 1 sub assigned to a specific resource placed on it.

(Optional Upgrade) When you place a sub you may spend \$5 to add extra crew and equipment to it. When you do this you place a gem of any colour you choose, from the bag, on top of the sub. When the sub harvests gems it will also collect 1 cube of the indicated colour if possible. This allows many options including digging up 3 gems of the same colour, or digging gems of a second colour where you may have been blocked, or perhaps just to deny an opponent what they want. All upgrades are only good for a single round, once that sub has collected resources and returned to its owner, the upgrade is gone.

Upgrade Warehouse Capacity

When you take this action simply increase your current warehouse capacity by 1 by turning the die to show the number 1 higher than its current value. In order to take this action your warehouse capacity must be less than 6. Your warehouse capacity determines how many gems you can store, if you ever have more than your capacity you must sell resources during your next sell opportunity in the market phase till you have less than your limit (though you may of course sell more than that if you wish).

Switch Two Cubes

When you take this action you take a gem from a mining zone and exchange it for one gem of any colour from a different mining zone. (Switched gems are placed on their corresponding spot on the new tile)

Switch Area Mining Order

When you take this action you switch the position of 2 mining zone tiles in the line, this affects the order that the tiles are resolved during the Market Phase. When you move a tile all resource gems and Subs currently on it are transported with it, and their relative position on the tile preserved. This action may only be performed on a tile once per Action Phase, therefore after you switch tiles it is best to leave them at a bit of an angle till the end of the turn so that players can easily see which ones have already been moved and are unavailable for this action.

Purchase Company Stocks

When you select this action you choose 1 of the available stocks for purchase and pay the bank the amount shown on the certificate. Once a player purchases a stock they take the corresponding certificate and it is no longer available for purchase.

The Market Phase

In the market phase each mining tile is resolved completely, one at a time. Starting with the tile closest to the Market Chart, and moving down the line, **resolve each tile as follows:**

1. **Collect resources**- Starting with Gold (yellow), and moving around the tile clockwise, each sub on the tile collects 2 gems of the colour it is mining from that tile. If there are not enough gems to collect the full amount, take as many as are available on that tile. Then the sub returns to its owner with the gems it collected.

If a sub has the optional upgrade, when it is that subs turn to collect gems, it also collects 1 gem, in its upgrades colour, if possible. Ex: (If the sub mining blue also has an orange upgrade, it collects an orange gem before the orange space is resolved. This could result in a sub not mining anything.)

2. **Sell/hold resources** – Each player, in turn order, now has the option to sell as many gems as they want at the current price, stated on the Market Chart for that specific resource (colour). The seller immediately receives money from the bank for each gem sold. The sold gems are placed beside the market chart, where they will be used to adjust commodity and stock values. They may keep as many gems as they want for later sales, provided the number of gems kept does not exceed their current warehouse capacity (1-6, as shown on your warehouse die).

3. Adjust Stock and Commodity values – **For each colour**, count the sold gems (previously placed near the market chart) and adjust the market chart as follows:

Commodity Values – Decrease that commodity's value by the number of gems sold, to a minimum of 1. If no gems were sold, instead increase that commodity's value by 1, to a maximum of 10.

Stock Chart – Move the corresponding colour up a number of spaces equal to the number of gems sold. If the indicator for that color started on the second row (10-17) move it 1 less space. If the indicator for that color started on the bottom row (18-24) move it 2 fewer spaces. (Ex: If the orange gem is on the 12 space of the Stock Chart and there were 4 orange gems sold, it would move 3 spaces, to the 15 space.)

Once the values for each resource (colour) have been adjusted on both tracks, place the sold gems back in the bag.

The Upkeep Phase

In the upkeep phase each mining zone tile, starting with the tile closest to the market chart and moving down the line, receives an additional 5 random gems drawn from the bag. If there were any tiles moved during the last round, straighten them to indicate they may be moved again in the next round. Additionally the first player marker moves clockwise to the next person at the table. A new action phase now begins.

Game End

The game ends when a colour reaches the x10 (24 space) on the Stock Chart. Finish adjusting the commodity and stock values for the current tile. For any remaining tiles, not already resolved, collect resources as normal; now, without adjusting the market (both the Commodity Values and Stock Chart are locked at this point) each player must sell all of their gems at the current Commodity Value, even the ones they have stored in their warehouse.

Players now add up all of their money, and add to it their stock value. Each stock is worth its number of shares (number on the bottom left) times that company's multiplier on the stock chart.

(Ex: A player has two orange stocks, a 1 and a 3 as well as a blue 6 and a green 2. Orange is on the 18 space, his orange stocks are worth: $(3+1) \times 7 = \$28$. Green is on the 15 space, his green stocks are worth: $2 \times 5 = \$10$. Blue is on the 24 space, his blue stocks are worth: $6 \times 10 = \$60$. The total value of his stocks are $\$28 + \$10 + \$60 = \98 , this number is then added to the \$124 cash he has, to give him a final score of \$222.)

The person with the highest total score is the winner. If there is a tie, victory is shared.