

## INSTRUCTIONS

**MISSION:** You must kill your enemy's meeples crew or collect 5 intelligence gems.

**SETUP:** You start the game with a 3 meeples crew, 1 chit designated on surface and 1 torpedo in the unloaded position (not on your chit). The intelligence gems & extra meeples are set in the center of the table within reach.

**HOW TO PLAY:** You will roll 2 dice simultaneously and continuously (in real-time) with your enemy until you complete your mission.

### If on the Surface...

**Roll 7** - If you roll 7 you may either dive (flip your chit to UNDERWATER) or add 1 meeples to your crew if one is available from the table.

**Roll Doubles** - If you roll doubles you may either load a torpedo (place your torpedo on your chit) or remove 1 intelligence gem from your enemy and send it to the table.

# INSTRUCTIONS

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## If Underwater...

**Roll 7** – If you roll 7 you may either surface (flip your chit to SURFACE), or take 1 intelligence gem from the table.

**Roll Doubles** – If you roll Doubles you may either load a torpedo (place your torpedo on your chit) or fire your torpedo (remove your torpedo from your chit) and remove 1 meeple from your enemy's crew and send it to the table.

**Continue rolling until you've killed your enemy's crew or acquired 5 intelligence gems.**

## FAQ

- The table is a neutral zone where unused meeples and gems reside.
- You can only add meeples of the same color to your crew.
- If you and your enemy each have 4 intelligence gems, you must resurface and remove a gem from your enemy, then dive and acquire the intelligence gem.