

# Dark Water Salvage

## A game of shipwreck salvaging

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*The Great Lake Naval Society is an enterprise dedicated to the search and recovery of the many ships that have sunk beneath the waves of the Great Lake throughout history. They will help subsidize small groups of shipwreck hunters with loans in order to help their efforts in finding and recovering of these important naval artifacts.*

The players are shipwreck hunters, who use loans from the GLNS to research possible locations of various shipwrecks. The player at the end of the game with the most Prestige who is NOT in debt to the GLNS is the winner of the game.

### Things you need:

Ship cards.

Location cards.

Value cards.

Deck of Sonar cards.

The Map.

An Action Pawn.

Pawns for each player.

A record keeping sheet.

Chips or play money.

Turn Order cards. (These are simply numbered 1,2,3,4,5)

### THE CARDS:

**Ship cards** show a ship's Name, and the amount of Prestige a player finds for A) finding the correct location of the Ship, and B) salvaging the ship from the lake floor

**Location cards** show the location of a Shipwreck, based on the displayed Region name (a letter/number combo), and various data points which are used by Sonar cards to triangulate the Region listed.

**Value cards** show a grid of values, and a range of "rumored value" at the bottom of the card.

At the start of the game, twelve sets of cards will be created. Each set will include one Ship card, one Location card, and one Value card. Together, a single set of these cards is called a **Shipwreck**.

**Turn Order Cards** are used during most actions. They determine what order the players take their actions in, and are used in the case of breaking ties. Lowest number always go first, highest number always goes last.

### THE MAP:

The map is composed of Regions, detailing, roughly a 9 by 5 grid. Regions with stars are Cities; Regions with diamonds are underwater Features. All other Regions are Regions where Shipwrecks may lay hidden.

Light blue colored Regions are considered to be at Shallow depth, medium blue Regions are rated as Medium depth, while dark blue Regions are rated as Deep depth.

## **POKER CHIPS or PLAY MONEY:**

In this game, the poker chips represent the amount of money “on loan” from the GLNS. One side of the chip is marked “Bank,” the other side is marked.

White Chips represent 1 dollar.

Blue Chips represent 5 dollars.

Red Chips represent 10 dollars.

Chips can be replaced at any time with equal valued amounts of smaller denominations in order to “make change.”

## **SETUP:**

First, you will need to create 12 Shipwrecks. This is done in the following manner.



1. Shuffle the Location cards, and deal 12 Locations, face down, into a 3 X 4 grid.

2. Shuffle the Value cards, and place one value card face down, on each Location card.

3. Shuffle the Ship cards, and place one Ship card, face up, on each Location card.

It should be noted that each of the cards have a corner notched out, so that, when stacking cards, they will be orientated correctly.

4. Each player gets a pawn and a Record Sheet. Both sides of the record sheet will be used, however, the record sheet must be folded in half. The inside of the Record sheet is used for recording information “in secret” regarding the data a player has collected about the Shipwrecks, and their “starting persona.” The outside is used for keeping track of loan amounts and Prestige they have collected (on the front) and applications for loan amounts (on the back).

5. Place the Sonar cards face up off to the side.

6. Place the Map between players where everyone has access to it.

7. Depending on the number of players, place the following in the Draw Bag.

2 players: 17 \$5 chips, 13 \$10 chips

3 players: 20 \$5 chips, 20 \$10 chips

4 players: 23 \$5 chips, 27 \$10 chips

5 players: 26 \$5 chips, 34 \$10 chips

8. Place all remaining \$5, \$10, and \$1 chips into a common stock to use for making change.

9. Shuffle and randomly deal out a Turn Order card to each player face up. Only use the correct amount of Turn Order cards for the number of players.

*EXAMPLE: Use Turn Order cards 1,2,3, and 4 for a four-player game.*

## **GAME ROUND:**

A single round of the game consists of various phases. These phases are:

1. Determine GLNS total loan amount
2. Apply for and collect amount desired loan amounts
3. Re-distribute Turn Order cards
3. Determine Start Cities
3. Research and Recovery Phase

## **DETERMINE GLNS LOANS**

Randomly draw chips from the draw bag equal to 2 times the amount of players. This represents the total amount of money that the GLNS is offering in loans to all the players. Place these in the middle of the table.

*EXAMPLE: if there are four players, draw 8 chips.*

If there are less chips in the bag than the correct amount needed to, then draw all remaining chips to the table. This will be the last round of the game.

Each round should allow a different player to draw the chips. Players should also keep other players abreast of the current situation regarding the apparent number of chip available in the bag. *EXAMPLE: "I think we have enough chips for only one more round."*

## **APPLY FOR AND COLLECT LOAN AMOUNTS:**

On the back of the record sheet, each player now secretly writes down the amount of money the player wants to collect from the current total loan amount offered by the GLNS. This is called "the Application" or "the bid." Players may discuss beforehand if they want to divide the money up equally; but these agreements are NOT binding.

All players reveal their Applications.

Starting with the player who has the lowest Application, and working their way from lowest to highest Applications, players take turns collecting their Application amounts from the loan pool.

In the case of ties with regards to Applications, loans should be collected in the order based on the Turn Order cards currently held by the players.

In some cases, players with the later Turn Orders will not get the full amount; indeed, if many players make high Application requests, then the highest requesting players may not get ANY money, as the entire loan amount will be used up before they can collect.

Chips can be exchanged freely in order to make change for bids that are not in multiples of 5.

After taking the appropriate amount of chips, the players must write down how much they collected on the front of their Record Sheet. This is the running total of loans they accepted from the GLHS. It should be noted for clarity that the amount they write down is the amount collected, NOT the amount they initially applied for. Again, while players who collected their money early in the turn order will collect their full Application amount, quite frequently, the player who collects last does not get his full Application worth.

In the case that the original GLHS money pool is not fully collected after all player's have collected their applications, the remaining amount simply goes into the money pool for change making duties.

Again, any player can freely make change with the stock of chips.

## RE-DISTRIBUTE TURN ORDER CARDS:

The Turn Order cards should be collected from the players, and then re-distributed to the players, in the order in which the players collected their loan amounts from the money pool.

*EXAMPLE: The first player that took their loan amount from the money pool graciously accepts the number 1 Turn Order card.*

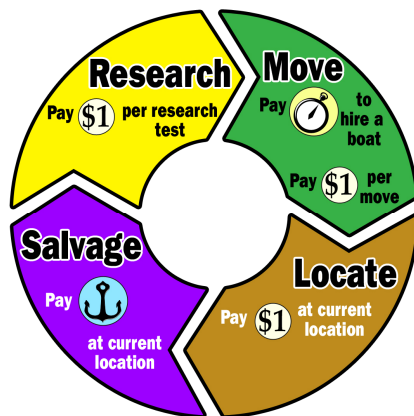
## DETERMINE START CITIES:

Again, based on the Turn Order card, players take turns placing their token on a City of their choosing on the map. Only one token is allowed per region on the map, so only 1 token is allowed in each City.

## RESEARCH AND RECOVERY PHASE:

### The Action Loop

On the map board, the Action Loop defines what type of Action the players can perform currently. Once all players have performed the action listed as marked by the Action token (or have passed on that Action), the Action token is moved clockwise to the next Action on the Loop.



This process continues (move Action Token, all players may or may not take the marked Action), until all players are done taking all of their desired Actions, at which point, this phase is over.

With the exception of the Move action, all players can perform the current Action simultaneously. However, players are required to let all other players know what they are doing, so some amount reasonable order should be kept; while information that is learned through research is kept secret, the actions of what a player is Researching is NOT a secret, and should be known to all players.

Additionally, if a player requests that all players stop what they are doing to keep notes, all players are required to oblige. Also, a player can request to do the current Action in Turn Order order, instead of “almost simultaneous”.

If a player decides to opt out of performing an Action, the player can still perform a later Action in the Loop. In other words, not playing a given Action does not “drop a player out” of the phase.

*NOTE: Ultimately, the purpose of the Action Circle is to keep all players on the same page of what they are doing in a sensible manner while trying to keep things going as simultaneously as possible.*

*The goal is to prevent player downtime while other players spend time doing potential “heavy research” on many Shipwrecks at once, as this is usually the biggest bottleneck in the game. There is no desperate need to research a particular Shipwreck faster than an opponent, as player’s cannot act on the researched information until the Action Pawn is moved. So players should just kindly wait, and take turns, if multiple players want to research the same Shipwreck.*

**At the start of the phase,** the Action Token starts on RESEARCH. Place it there.

All Actions require a cost. This cost is paid to the money pool from that player’s current stack ‘o chips.

### Types of Actions:

#### RESEARCH:

The cost to perform a single Research on a Shipwreck is \$1.

Researching is the way a player can gather information about the location of Shipwrecks. This involves the player taking a Sonar card and sliding it face down under a selected Shipwreck without looking at any other Shipwreck data. Then, the player flips over the entire stack of cards and VOILA! The data shown in the window of the Sonar card will provide information to that player, which he secretly records on his Record Sheet.

In the case of some locations, one lucky Research is all it may take to discern the location of a particular Shipwreck. In most cases, however, it will most likely take about 3 carefully chosen Research actions to logically triangulate the correct Region for a given Shipwreck.

There are a few varieties of Sonar cards. Row and Column sonar cards are NOT used for Research, and are described in detail in the Salvage section below.

In general, the Research a player can do is directly related to the Region that the player is currently on. If the player is:

--On a City Region: The player can use the sonar card with the matching City Name on it, or the player can “look up the ship manifest and records” by using the sonar card called ‘Rumored Value.’

--On a Region with an Underwater Feature: The player can use the sonar card with the matching Feature Name on it.

--On a “open water” Region: The player can use a sonar card that matches the water depth (Shallow/Medium/Deep) with the Region’s color (Light Blue/Medium Blue/Dark Blue).

### City and Underwater Feature Research:

A test for a City or underwater Feature display a compass direction that indicates the direction a Shipwreck is located from that City or Feature.

In the case of a direct compass point direction (N, S, E, or W), the Shipwreck’s location will be in the direct row (E or W) or direct column (N or S) of that location the player is researching.

In the case of one of the diagonals (NE, NW, SE, or SW), the Shipwreck’s location will be in one of the regions in that diagonal direction NOT INCLUDING the direct row or column.

### EXAMPLE:



*When Researching at The Ravine, The data that the cards “returned” was an E, for East. This Shipwreck is located in one of the four Regions that is directly to the east of The Ravine, as indicated in the image to the left.*

EXAMPLE:



The player decides to Research a different Shipwreck from the Ravine. This Shipwreck is found to be located Southeast of the Ravine. Again,. there are four possible Regions that this Shipwreck can be located.

EXAMPLE:



A different player is Researching a different Shipwreck from the City of Missaukee. In this case, the direction given for the Shipwreck is Southwest. There are 12 possible locations that are Southwest of Missaukee for the Shipwreck to be hidden at.

### Water Depth Research:

Researching for a water depth rating (Shallow, Medium, or Deep) will result in a simple Y or N result. Y means “Yes, the Shipwreck is in a Region that matches that water depth,” and N means, well, the opposite of that. So an N result would indicate that the Shipwreck is in either Medium or Deep water.

**Rumored Value Research:**

Researching the Rumored Value of a Shipwreck will return a range, such as “70-100”. This indicates the “best guess” value of “stuff” on the ship when it left port on its final voyage before sinking below the waves.

THIS IS ONLY AN EDUCATED GUESS of its initial value!!! This is important to remember. Once Salvaged (see Salvage below), the true value of the salvaged ship will be revealed. The true value of the salvaged ship is decreased from its initial value as time in the water has had its impact in depreciating a wrecked ship’s value.

In general, ships in shallow water depreciate a much more than those in deep water. Shipwrecks in deep water are better preserved.

**MOVE:** To move from his starting City for this round, the player first must “hire a boat” by paying the cost shown in the icon on the City. Once paid, the player can move to any other Region on the map, including other Cities.

The cost to move 1 space is \$1.

Moves can only happen vertically or horizontally (but not diagonally) to the next Region on the map, provided that it is NOT occupied by another player. In other words, players CAN block other players.

**LOCATING:**

The Locating Action costs \$3, which must be paid to the money pool.

The player must have his token in the Region where he wants to try the Locating operation (by sending down a probe or some other thematically interesting means which isn’t in the rules).

The player announces the Ship’s name that he thinks is in his current Region. He picks up the Appropriate Shipwreck and looks at the yellow Region Name on the Location card, plus he can look at the value range in the window of the Location card.

If the Region Name matches his location, he places his thumb over the value range window, and shows the correct Region Name to all players. He then adds to his current running Prestige total on the front of his Research Record Sheet the amount of Prestige shown on the Ship card listed as “SHIP LOCATED”. He then places the Shipwreck stack back on to the table.

Only the first player to locate a Shipwreck earns the Prestige.

If the player is wrong, he simply places the Shipwreck stack back on the table, and crosses out the data map on his Record Sheet for that Shipwreck. The player is NOT allowed to attempt a further Locate or Salvage operation on this Shipwreck.

**SALVAGING:**

The cost of Salvaging is shown on the icon in the Region where the player is currently at on the map.

Salvaging follows the exact sequence as a Locating, except for at the end...

If the player is in the correct Region for this Shipwreck, the player stacks the appropriate Column and Row cards that match up to the Region’s row and column identifier. Keeping the Shipwreck stack face down (for added suspense), the player removes the bottom Location card, and slides under the Column and Row cards. The player flips over the entire stack, and reveals to all players the true, Salvaged Value of this Shipwreck.

The player adds the Salvaged Value in the running total column on the face of his Record Sheet, in the column named TOTAL SALVAGED VALUE.

The player adds to his current running Prestige total on the front of his Research Record Sheet the amount of Prestige shown on the Ship card listed as “SHIP SALVAGED”.

If this is the first time the Shipwreck has been located, the player additionally collects the SHIP LOCATED Prestige points and adds them to his running total.

The Shipwreck stack is discarded from play.

**END OF ROUND:**

Once all players have decided that they do not want to perform any more Actions, they collect their tokens from the board and a new round begins.

**END OF GAME:**

One more round is played after the last chip is pulled from the chip bag.



**TO WIN THE GAME:**

Each player adds up the total amount of Prestige collected through the game.

Each player adds up his current amount of money chips PLUS the total amount in his TOTAL SALVAGED VALUE column. From this total, he then subtracts the total amount of Loans he has taken in from the entire game (as shown I the loan column on the Record Sheet).

If the total value is negative, the player has gone “IN DEBT.”

The winner of the game is the player who has the most Prestige who is NOT In Debt.

If EVERY player is In Debt at the end of the game, then the winner is the game who has the most Prestige.