

Deep Sea Adventure

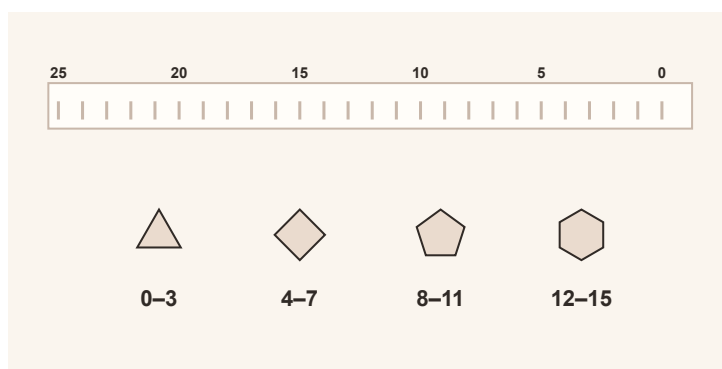
· Push your luck · 2–6 · 30 min

GOAL

Across three dives, bring the most treasure back to the submarine. Anything left underwater scores nothing.

YOUR TURN

A turn has four steps. **1. Breathe:** reduce the shared air by the number of treasures you carry. **2. Choose direction:** you may turn back toward the submarine, but **only once per dive**, and never back down again. **3. Swim:** roll both dice and subtract the number of treasures you carry; the result can be 0. **4. Treasure:** do nothing, take the treasure beneath you, or drop one of yours onto a blank chip.



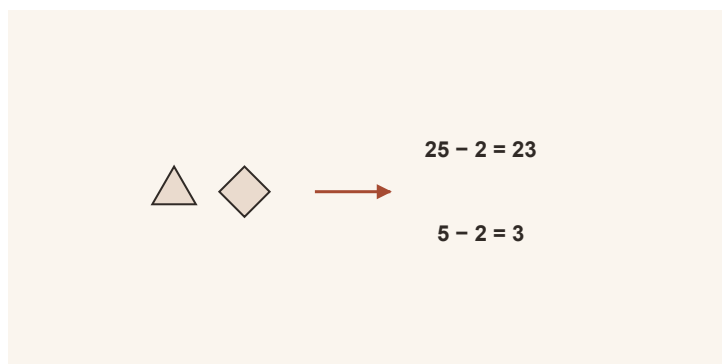
Air is one shared 25–0 track. Treasure shape shows its depth and hidden value range.

The air is shared

This is the heart of the game. Every diver breathes the **same air**, and the gauge starts at 25. If you carry nothing, the air does not drop on your turn.

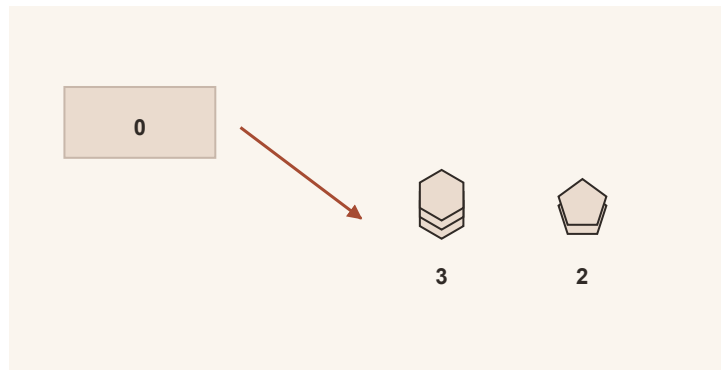
When the air reaches 0, you finish your turn and the dive ends. Everyone not back in the submarine loses **all** the treasure they were carrying.

The more you carry, the slower you swim and the faster you burn the shared air. You are back once your movement carries you past the start of the path; you then take no more turns and use no more air.



Two treasures cost 2 air at the start of the turn and subtract 2 from the dice total when swimming.

End of a dive. Lost chips go to the end of the path in piles of up to 3. Each pile now counts as **one** chip. Remove blank chips, close the gaps, reset the air to 25; the player who returned last starts.



At 0, only treasure in the submarine is safe. Stack lost chips at the path end in piles of up to 3.

Treasure, scoring and the box

The path leads down from the submarine, and the deeper you go the more valuable the treasure. You **do not look** at values during the dive: triangle 0–3, square 4–7, pentagon 8–11, hexagon 12–15.

After the **third** dive, reveal all safely returned treasure and add up the values; the highest total wins. Break a tie with the most treasure from deeper levels.

In the box: a submarine with an air gauge, 2 dice showing 1–3, 6 divers, 12 blank chips and 32 treasures.

Source: [Oink Games](#). Diagram is original.

Details that matter

Declare the return before rolling; in this edition you may turn back only while carrying treasure. Skip occupied diver spaces without counting them. Stop at the path end if your roll overshoots. Replace picked-up treasure with a blank chip.

Initially shuffle hidden treasures within each depth tier. A later stack counts as one treasure for air and movement but scores the sum of all its chips.

Further sources: [Oink rules transcription](#)
