

MISSION DEEP SEA

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Crew Members 1: _____
 2: _____ 3: _____
 4: _____ 5: _____

THE SEARCH FOR MU

Mission	Difficulty	Attempts	Final	Total
1		○○○○○	□	□
2		○○○○○	□	□
3		○○○○○	□	□
4		○○○○○	□	□
5		○○○○○	□	□
6	All tasks to one crew member	○○○○○	□	□
Decide together who will assume all tasks, but do not talk about the cards in your hands				
7		○○○○○	□	□
8	Never two more than other crew	○○○○○	□	□
At no point may a crew member have won two more '9' cards than any other crew member				
9		○○○○○	□	□
10	All tasks to or communicate immediately	○○○○○	□	□
The Captain assumes all tasks or passes them to a willing crew member; if passed on, all communication must take place before the first trick				
11	-2	○○○○○	□	□
12	Do not open a trick with or	○○○○○	□	□
No trick may be opened with a pink card or a submarine card				
13	All tasks to or communicate immediately	○○○○○	□	□
The Captain assumes all tasks or passes them to a willing crew member; if passed on, all communication must take place before the first trick				

KEY

- Draw tasks with a total of X
- Timed mission; draw tasks with a total of X
- Captain
- Mark the Distress Signal for all crew to pass a non-submarine card to adjacent member in same direction before the first trick; lasts until mission is completed
- Currents: Use a card to communicate but do not place a Sonar token on it
- No communication allowed
- Rapture of the Deep: Place two fewer Sonar tokens in the middle of the table than the number of players; anyone may use these tokens
- Unfamiliar Terrain: Draw a color card at random to determine communication rules: 1-3 normal, 4-6 Currents, 7-9 Rapture of the Deep
- Free Task Selection: Discuss your preferred task allocation and assign them accordingly

14	One crew member wanted, 3:30 or ?	○○○○○	□	□
You have 3 minutes and 30 seconds to complete the tasks; if you play without a time limit, the Currents rule applies				
15	One crew member wanted, 3:00 or -2	○○○○○	□	□
You have 3 minutes to complete the tasks; if you play without a time limit, the Rapture of the Deep rule applies				
16	One crew member wanted, 2:30 or	○○○○○	□	□
You have 2 minutes and 30 seconds to complete the tasks; if you play without a time limit, no communication is allowed				
17		○○○○○	□	□
18		○○○○○	□	□
19	Most difficult task to	○○○○○	□	□
As the first task, the Captain must take the displayed task with the highest difficulty level				
20		○○○○○	□	□
21	Never two more than one other crew	○○○○○	□	□
At no point may a crew member have won two more '1' cards than any other crew member				
22		○○○○○	□	□
23	Always more tricks at 2nd trick	○○○○○	□	□
Whoever wins the first trick must have won more tricks at any given time than any other crew member; no communication is allowed until the second trick				
24		○○○○○	□	□
25	is shipped	○○○○○	□	□
The Captain receives no tasks				
26	Two crew 5:00 or	○○○○○	□	□
You have 5 minutes to complete the tasks; if you play without a time limit, the difficulty rises to 12				
27		○○○○○	□	□
The yellow 5 must be played as the final card of the final trick of the mission				
28		○○○○○	□	□
29		○○○○○	□	□
30		○○○○○	□	□
31		○○○○○	□	□
32	I will win 0 tricks I will win exactly 3 tricks, in a row I will win 2 tricks in a row I will win the first & last trick	○○○○○	□	□
Take the task cards shown and select them as usual				

EPILOGUE

You have completed Mission Deep Sea, but the search is not over yet... you can play more missions! Start at a level of difficulty 18 and raise it by one each time you complete a mission. You no longer need to count your attempts, but must track whether you have used the Distress Signal. Free Task Selection always applies. How far can you get?

33		□	□	□
34		□	□	□
35		□	□	□
36		□	□	□
37		□	□	□
38		□	□	□
39		□	□	□
40		□	□	□
41		□	□	□

CREW

MISSION DEEP SEA

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Crew Members 1: _____
 2: _____ 3: _____
 4: _____ 5: _____

THE SEARCH FOR MU

Mission	Difficulty	Attempts	Final	Total
1			<input type="checkbox"/>	<input type="checkbox"/>
2			<input type="checkbox"/>	<input type="checkbox"/>
3			<input type="checkbox"/>	<input type="checkbox"/>
4			<input type="checkbox"/>	<input type="checkbox"/>
5			<input type="checkbox"/>	<input type="checkbox"/>
6	All tasks to one crew member		<input type="checkbox"/>	<input type="checkbox"/>
Decide together who will assume all tasks, but do not talk about the cards in your hands				
7			<input type="checkbox"/>	<input type="checkbox"/>
8	Never two 9 more than other crew		<input type="checkbox"/>	<input type="checkbox"/>
At no point may a crew member have won two more '9' cards than any other crew member				
9			<input type="checkbox"/>	<input type="checkbox"/>
10	All tasks to or communicate immediately		<input type="checkbox"/>	<input type="checkbox"/>
The Captain assumes all tasks or passes them to a willing crew member; if passed on, all communication must take place before the first trick				
11			<input type="checkbox"/>	<input type="checkbox"/>
12	Do not open a trick with or 		<input type="checkbox"/>	<input type="checkbox"/>
No trick may be opened with a pink card or a submarine card				
13	All tasks to or communicate immediately		<input type="checkbox"/>	<input type="checkbox"/>
The Captain assumes all tasks or passes them to a willing crew member; if passed on, all communication must take place before the first trick				

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15			One crew member wanted, 3:00 or		<input type="checkbox"/>	<input type="checkbox"/>
You have 3 minutes to complete the tasks; if you play without a time limit, the Rapture of the Deep rule applies						
16			One crew member wanted, 2:30 or		<input type="checkbox"/>	<input type="checkbox"/>
You have 2 minutes and 30 seconds to complete the tasks; if you play without a time limit, no communication is allowed						
17				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19	Most difficult task to			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
As the first task, the Captain must take the displayed task with the highest difficulty level						
20				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
21			Never two 1 more than other crew	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
At no point may a crew member have won two more '1' cards than any other crew member						
22				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
23			Always more tricks		at 2nd trick	<input type="checkbox"/>
Whoever wins the first trick must have won more tricks at any given time than any other crew member; no communication is allowed until the second trick						
24				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25				is shipped	<input type="checkbox"/>	<input type="checkbox"/>
The Captain receives no tasks						
26			Two crew 5:00 or		<input type="checkbox"/>	<input type="checkbox"/>
You have 5 minutes to complete the tasks; if you play without a time limit, the difficulty rises to 12						
27					<input type="checkbox"/>	<input type="checkbox"/>
The yellow 5 must be played as the final card of the final trick of the mission						
28				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
29				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
30				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
31				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
32			I will win 0 tricks	I will win exactly 3 tricks, in a row	I will win 2 tricks in a row	I will win the first & last trick
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36		<input type="checkbox"/>	37		<input type="checkbox"/>	38		<input type="checkbox"/>
39		<input type="checkbox"/>	40		<input type="checkbox"/>	41		<input type="checkbox"/>