

THE  
**CREW**  
MISSION DEEP SEA

**LOGBOOK**

**READ THE  
RULEBOOK FIRST**

**KOSMOS**

## Enter your crew here:

**CREW:**         
  
  
Start:  Finish:  Attempts:

**CREW:**         
  
  
Start:  Finish:  Attempts:

**CREW:**         
  
  
Start:  Finish:  Attempts:

**CREW:**         
  
  
Start:  Finish:  Attempts:

**CREW:**         
  
  
Start:  Finish:  Attempts:

**CREW:**         
  
  
Start:  Finish:  Attempts:

## How to use the logbook:

Enter your crew members in this overview. Fill in the names of the crew, the dates of your first and last rounds of the game, and how many attempts you needed. The "X" indicates which crew-field you should use during each mission to record your attempts. The crew at the top of the page, for example, only uses the field on the far left side. This means that up to six crews can record their respective progress in the logbook simultaneously.

Mission number

If task cards are used for a mission, the overall level of difficulty is written inside this symbol.

The mission text is stated here. It tells you everything you need to know about your current mission. The majority of the text narrates the story of your adventure. **However, if, as it is here, the text is highlighted, it is a special rule for this mission. Be sure to read this text carefully!**



25



Reminder about the distress signal token

Circles allotted for tracking distress signal usage

When a mission has special rules, then different symbols will be shown here. The highlighted text in the mission description will reveal further details about it. Some symbols are also explained in the rulebook.

Once you have accomplished a mission, you should record it here, as well as how many attempts you needed to complete it. If you have circled the distress signal field, your number of attempts increases by one.

If you repeatedly fail to accomplish a mission or you want to skip a mission, then you can enter "10" here and move onto the next mission.

At the end of each page, enter in this box how many attempts were necessary, in total, up to this point during your adventure.

Here you can see at a glance how far you have come should you need to take a break. In addition, you can compare your progress with other crews.

Total



# PROLOGUE

*Notebook of the Twitch, Meg Diver, sometime around noon.*

What a ride! I'm clinging to a little boat off the coast of Hawaii and never felt worse in my life. "The ropes are barely untied before the first person starts vomiting," so the saying goes, but who would have imagined that this little sloop could have thrown me so badly off stride? Why is it rocking so horribly, anyway? The weather is perfect! Maybe I just should have taken a different boat. But Tilo, my ferryman, simply had the best price.

Whatever. Soon we will have reached the research ship Pyke, where I'll meet my crew. My crew. How odd that sounds. As if we were setting off to go "where no man has gone before." That's more or less true, actually — except in our case it's not into outer space, but deep into the ocean depths. I'm really eager to see what's waiting for me on the Pyke.

"Ms. Diver, it would be an honor to be able to welcome you as leader of our expedition." I was a little taken aback when I found the news in my mailbox. The Somsok Corporation is sending a team of selected specialists on a diving trip in the Pacific. Supposedly, it's all about some highly significant archeological finds, with no expense spared to explore them. It sounded like they needed a capable captain for their vessel. They made the right decision in hiring me.

It looks like all those years on the sea — and especially under it — will finally pay off!

*Notebook of the Pyke, Meg Diver, 04:08 a.m.*

My colleagues are pretty competent. All of them highly-regarded experts in their fields. Archeology, philology, oceanography, marine biology. But deep-sea experience? The ability to steer a ship and coordinate a crew? Negative. But that's why I'm here. Apparently they must have taken an intensive training course, since they didn't do too badly in yesterday's tests. Let's see how they can work together in the training exercises I will be coordinating.



*Notebook of the Pyke, Meg Diver, 03:16 p.m.*

Slowly but surely, our employers are managing to cough up a few details. While monster waves battered our hull outside, they showed us two stone tablets that were scooped up by a fishing vessel nearby. Apparently, they display symbols associated with the high cultures of the ancient Egyptians, Greeks, and Mayans. I'm not exactly sure why my colleagues seemed so astonished when they saw them. So I'll just focus on my next main task: The crew is going to dive down and see if they can find out more about the origin of the tablets. It's my job to make sure that they all get back on board safely.



Total



*Notebook of the Pyke, Meg Diver, 11:42 p.m.*

It looks like the mission is going to become a little more involved than I thought. Apparently there was a habitat constructed on the ocean floor a few hundred meters beneath us, which is going to serve as the base for our ongoing operations. Starting tomorrow, we are supposed to be spending a month there. It seems that certain “structures” were discovered that might point to a civilization that disappeared long ago. As far as I’m concerned, these people should be a little more forthcoming with their information. But first, we will be going over the three most important systems we’ll be using down there: air, power, and heat.



*Notebook of the Pyke, Meg Diver, last moment in the fresh air*

This trip is going to offer a little taste of what will come later. An underwater baptism of fire. I was assuming that a team from the Pyke was going to take us to the habitat, but in fact we’ll be piloting the submarine ourselves. Or rather, I will be. The others will no doubt just be gazing in fascination through the portholes, but I can’t hold that against them. Your first descent into the deep sea is always something special. And to be perfectly honest, I’d rather not trust them with the steering anyway.



Total

### *Computer logbook of the Kench, Captain Meg Diver, Day 1*

Wham — that's how quickly you become captain. The Kench habitat is a hulking underwater station that is going to be our home for a month and under my command from this point on. I am practically the sole ruler of my own watery kingdom. Whereby the watery part might be a problem. Let's hope not. The best idea would be to take a tour through the five areas of the habitat — to get to know them and make sure that everything is doing what it's supposed to. The habitat's computer is supposed to collect status data and report it to the Pyke.



### *Computer logbook of the Kench, Captain Meg Diver, still Day 1*

Such a rookie error right off the bat! Things might get a little interesting here. You can tell someone a thousand times, but that doesn't mean they'll do it right. Now you can see just how little they understood. Somebody, in an apparent moment of nocturnal derangement, actually opened the porthole before the docking process was completed. Fortunately, we were just able to avert disaster. Was it my fault for failing to make yet another announcement? I have to keep in mind that I'm no longer responsible for just myself. **Decide together which crew member will assume all tasks, but don't reveal anything about the cards in your hands.**



**all tasks  
to one crew  
member**



**Total**



*Computer logbook of the Kench, Captain Meg Diver, Day 2*

The crew is doing well, so we can get started. The heavy diving suits always take some getting used to. So we will start by exploring the immediate surroundings of the habitat, testing our equipment and mapping the area a little. We will have to feel our way along slowly in this strange environment. I have a lot of experience underwater, but even for me this presents some completely new challenges. If something should go wrong, I know in theory that the Pyke is right above us, but it would better not to assume that we can rely on outside help.



*Computer logbook of the Kench, Captain Meg Diver, Day 5*

Luckily, everything is going smoothly so far, apart from our little catastrophe in the galley the day before yesterday. I think I'll leave it out of the official reports how we had to spend half a day cleaning up afterwards. Fish does not belong on the menu, anyway. What if there were the remains of drowned sailors inside them? You just don't do it. Besides, I have the impression that somebody is getting a little too familiar with our chocolate supply. Understandable, but not acceptable. I think a little lecture about the importance of sharing might be in order. **At no point is a crew member allowed to have won two more "9" cards than any other crew member.**

never two



more than the others



Total



### *Computer logbook of the Kench, Captain Meg Diver, Day 7*

We have located a shipwreck near the habitat, and spent yesterday uncovering enough of it to be able to go inside. Initial analyses of the rotting timbers and portions of the freight allowed us to conclude that it is a centuries-old ship from the Mediterranean region. How on Earth did it get here? None of the crew has ever heard of a comparable find. Unfortunately, strong **currents** are hindering our communication, but the exploration of the wreck cannot wait.



### *Computer logbook of the Kench, Captain Meg Diver, Day 8*

The wreck was a complete stroke of luck! In addition to some smaller artifacts, we discovered another ancient and richly decorated stone tablet. It is damaged and incomplete — the bottom part is broken off — but it contains a sensational feature: an extensive hieroglyphic inscription. An ancient Egyptian tablet so close to the west coast of America? As I write these lines, my crew is still studying the tablet. I should join them as soon as I can, so we don't lose any more time. These discoveries should not be delayed. **Your captain assumes all tasks or passes them to a willing crew member. If they are passed on, all communication has to take place before the first trick.**



all tasks to



otherwise  
communicate  
immediately



Total



*Computer logbook of the Kench, Captain Meg Diver, Day 10*

I am irritated. We received a response from the Pyke. The tablet is a sensation — just not for the representatives of the Somsok Corporation. They seem somewhat ... pleased — but not surprised. I don't understand the reason for all the secretiveness, or why we're being monitored so closely or being kept on such a short leash, information-wise. I have called a Kench-internal meeting to discuss things with the crew. I'm not sure if I'm gradually getting a little paranoid or whether I'm starting to suffer from **rapture of the deep**, but for now I think I'll keep the communications about the meeting on a secure channel.



11



*Computer logbook of the Kench, Captain Meg Diver, Day 11*

We have been able to confirm internally what we learned from the Pyke. The tablet is the missing upper portion of the Rosetta Stone. Most of this stone was found in 1799 in the Nile Delta, and shows texts inscribed in hieroglyphs, Demotic, and Ancient Greek. The hieroglyph portion is incomplete, but experts assumed that the text was identical for all three languages. We have decided to check that, but have to proceed with extreme caution to avoid damaging the tablet. **No trick may be opened with a pink card or a submarine card.**

do not open  
a trick with



12



Total

### *Computer logbook of the Kench, Captain Meg Diver, Day 13*

There's one thing we know for sure: The hieroglyphs contain more writing than the other texts on the tablet. The Rosetta Stone does come from Egypt, after all. But our find contains references to geographic and climatic conditions that don't match the Mediterranean area, but do fit here — except that there is nothing here but the ocean. I am going to draw up a comprehensive plan to gather data about this area. Perhaps there is more that can be found. **Your captain assumes all tasks or passes them to a willing crew member. If they are passed on, all communication with the sonar token must be done before the first trick.**



all tasks to



otherwise  
communicate  
immediately

13



### *Computer logbook of the Kench, Captain Meg Diver, Day 16*

There's an emergency drill coming up. I haven't done this kind of thing since I was a school kid. Just as it was back then, we had an announcement beforehand and just like back then it's also a little tedious. Unlike then, however, it comes at an inconvenient time — I would actually rather keep working. **You have 3 minutes and 30 seconds to complete the tasks. If you play without a time limit, the "currents" rule applies instead.**



One crew member  
wanted

3:30

OR



14



Total



11



*Computer logbook of the Kench, Captain Meg Diver, Day 17*

We have been attacked! During an outside operation, a whole swarm of jellyfish wandered into the habitat area. At first it was nothing but a beautiful spectacle, but then the beasts attached themselves to our suits and started to damage them. One of us is still out there. We lost touch with one another in the confusion and we have to help him get back to the habitat as quickly as possible. **You have 3 minutes to complete the tasks. If you play without a time limit, the “rapture of the deep” rule applies instead.**



One crew member wanted

3:00

OR



15



*Computer logbook of the Kench, Captain Meg Diver, Day 17*

We don't have much time. We did manage to save our crew member, but the jellyfish had already broken through the skin of his suit. The resulting injuries have to be treated right away. Meanwhile, the infirmary has sprung a leak. We have to deal with both problems as quickly and efficiently as possible if we want to get out of here in one piece. **You have 2 minutes and 30 seconds minutes to complete the tasks. If you play without a time limit, then no communication is allowed instead.**



One crew member wanted

2:30

OR



16



Total

*Computer logbook of the Kench, Captain Meg Diver, Day 22*

What a relief! We have finally managed to get a handle on the drama of the last few days. Everyone and everything is all patched up again. On top of that, our mission is on the verge of a breakthrough! We have found several remarkable sculptures in the wreck. They look fantastic: highly elegant and somehow almost modern. But they don't seem to match any of the known cultures of antiquity. A lot of things indicate that they are in fact much older. The entire crew is all abuzz. All you have to do is look at the sculptures and ideas start coming into your head. Almost as if they wanted to talk to you and guide you. We are working together so harmoniously, it's almost as if we had been doing this forever. **Free task selection applies.**



17



*Computer logbook of the Nami, Captain Meg Diver, Day 24*

We have gotten our expedition submarine Nami going again. The inscriptions on the figures turned out to be coordinates, not words. This realization almost came to us like divine inspiration. The location is not far from our habitat, but we will be ready for anything. There's something about this whole thing that doesn't seem quite right, even if it's just a collective gut feeling. Like a black veil over the otherwise flawless sculptures, which we just can't quite put our fingers on.



18



Total



*Computer logbook of the Nami, Captain Meg Diver, Day 24*

The coordinates led us to an underwater cave that is not down on any map; true places never are. Cautiously, we are investigating its passages. Our progress is slow. If the Nami were to get stuck here, or if we were to damage its outer hull, things would get pretty dicey for us awfully quick. But don't worry: I am navigating with extreme care. Finally, it's my chance to show what I can do. **As the first task, your captain must take the displayed task with the highest level of difficulty. The remaining tasks can be selected as usual in a clockwise direction.**



**most difficult task to**



19



*Computer logbook of the Nami, Captain Meg Diver, Day 24*

A moment of excitement. We were barely on our way when we had to turn right back. The cave turned out to be larger than we first thought. To be more precise, larger *and* smaller at the same time. I sent out a drone to explore the cave. We seem to be standing before a gigantic network of intricate passageways. Some of the passageways are so narrow, though, that we can't get through with the Nami. We'll have to resort to the Explorers, which can only fit one person at a time. Hopefully our communication system will work inside the passageways.



20



14



Total

### *Computer logbook of the Nami, Captain Meg Diver, Day 24*

Without our drone, we'd be up a creek without a paddle. The passageways branch into an undecipherable labyrinth, and we have to be very careful not to get lost in it. Our communication system keeps dropping out. That doesn't exactly make it any easier to tolerate the discomfort of the sharp edges of the cave walls. **At no point is a crew member allowed to have won two more "1" cards than any other crew member.**



never two



more than others

21



### *Computer logbook of the Nami, Captain Meg Diver, Day 24*

As we work our way forward, I have received two reports from our habitat computer. We tasked it with the analysis of the material from our find. Apparently, the sculptures are at least 12,000 years old! The impact of this discovery on the cultural history of humanity is hard to comprehend. Whatever awaits us on the other end of this cave might bring even deeper insights. The second message was that the computer has apparently given itself a name: Jerry. I'm not sure whether that's a cause for concern.



22



Total



15

### Computer logbook of the Nami, Captain Meg Diver, Day 24

“Mu.” That was the answer to our question about what our employers suspected might be down here. Our reaction was similarly profound: “Huh?” But before we rephrase that more appropriately, we will have to snake our way through a dangerously narrow section of the cave. The best thing for us to do is follow single file behind the first one who can find a way through. **Whoever wins the first trick must have won more tricks at any given time than any other crew member. You are not allowed to communicate until (in other words, just before) the second trick.**



**always more tricks than any other**



### Computer logbook of the Nami, Captain McDiver, Day 24

We are returning to the habitat, because ... well, to be honest, we're pretty hungry and don't want to abstain from all pleasures even if we are 20,000 leagues under the sea. OK, we're not really that deep, but it sure feels that way! As far as the food goes, it will have to be pretty skimpy, since there aren't exactly any solid meals down here. We basically have this "astronaut food." Supposedly it was left behind by the previous expedition, but the stuff is actually not too bad. It's all right with me, but I'd really prefer a burger.



**Total**



### Computer logbook of the Nami, Captain Meg Diver, Day 26

Following a brief stay in the habitat, we are back in the labyrinth. The term is perfectly apt. Everything is so strange, so impenetrable. And pitch black. Our headlamps are like a carrot that we hold in front of ourselves to avoid losing sight of our way and to be able to take another step. Over and over, strange creatures are startled by the light and disappear into cracks in the rock, and we feel more and more oppressed by the sense that we do not belong here. **Select the tasks as usual in a clockwise direction. Your captain, however, will always skip a selection and will therefore receive no tasks.**

25



is skipped

### Computer logbook of the Nami, Captain Meg Diver, Day 26

I am recording live — BEHIND YOU! GET OUT OF THE WAY RIGHT NOW! — what is happening? Suddenly, out of one of the side tunnels — SWITCH ON THE REAR THRUSTER! POWER TO THE PROPULSION UNIT! DROP DECOYS! — A giant squid came out of the tunnel and now we are on the run. We are trying to divert its attention back and forth among us until we can get out of here. **You have 5 minutes to complete the tasks. If you choose to play without a time limit, the overall level of difficulty rises to 12.**

26



Two crew members wanted



5:00

OR



Total



*Computer logbook of the Nami, Captain Meg Diver, Day 26*

It was touch and go for a while there, but we were finally able to evade the monstrous creature. I can still see the impressions of its suction cups on the dome of my Explorer. The vegetation around us has changed noticeably, and now consists of a lot of luminescent species that are completely unknown to us. They are illuminating specific pathways in a dim light, as if they wanted to show us the way. And there at the end of the tunnel, in fact, we see a bright yellow glow! **The yellow 5 card has to be played as the final card in the final trick of the entire mission. In a three-person game, in other words, it cannot be left unplayed.**



**as the last card of the mission**



*Computer logbook of the Nami, Captain Meg Diver, Day 26*

It's as if we had slipped through a portal into another world. As we plunged through fallen columns, we suddenly found ourselves out of the cave. Right there in front of us! Those are clearly buildings, even if they are half-buried. After all the dangers, this place seems almost peaceful. Unidentifiable fish swim over an ocean floor that seems as if it had been paved, almost like ... a street? Are we literally following in the footsteps of a long-past civilization? We will have to explore a little more and report on our discovery right away. **Free selection of tasks applies.**



**Total**

*Computer logbook of the Nami, Captain Meg Diver, Day 26*

We have received an update from Jerry. Apparently, Mu is the name of a continent that was inhabited 50,000 years ago by the Naacal. It is supposed to be the true birthplace of humanity, but was destroyed by a natural catastrophe a long time ago. Hawaii and all the other Pacific islands are supposed to be mountain peaks and remnants of this sunken continent. An entire continent — simply gone! It doesn't surprise me, though, that we missed all this. The whole story about Mu is most likely nothing more than a legend. And in spite of the meager evidence for it, this entire expedition was organized? What madness! At least that explains why we received so little information beforehand. Who would have agreed to go along with this insanity? And then, of course, you have to think about your scientific reputation. Well, at least the others do. Not exactly an admirable operation, but I probably still would have done the same. And after all this, here I am seeing unbelievable things with my own eyes, and I'm not sure what to think. Maybe there's more to it? **Free selection of tasks applies.**



29



Total



*Computer logbook of the Nami, Captain Meg Diver, Day 26*

The cave seems to be the only entrance to this fascinating world. We are surrounded by unknown plant and animal species, and in spite of the depth everything seems to be immersed in a diffuse light. We approach the ruins of great buildings that must at one time have been truly magnificent. They were definitely created by humans — or something like that. Meanwhile, I am ruling nothing out. Another thing that is apparent: Some kind of vast destructive force must have wreaked havoc on this place. Something like its shadow can still be felt even now, and clouds our excitement in the face of the lost glory of these structures. We have to be careful.

**Free selection of tasks applies.**

30



*Computer logbook of the Nami, Captain Meg Diver, Day 26?*

How long have we been here? Time is blurring, and I can hardly concentrate. The fascination of discovery struggles against the sudden fear of being in great danger. The more civilized the surroundings, the more the plants and animals draw themselves back, yet everything here seems to belong to them. We have seen images scratched into the rocks that seem to depict a flood, and that give you a feeling that it is a warning for newcomers. There's a darkness that seems to seep out of each crevice, which envelops us bit by bit. My fear is gradually turning into panic. We have to get out of here. **Free selection of tasks applies.**

31



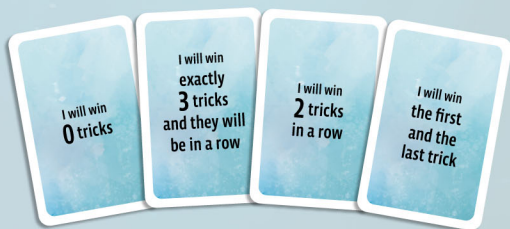
Total

Computer logbook of the Nami, Captain Meg Diver, Day 26?

I see that the others feel the same way. We will turn around and try to reach the cave system. Hopefully, we will be able to contact the Pyke there. I should convey my plan to the crew as quickly as possible, and then things will require the greatest concentration. The path is treacherous, and we have to be careful not to go astray. Things may get hairy, and we cannot afford any mistakes. The light around us seems to be getting weaker, and I sense the darkness reaching for me and my crew. I have to keep up my strength, but I'm getting dizzy, I ... I can't ... we ... we have to .....

*[Automatic end of the recording]*

**For this mission, take the task cards shown here and select them in a clockwise direction as usual.**



Total



# EPILOGUE

*“Hey you. You’re finally awake.”* The voice echoes in my head. I cautiously open my eyes and try to move. A man with long blond hair and gills tattooed on his neck moves into my field of vision. *“You were unconscious for hours. We were really worried about you. Don’t get up. Considering the circumstances, you and your crew are doing surprisingly well.”* I turn my head, see the others lying next to me in bed, and nod to them. What on Earth happened? *“I see a lot of questions in your eyes. We monitored your vital signs and location from the Pyke. At one point, all signals disappeared and we could neither locate nor reach you. Fortunately the Ninjor, our fastest rescue submarine, was able to retrieve you from the cave system. It was close, though, as the passageways behind you had all collapsed.”*

So we barely managed to get out. A stroke of luck really. But how will anyone ever manage to find the way back again? And why is this guy smiling at me like that? Who is he, anyway? *“You will definitely find a way, of that I am sure.”* He shakes my hand and leaves. Did he just read my thoughts?!

So no going back. And no proof. What a disaster! Who will believe what we have to say? We stand here empty-handed. Nothing left except this rock in my hand. A simple rock. A silly symbol of all our hard work. Wait a minute. How did it get into my hand? Did that guy give it to me? I have definitely seen the symbol scratched on it!

*Personal notebook of Meg Diver, two days later*

I was absolutely certain that I had seen this symbol before, and after discussing it with my crew I now also know where: It was decorating giant columns in Mu. On the back of the rock, you can see some fine engravings of pictographic writing. A clue? Maybe there are other ways in, and this will provide the key. I wanted to question the guy I saw earlier, but he was nowhere to be found, and nobody on the Pyke seems to know who he was. Did I just imagine the conversation? But where did the rock come from? It seems there is only one way to find out. We have to go back. And this rock will help us do that!

**Congratulations! You have successfully completed Mission Deep Sea. But the search for Mu is not yet over. If you want to really put your teamwork as a crew to the test, you can play more missions. Start at a level of difficulty of 18 and raise it by one each time you complete a mission. You will no longer have to count your attempts, but keep track of whether you have used the distress signal token. Free task selection always applies. How far can you get?**



Still haven't had enough? There are more adventures in:

## THE CREW

Travel together to Planet nine!  
A cooperative trick-taking game  
with limited communication.

For 3-5 players, age 10 and up  
with two-player variant



