

DIVING MANUAL

COMPETITIVE DIVE



THE
REFUGE
TERROR FROM THE DEEP

Floyd Lu and John Brieger

The World Is Once Again On The Path To War!

April 4th year 1934

Due to extensive use of nuclear weapons during The Great War, much of Europe's surface has become uninhabitable.

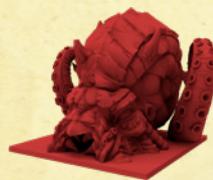
Controlling the deep sea is now the key to global power.

Breakthroughs in underwater technology have followed military necessity: new methods for propelling divers and submersibles, better diving suits, and compact breathing systems.

No longer tethered to air hoses, divers are venturing deeper and further into the sea than ever before. Maybe too deep...

COMPONENTS

1 Game board



1 Kraken Head miniature



16 Tentacle miniatures



10 Kraken cards



9 Cooperative Objective cards



4 Cooperative Reference cards



6 Competitive Reference cards



64 Salvage cards



3 Objective tracking markers



3 Camera tokens (Sophie St. Laurent)



18 Character Ability cards



7 Competitive Escape Pod Objective cards



7 Escape Pod tokens



MICHAEL



SATOSHI



SOPHIE



MAGS



KATERINA



VEGA

6 Diver miniatures



RULES FOR COMPETITIVE DIVE



2-6 players



20-60 minutes

...Rumors have been swirling about a mysterious wreck off the coast of Scotland: an abandoned German submarine from The Great War. While every salvage team that's gone down has failed to return, you're not afraid.

Deep in the icy waters, you've found the location of UB-85 and its mysterious cargo. Now it's a race to be the first diver to make it back to the safety of the harbor—but beware, you may not be alone...



The following rulebook assumes that you've chosen to play a Competitive game of The Refuge: Terror from the Deep. A separate rulebook has been provided for a Cooperative Dive.

To aid you in transitioning between the two modes, rules that are unique to this mode will be written in **blue** text.

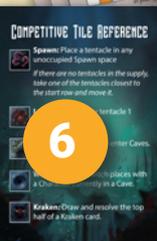
OVERVIEW

Your goal in a Competitive Dive is to be the first player to escape from the underwater threat with the submarine cargo.

If you manage to get past the Kraken to an unlocked escape pod of the submarine, you acquire the cargo stored within and win the game!

SETUP

- 1 Place the game board in the center of the table on the side that says "Competitive" in the bottom-right corner.
- 2 Separate the Salvage cards, Competitive Objective cards, and Kraken cards based on the image on the back of the cards. Shuffle each deck separately. Place the Kraken deck and Competitive Objective deck on their marked spaces on the board.
- 3 Draw the top 2 cards of the Competitive Objective deck and place them face up on the two spaces beneath the Objective deck.
- 4 Place the Kraken head in the center of the Kraken row (there will be 8 free spaces to its left and 8 to its right).
Draw and reveal two cards from the Kraken deck, perform the top Kraken movement of both cards to randomize the Kraken's starting position. Then reshuffle the Kraken deck.
- 5 Place the remaining tentacles near the board to form the tentacle supply.
- 6 Give each player a competitive reference card.





Each player chooses a Diver and takes that Diver's:

- A** *Miniature*
- B** *3 Character Ability cards (matching that character's image)*
- C** *Ability tokens (only Sophie has tokens)*

Players then place their 3 Character Ability cards face up in front of them. Return any unused Divers, their abilities, and their tokens, to the game box.

The player that was last underwater is the starting player.

Starting with the first player and proceeding clockwise around the table, each player places their Diver miniature onto an unoccupied space in the "Start" row of the board.

Mix the escape pods tokens and randomly place them into the finish row spaces (the area marked with the submarine).

7

8

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OBJECTIVE

The deep sea is full of dangers as you navigate your way toward your goal. You'll need to get past the threats of the ocean deep, including the massive Kraken guarding your prize. Aside from just movement, you will also use Salvage cards, and your Diver's special abilities, to help navigate you through the ocean.

In the Competitive Dive, it is you against the other divers in a race to the submarine. Your objective is to be the first person inside an escape pod located at the finish row. Escape pods will only open after completing objectives, or by using a Decryptor card.

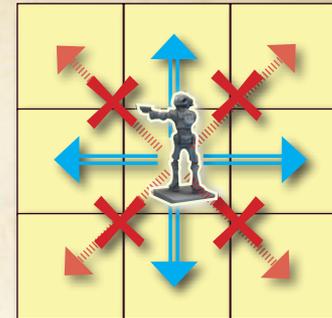
TURN STRUCTURE

On your turn, take 1 action:

- Move
- Use a Character Ability
- Play an Action card
- Draw a Salvage card

Move Action

To take the move action, you must be able to move your Diver to an adjacent space. You can **move Up, Down, Left or Right** (known as orthogonally). You **cannot move diagonally**. These rules also apply to Tentacles.



Occupying Spaces and Tokens

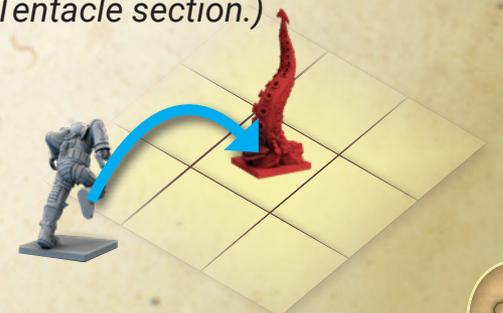
A space is considered to be occupied if there is a miniature in that space.



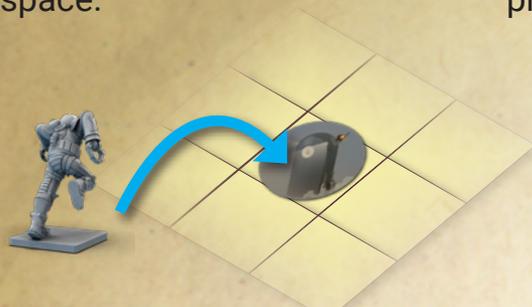
Divers cannot move onto spaces occupied by other Divers.



But may move into spaces occupied by tentacles or the Kraken.
(In the case of tentacles, see the Tentacle section.)



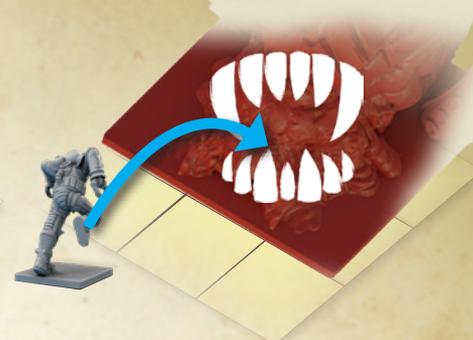
Tokens, like those produced by some character abilities or in some Objectives, do not occupy a space.



If a Diver, Tentacle, or the Kraken would move onto a space with a token, leave the token in place under that miniature.



If divers move into spaces occupied by the Kraken, that Diver is devoured.



Salvage Cards

Salvage Cards represent items you can recover from the sea floor. Some of these cards are played as an action. After using an “Action” Salvage card, discard the card.

Salvage cards have a symbol in the top left of the card. This is the card’s type, which may be referenced during play.

As an action on your turn, you can draw the top card of the Salvage deck and keep the card in your hand for later.



Weapons

If a *tentacle* moves into *your space*, or you move into a space occupied by a tentacle, you may immediately use a **Speargun card** to eliminate that tentacle. This may be done on any player’s turn and does not count as an action.



Character Abilities

Each Character starts with three unique abilities. Character abilities that say “**Action**” in the middle can be used as an action on your turn. When an ability is used, flip it face down and keep it in front of you.

Whenever you would be moved to a Start space by a Tentacle, you may recover (flip face up) all your character abilities that are face down in front of you.



BOARD SPACES

When a Diver lands on a space on the game board as a result of their action, immediately perform the ability associated with that space. You cannot move into a space containing another Diver.



Start: No effect when moving into this space. There are 7 Start spaces at the opposite end from the submarine.



Finish: Reach an Escape Pod with a Decryptor or the correct Objective to win.



Cave: No effect when moving into this space. Tentacles cannot be moved into caves.



Spawn: Take a tentacle miniature from the supply and place it onto another unoccupied Spawn space.

- *If there are no more tentacle miniatures in the supply, you may take one of the tentacles closest to the start row and move it to another unoccupied spawn space.*



Lair: You may move one tentacle one space.



Whirlpool: You may switch places with another player who is in a Cave space.

- *Spaces only take effect when you move into them as part of your action, so this won't activate if you move another diver into it.*



Kraken: Draw and play a Kraken Movement card from the Kraken deck.

- *You do not activate another Kraken space if you are pushed into one.*



OBJECTIVE CARDS

There are **seven** Objective cards in a Competitive Dive.

By completing an objective, you will be able to open the corresponding locked Escape Pod and win the game when you reach it.

Until they are all completed, there are two available at a time. When one is accomplished, flip over a new one.



KRAKEN CARDS

The Kraken head moves when you take a move action onto a Kraken space.

Draw and resolve the top half of a Kraken card. In a Competitive Dive, only the top half of a Kraken card is resolved.



Movement Arrows

If the Kraken card shows arrows pointing left or right, the Kraken will move in that direction. The card should be oriented the same way as the board, with the bottom of the card toward the Start Row and the top of the card toward the submarine.



The number of arrows, 1 or 2, determines the number of spaces the Kraken head will move. In this example, the Kraken head needs to move 1 space to the right.

Devour

The Kraken isn't just moving around, it's also *hungry*. You may become **devoured** in 1 of 3 ways:

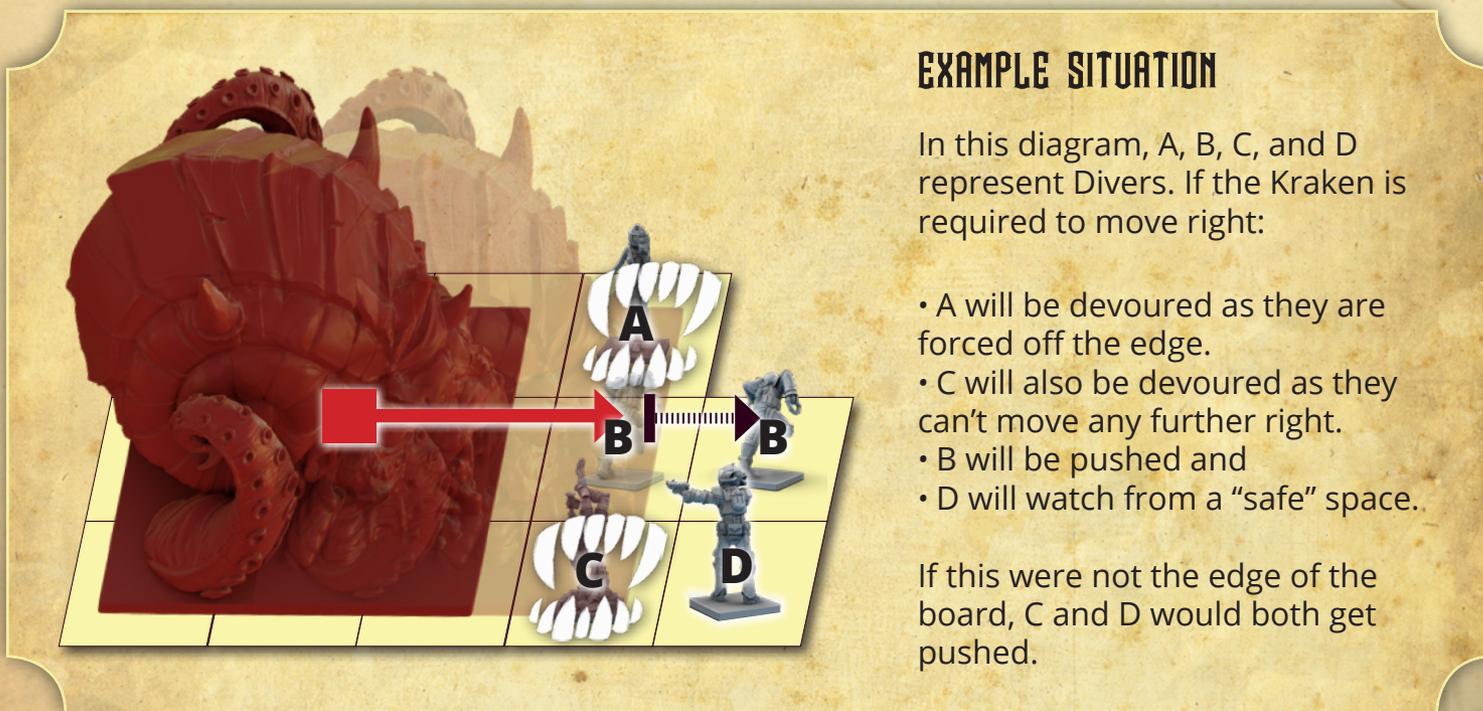


- ◆ You are orthogonally adjacent to the Kraken head when a card with the devour symbol is drawn (shown left)
- ◆ The Kraken head moves and would push you off the edge of the map.
- ◆ Voluntarily walking into the Kraken head.

The Kraken's Head

The Kraken movement affects all players, no matter which player caused it to move. When the Kraken moves, any **Divers** or **Tentacles** on the spaces it is moving to get pushed in the same direction, with a few caveats:

- ◆ **Pushed off the edge:** Divers pushed off the edge are devoured. Tentacles are returned to the supply.
- ◆ **Pushed into another miniature:** If the second miniature is on the edge or unmovable, devour/remove the first miniature. Otherwise, push the second miniature as well.



EXAMPLE SITUATION

In this diagram, A, B, C, and D represent Divers. If the Kraken is required to move right:

- A will be devoured as they are forced off the edge.
- C will also be devoured as they can't move any further right.
- B will be pushed and
- D will watch from a "safe" space.

If this were not the edge of the board, C and D would both get pushed.

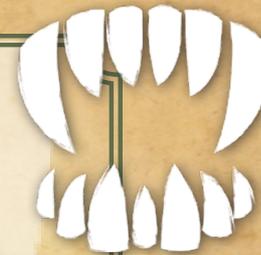
There are two Kraken spaces on each edge of the board that the Kraken cannot move into due to its size. Since the Kraken takes up a 3x3 area, it cannot move into these four spaces.



If you are devoured by the Kraken, remove your Diver from the map and place it on the Devour symbol on the side of the board. What happens next depends on your mode.

On your next turn, you place your Diver onto any unoccupied space of the devour row and take your turn as normal. You may choose to activate the space you start on rather than take your normal action.

Cards with the devour symbol also have the reshuffle symbol. If this symbol shows up on your Kraken card, shuffle together all the Kraken cards and form a new deck.

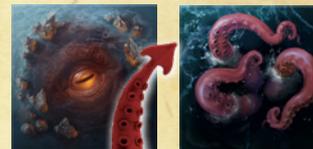


Tentacles

While the tentacles do—thematically—belong to the Kraken, they should—mechanically—be considered separate miniatures. Unlike the Kraken, Tentacles do not push Divers out of the way, nor can they enter Cave spaces.

If a Tentacle would move onto your space, assuming you have no way to prevent it, the tentacle grabs you and drags you through the water. Move your Diver to a Start space of your choosing. The tentacle remains in your previous space.

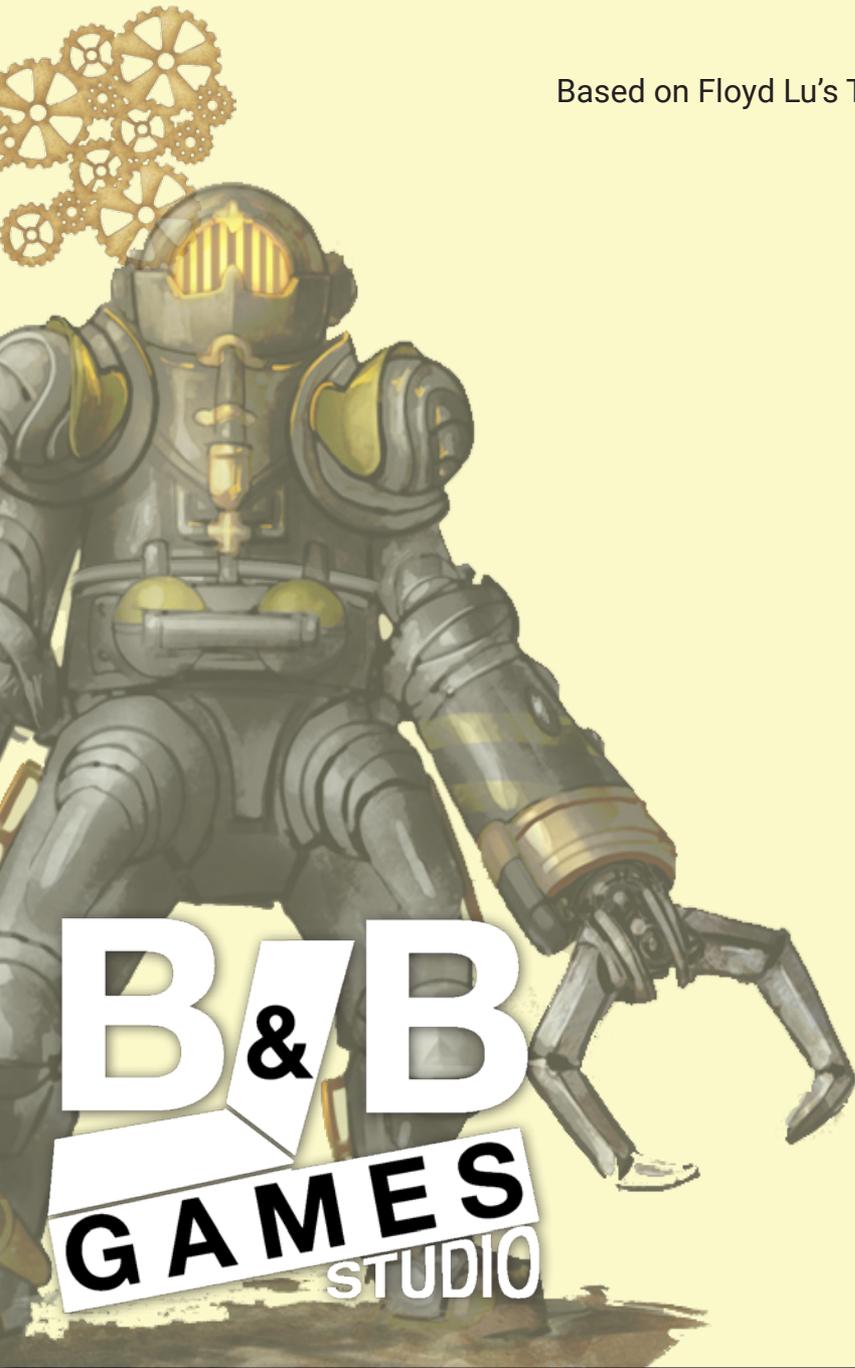
After moving to the Start space, you may recover all of your character ability cards.



END OF GAME

The game ends immediately after any player moves onto an unlocked Escape Pod. That player gains the cargo and wins the game.





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Designer:

Floyd Lu

Designer – Cooperative Game:

John Brieger

Artists:

DJAYA Studios, Shane Cook,
Damien Mammoliti, James Hayball

Sculptors:

Tom Lishman, Dave Whitaker

Graphic Design:

Floyd Lu and John Mamaloukos

Editing:

Tabletop Polish

Special thanks to:

Playtesters:

B & B
GAMES
STUDIO