

TURN SEQUENCE

1. Movement
2. Action
3. Faint Check
4. Updates

MOVEMENT SUMMARY

1. Open a hatch (1m)
2. Reflow water (0m)
3. Enter a room (optional; 0-1m)
or
Leave the sub (1m)

ROOM KEY

ROOM NAME	ROOM NUMBER
Engine Room	1
Oxygen Pumps	2
Reactor Room	4
Missile Control	7
Equipment Stores	8
Captain's Cabin	0

ACTION SUMMARY

ACTION	TIME
Unblock Door	1-10 m + 2m
Extinguish Fire	1-10 m
Pump Water	1-10 m
Fix Engine	1-10 m + 2m
Fix Oxygen Pumps	1-10 m + 2m
Fix Reactor	1-10 m + 2m
Stop Missile Launch	1-10 m + 2m
Kill Kraken	1-10 m
Draw Item Tiles	1-4 m + 2m
Trade Item Tiles	1 m + 2m
No Action	1 m
Abandon Comrades	all remaining minutes

ITEM	EFFECT	
Grog	May enter a room on fire. Get +3 bonus to all fix-it actions.	
Toolbox	Get +3 bonus to Fix Engine, Fix Oxygen Pumps, or Fix Reactor.	
Engine Manual	Get +4 bonus to Fix Engine.	
Pump Manual	Get +4 bonus to Fix Oxygen Pumps.	
Reactor Manual	Get +4 bonus to Fix Reactor.	
Deactivation Code	Get +4 bonus to Stop Missile Launch.	
Crowbar	Get +3 bonus to Unblock Door.	

ITEM SUMMARY

ITEM	EFFECT	
Fire Extinguisher	May enter a room on fire. Get +3 Bonus to Extinguish Fire.	
Water Pump	Get +3 bonus to Pump Water.	
Coffee	Reduce intoxication by two.	
Aqualung	May leave the sub and go to the sea space.	
Diving Gun	Get +4 bonus to Kill Kraken.	
Lucky Charm	Ignore the first 3 Event Markers during Updates phase.	