

Deep Colony

By Shaun Austin © 2005

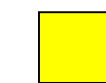
Players

Deep Colony is a game for 2-4 players. Each player runs a Construction company that has been hired to build an Ocean floor Colony.

Pieces

Each player starts the game with a number of construction markers (depending on how many players there are). They also get a Head Office marker and two submarine markers.

# Players	# Construction Markers
2	8
3	7
4	6



Construction



Submarine



Head Office

Turn Summary

A turn consists of the following:

- The player **must** draw a tile from the stack (or the draw bag) and place it on the board.
- The player **may** deploy one of his construction markers from his available supply on the tile just played OR
- The player **may** deploy a submarine from his available supply on the tile just played OR
- The player **may** deploy his Head Office marker on the tile just played
- If, by placing the tile, it completes a Colony, Transport link, or Aerator, they are scored.

Placing a Tile

In order to place a tile, it must be placed according to the following rules:

- With at least one edge abutting one previously place tile (they cannot be placed corner to corner).
- So that all Ocean, Colony and Transport link segments on the new tile continue to the same terrain on the abutting tile.

In the rare event that the drawn tile cannot be placed legally on the board (and all players agree), the tile is placed back into the stack (or draw bag) and the player draws another tile.

Deploying Construction Markers

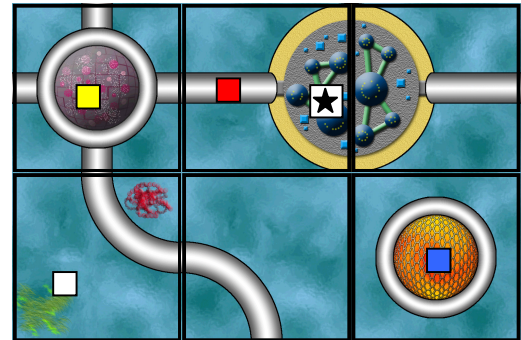
In order to play a marker, the following rules apply:

- only one (1) marker may be deployed per turn
- the marker must be taken from the player's available supply
- the marker can only be deployed to the tile just placed
- Markers may NOT be deployed on a Ocean, Colony, or Transport link segment if that segment connects to a segment on another tile occupied by another player's marker, regardless of distance. Furthermore, if the placed tile connects tiles on which markers from multiple players are connected, a marker may not be placed on the connecting terrain, even if the player placing tile already occupies a part of the Transport link, Colony or Ocean.

Markers can be deployed on any of the following terrain.

- Colony. (white Head Quarters)
- Transport link. (red)
- Aerator. (yellow)
- Power Generator (blue)
- Ocean (white)

Markers are not returned to the player's pool of available markers until the terrain is scored (that is, until it's completed). Ocean and Power Generator markers, once played, are never returned to the player – they remain in play until the end of the game for final scoring.



Deploying Submarines

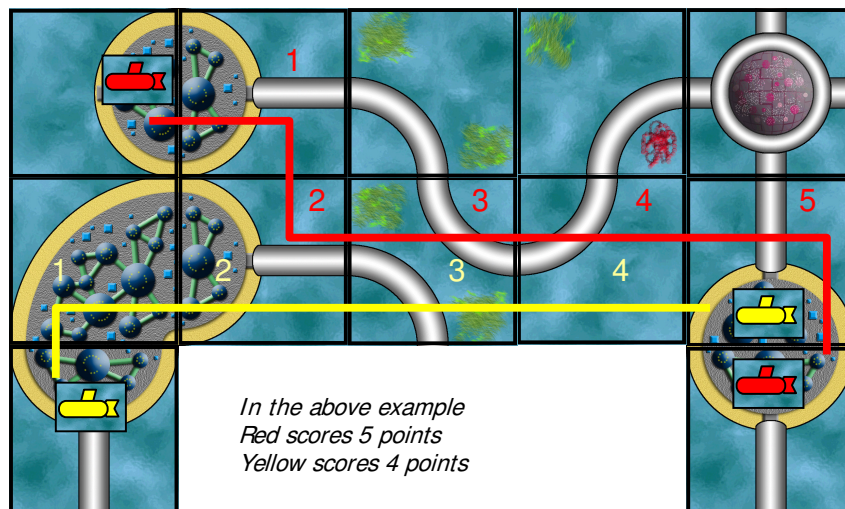
In order to play a submarine, the tile you placed must contain a Colony segment.

The submarine must be placed on the Colony segment. It does not count as a Construction marker so may be placed on a Colony that belongs to another player. The completed Colony may have more than one submarine from different players, but only one submarine per tile.

You may only score the submarines when your second submarine is placed.

For each tile (or tile space) between the two submarines score 1 credit. Tiles and spaces must be counted orthogonally not diagonally.

Submarines remain on the board until the end of the game.



Deploying Head Office Markers

In order to play a Head Office marker, the tile you placed must complete a Colony.

The Head Office marker must be placed on the Colony.

No other Player's may have a marker on the Colony.

You will score 2 credits per tile instead of 1 credit per tile for the Colony.

The Head Office marker remains on the tile until the end of game.

Scoring

Once a Transport link, Colony, or Aerator is completed, it is scored (Note, that the object is scored, NOT the markers). The markers ultimately determine *who* gets the credits, but not the number of credits.

In-Game Scoring	
Completed Transport link	1 credit per tile
Completed Colony	1 credits per tile + 2 credits per submarine
Completed Colony (with Head Office)	2 credits per tile + 3 credits per submarine
Completed Aerator	5 credits

Completed Transport link: A Transport link is complete when the Transport link segments on both ends connect to a Colony, Terminus, T intersection, an Aerator, or when the Transport link forms a complete loop

Completed Colony: A Colony is complete when the Colony is completely surrounded by a Colony dome and there are no gaps in the dome

Completed Aerator: An Aerator is complete when all four of its Transport links are terminated at a Colony, Terminus, T intersection or another Aerator

In the example on the right the red Aerator has all four arms terminated.

The top is terminated with a Terminus (dead end).

The right is terminated by a T intersection.

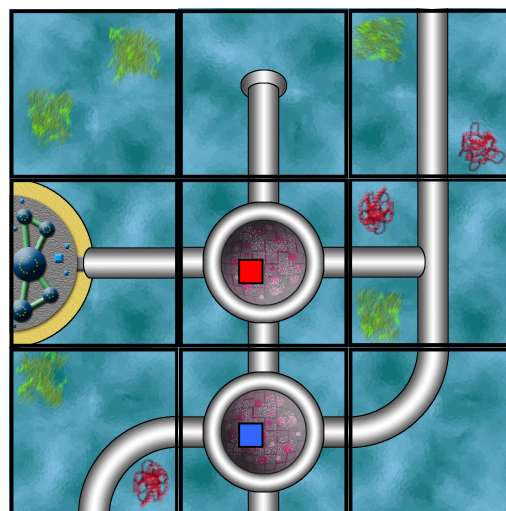
The left is terminated by a Colony.

The Bottom is terminated by another Aerator.

The blue Aerator has only two arms terminated.

The Top is terminated by another Aerator.

The right is terminated by the T intersection.



It is possible through clever placement of tiles for there to be more than one marker in a Colony or more than one marker on a Transport link. When this occurs, the player with the most markers earns all of the credits. When two or more player tie for the most markers, each player earns the total credits for the Colony or Transport link.

NOTE: It is allowed that a player places a tile, deploys a marker to the tile, scores the Colony/Transport link/Aerator, and has the marker return to the player in the same turn.

Start of Game

The game may begin in many different fashions. The traditional setup consists of a single designated tile as the 'start tile'. This tile can be any tile that has a colony and transport link on it. This tile is placed in the center of the game table. Then, starting with the youngest player, players take turns clockwise around the game area.

When all available tiles have been played the game ends, and all final scores are tallied.

As each incomplete Transport link, Colony, or Aerator is scored, the marker token should be removed from the board to facilitate Ocean scoring

For each arm of an Aerator that is terminated the player gains 1 credit.

Power Generators are scored next. The generator scores 1 credit per tile of the closest city. If two cities are equally close, the largest is scored. If the two cities are equal in size then the one with a Head Office is scored. If both have a Head Office then the one with a submarine is scored. An extra point is scored for a Head Office or a submarine.

Power Generators do not act as a border to an Ocean



Yellow scores -1 credits (+ 1-2)

A 5x5 grid world environment. The grid contains several obstacles: a large yellow circular obstacle in the middle-left, a large grey circular obstacle in the middle-right, and a large grey circular obstacle in the bottom-right. There are also several smaller obstacles represented by red and green clusters. The environment is divided into five rows and five columns. A red line traces a path from the top-left corner, moving right and then down. A yellow line traces a path from the middle-left, moving right and then down. A blue line traces a path from the top-right corner, moving left and then down. A green line traces a path from the middle-right, moving left and then down. A red square is located in the top-middle cell, a yellow square in the middle-left cell, and a blue square in the top-right cell. A white square is located in the middle-right cell.

End-Game Scoring	
Incomplete Transport link	1 credit per tile
Incomplete Colony	1 credit per tile + 1 credit per submarine + 1 credit for a Head Office
Incomplete Aerator	1 credit per terminated arm
Power generator	1 credit per tile of the nearest city + 1 credit per submarine or a Head Office
Field	+ 1 credits per Kelp
Field	- 1 credits per Algae