

YOUR BADGE

You have been assigned a badge with your character's rank and hit points. Keep it in the badge holder and wear it proudly. There is a hit point tracker that you clip on your badge. Start it in the area with the most hit points. As you lose (and maybe gain) hit points, you can slide the tracker up and down your badge.

YOUR TIMER

You will be assigned a digital timer at the start of the adventure. Keep it with you at all times. You will need it to complete tasks. *Please return the timer at the end of the adventure.*

UNCONSCIOUSNESS AND DEATH

If your hit points ever reach zero, you become incapacitated. You require someone to help you move and you cannot work any of the devices listed below or fix anything aboard the ship. You cannot heal yourself using vodka either (see more on that below). You'll need someone to do first aid or surgery on you to fix you up.

RUNNING AND EMERGENCIES

No matter how dire the emergency, please do not run aboard the submarine. We don't want you to get hurt in real life.

SPECIAL ABILITIES

Your character may have some special abilities. These abilities allow you to break some of the rules. In a case where the special ability contradicts one of these rules, the special ability has priority.

FIRE

The submarine is a dangerous place, Comrade. You may find areas of the sub that are on fire. If so, that area is hazardous. You lose a hit point when you walk through an area that is on fire. You lose an additional hit point if you linger in that area. Linging is defined as staying in the area longer than it takes to walk through it. Just slide your hit point counter down the appropriate notches.

If you leave a hazardous area and then come back, you have the same Hit Point restrictions, so you can lose Hit Points over and over by returning through a hazardous area.

FLOOD

Some areas of the sub may be flooded. Those areas are also hazardous. You lose a hit point when you walk through an area that is flooded. You lose an additional hit point if you linger in that area. Linging is defined as staying in the area longer than it takes to walk through it. Luckily, flood trumps fire. An area cannot both be flooded and on fire. If an area is already on fire and it is supposed to flood, then the fire is put out and the flood begins.

FIGHTING

There should not be much need for fighting in the submarine, but if you wish to engage in fistcuffs, here is how it works:

- **Step 1.** Make your intents clear by yelling aggressively and swinging wildly at your target. Do not actually hit other people.

- **Step 2.** Your punch automatically hits. Your target loses a Hit Point.
- **Step 3.** Your target may now attempt to go back to Step 1 on you.

Multiple players may punch their targets at once. If that happens, the target loses a Hit Point for each punch. If things seem confusing, please call one of the event runners over to adjudicate combat.

Players are welcome to use items as weapons. Characters fighting using weapons (other than a loaded Harpoon Gun) cause their target to lose one Hit Point of damage and also break the weapon in question. Please return the broken weapons to the event runners.

HEALING

There are three ways to heal in the submarine.

- **First Aid.** This is a special skill that some characters may have. Someone with First Aid can heal another character a Hit Point, not above their maximum. This can be done even if the injured character is incapacitated.
- **Surgery.** The sub's Medical Officer can heal others all their Hit Points.
- **Vodka.** There is an unlimited supply of vodka aboard the submarine. See the rules on Vodka (below) to learn how to use it to heal yourself.

ITEMS

All important items in the Submarine are represented with props. Please treat them with respect. Most items start in the Supply Area, but some start with characters or in the Captain's Bunk.

WATER PUMP

The Water Pump is used to put out floods. To use it, set your timer to 3 minutes and hold the water pump in the flooded area. You will have to linger in the flooded area to clean it out, so you will lose 2 Hit Points to clean up the flood.

When you have cleaned up the flood, please bring the flood marker back to the GMs.

FIRE EXTINGUISHER

There are three Fire Extinguishers on the sub. You use them to put out fires. To use one, set your timer to 1 minute and pump the fire extinguisher in the area that is on fire. You will have to linger in the burning area to clean it out, so you will lose 2 Hit Points to extinguish the fire.

When you have extinguished the fire, please bring the Fire marker **and** the Fire Extinguishers back to the GMs. Fire Extinguishers are one use only, so you may want to carefully decide what fires to extinguish.

GAS MASK

The Gas Mask allows the wearer to survive in a room that is on fire. If you are in a room with a Fire Marker, you do not take damage from the fire as long as you are wearing the Gas Mask on your face. Note that you will need to wear the Gas Mask properly for it to work. It must cover your mouth, nose and eyes. This may interfere with your breathing or vision, but that is a small price to pay for survival. Right Comrade?

Note that the players do not start with a Gas Mask, but one may be obtained during the event.

VODKA

There are several Vodka bottles in the Captain's Cabin. You may take a swig of Vodka whenever you want. It heals you one Hit Point (not above your maximum). But there is a chance that you will get drunk.

You have several Drinking Cards in your badge holder. When you take a swig of Vodka, draw one of those cards randomly.

- If the card says **Sober** then you are still sober and suffer no effects from the Vodka. Heal the Hit Point and then put your drinking cards back in your badge holder.
- If the card says **Sober (Destroy this Card)** then you are still sober and suffer no effects from the Vodka. Heal the Hit Point, destroy the card (or return it to the GMs) and then put your remaining drinking cards back in your badge holder.
- If the card says **Drunk** then you are drunk. Being Drunk is like being Incapacitated, but it only lasts for five minutes. You can't use any items (including Vodka) and you can't work on fixing anything that is going wrong. You also cannot move out of the area you are in unless someone helps you. This means you might just be lingering in a hazardous area. Lower your Hit Points if that happens.

You still heal the Hit Point and put all your cards back in your badge holder should you become Drunk. Being Drunk lasts for 5 Minutes. Set your timer accordingly and act drunk for that time.

Note that you can't give your drinking cards to other players. They are yours to keep only.

HARPOON GUN AND HARPOONS

The Harpoon Gun and two Harpoons are used for combat. To use, load a Harpoon in the gun and fire it at your target. The Harpoon automatically hits and the target's Hit Points drop to zero. Harpoons have one use. Give the used Harpoons to the GM.

DIVING HELMET

The Diving Helmet allows whoever is wearing it to leave the submarine for five minutes. Simply set your timer and leave the sub. If you don't return within five minutes, you've died and all items on your person need to be given to the GMs.

ASKING PERMISSION

These rules are by no means comprehensive, and you may find yourself asking questions, like "may we toss items from room to room?" or "may we try to build makeshift fire extinguishers?" The answer to these questions is always "whatever would be the least convenient for you." So don't try to get sneaky. We're watching you, Comrade!