

Nautilus Lite

About

Nautilus Lite is a variant of the [Nautilus](#) board game, by Brigitte & Wolfgang Ditt.

This variant streamlines the mechanics to make it more casual and quicker to play.

The biggest changes from the original rules are:

- No money.
- No Secret Mission tiles.
- Each turn, you choose to either build a module or move your subs.
- Modules are picked from decks of tiles.
- Module placement is constrained by the depth zones.
- Researchers can only move once during the game, making module placement more critical.
- Subs spend movement points to use sonar or enter a new depth zone.
- Final score is a conventional Victory Point system, instead of multiplication.

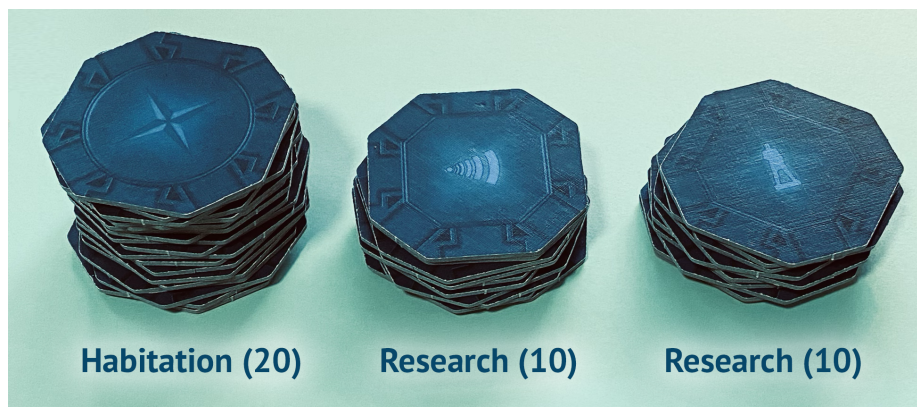
Setup

Each player gets:

- Player Board and one progress token for each research track (ignore the number on it).
- 2 submarine pawns of their color
- All round tokens and researchers of their color

Make **3 decks** of lab tiles:

- All **20 Habitation (bed) tiles** are shuffled together and placed face down in one deck.
- Shuffle all **20 Research (icon) tiles**. Split them into **2 decks** with 10 tiles each, face down.
(The research icons will still be visible on top.)



Turns

On your turn, you can **choose one** of two options:

- 1) Build a Module.** This lets you advance one of the research tracks on your player board for extra bonuses.
- 2) Move Submarines.** This lets you find underwater discoveries for Victory Points.

Choice 1: Build a Module

Step 1. Place the Tile

Pick a tile from one of the 3 decks, and place it on the board according to these rules:

- The **center point** of the module must be placed on a light blue space in the innermost depth zone. (Imagine a pillar under the center of the tile, supporting it on the ocean floor.)
- The lab module **may overlap zones**, as long as the center point is in the inner zone.
- If the tile cannot be placed in this zone, then you may place it in the next zone outward.



- The tile must connect to an existing module via an airlock.
- The tile must be oriented so the compass arrows point to the sides of the board.

Step 2. Add Pieces to the Tile

- If you placed a **Habitation** module, put **3 researchers** on it and lay them on their side to show that they have not moved yet.
- If you placed a **Lab** module, put a **colored chip** on it to show that you are the owner of this module.

Step 3. Move Researchers

You can move **any or all** of your researchers from their Habitation module to a Research module in order to **activate** it.

- Each researcher can move up to the **full movement** listed on the **Training** research track of your player board. (Beginning movement is 3).
- A researcher must **move directly** from their Habitation module to a Research module that they can activate. It may NOT stop on any other tile along the way.
- A researcher can only **move once** during the game. Once it has activated a module, it stays there for the entire game.
- **Stand the researcher up** to show that they have moved.
- You can move multiple researchers to activate multiple modules.
- You can move researchers from Habitation modules that were placed on a previous turn.

Activating a Research Module

When you move a researcher to activate a Research module:

- Move the marker for the corresponding **research track** on your Player Board up one space.
- You can have **only 1 researcher** in a Research module that you own.

You can activate a module owned by **another player** by moving **2 researchers** into it.

- Your research track only moves up **one space**.
- **Both researchers** remain there for the rest of the game.
- A module can be activated by **any number of players**, but only once per player.

Deploying Submarines

You can deploy a **submarine** into the ocean by moving a researcher into a module that has your **colored token**.

- Place the submarine on an **empty ocean space** next to one of the module's **blue airlocks**.
- Return the researcher back to your pile.
- You can only build **2 submarines** during the game.

Choice 2: Move Submarines

Instead of building a lab module, you can move your submarines to make ocean discoveries.

- You can move **one or both** of your submarines.
- Each submarine can move up to the full movement listed on the **Engineering** (gray) track on your player board. (Starting movement is 4.)
- Crossing into another depth zone costs **1 extra movement point**.
- You may **continue moving** after picking up a Discovery tile.
- Submarines **may not** re-enter the lab.

Other notes:

- If an **Atlantis tile** is found, **ignore** the bonus researcher movement in the original rules.
- If a **Treasure Chest** is found, keep it with the other discovery tiles you have collected.

Using Sonar

Each submarine can spend **1 movement point** to activate Sonar.

This lets you peek at all tiles within the range determined by your **Sonar** (brown) research track. (Starting range is 4.)

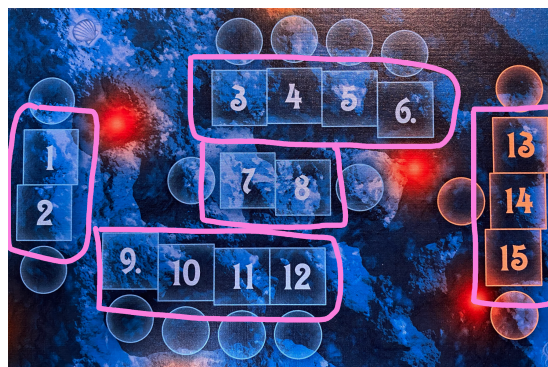
- Both of your submarines can use sonar on the same turn.
- Sonar reveals tokens across all ocean depth zones.

End Game

The game ends when one of the following happens:

- All **3 gold Atlantis tiles** (13, 14, 15) have been discovered.
- At least one tile in each of the **5 Atlantis regions** has been discovered. (see image below)

When this happens, **finish the current round** so that all players have had an equal number of turns.



5 regions of the Atlantis board

Final Score

You get Victory Points (VP) for **activating research modules** and **making ocean discoveries**.

If there is a tie in the **final score**, the player with the most Atlantis discoveries wins.

Research Points

For each of the **5 research tracks**, gain Victory Points based on the number of modules you have **activated** – even if it was not built by you.

1 Module	0 VP
2 Modules	2 VP
3 Modules	5 VP
4 Modules	9 VP

Discovery Points

Gain Victory Points for each discovery tile you have collected.

Atlantis Tile (1-12)	1 VP each
Gold Atlantis Tile (13-15)	2 VP each
Player with most Atlantis Tiles*	5 VP
Conch/Scallop	0 VP each
Krill/Sea Urchin	1 VP each
Gold Bar	2 VP each
Treasure Chest	2-4 VP each (from your Analysis track)

* If there is a tie, the player with the highest numbered Atlantis tile wins.

Credits

This variant was designed by Joe Lesko.

Thanks to Karen Miller for playtesting.

Contact

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Version History

V1.0 – June 6th, 2022 – Released.

V1.1 – June 9th, 2022 – Tweaks to scoring.