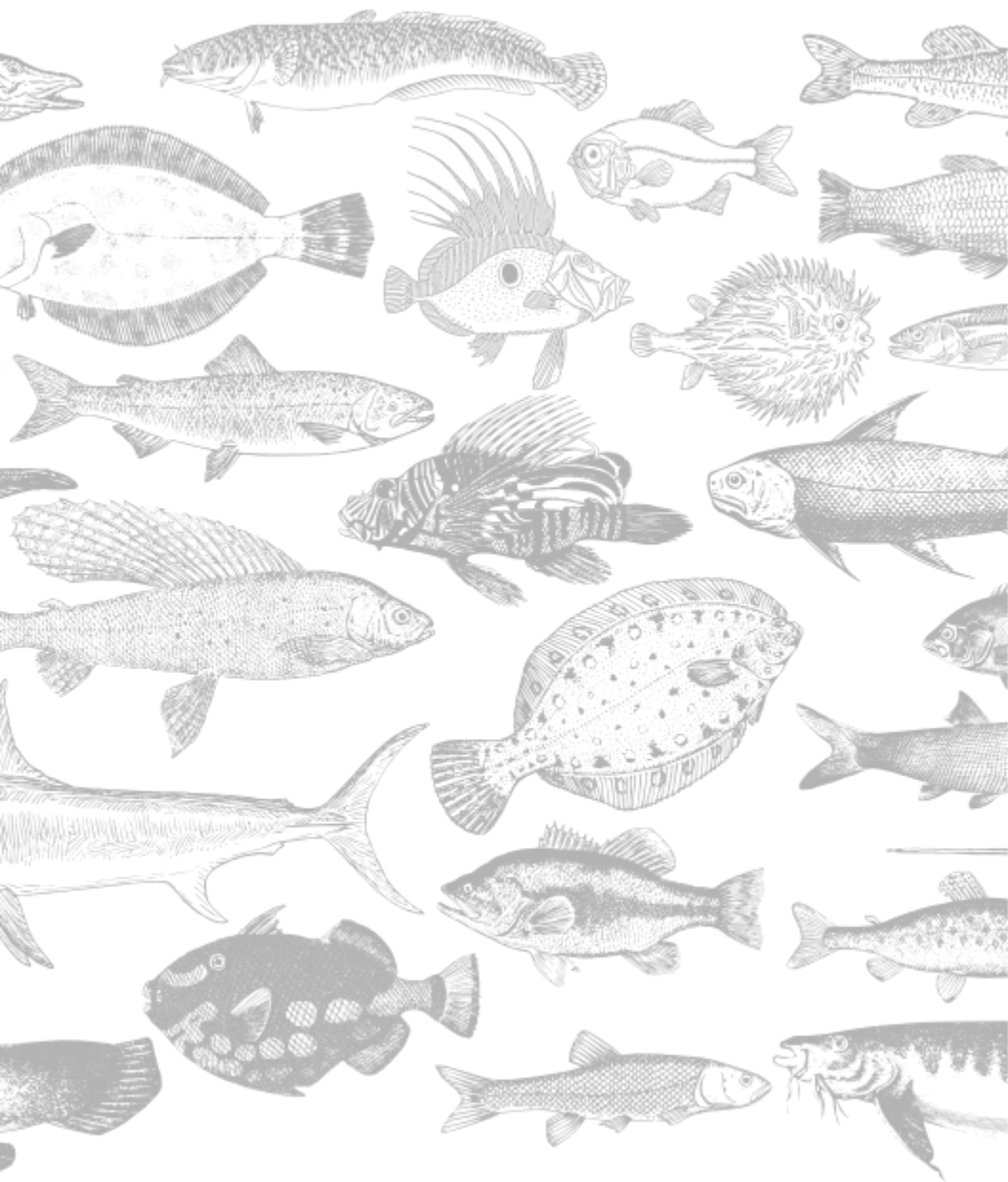


NEVYN HOLMES

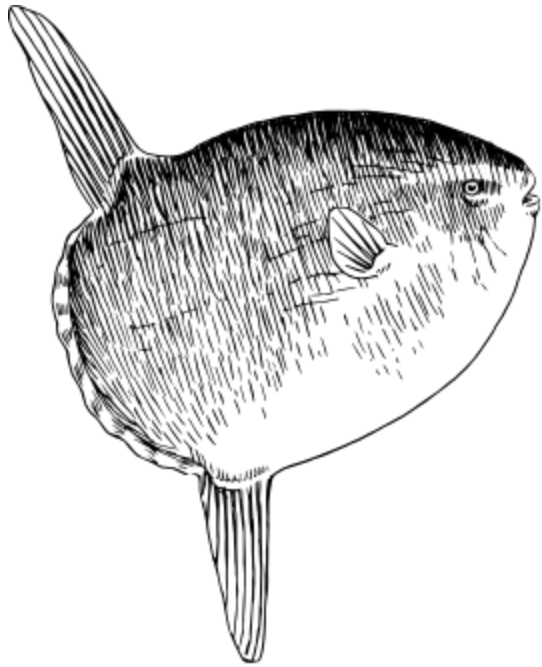


# WHAT WAITS BENEATH

*a journaling game of underwater discovery*



*Dedicated to  
the people we treasure  
and the memories  
they hold dear*



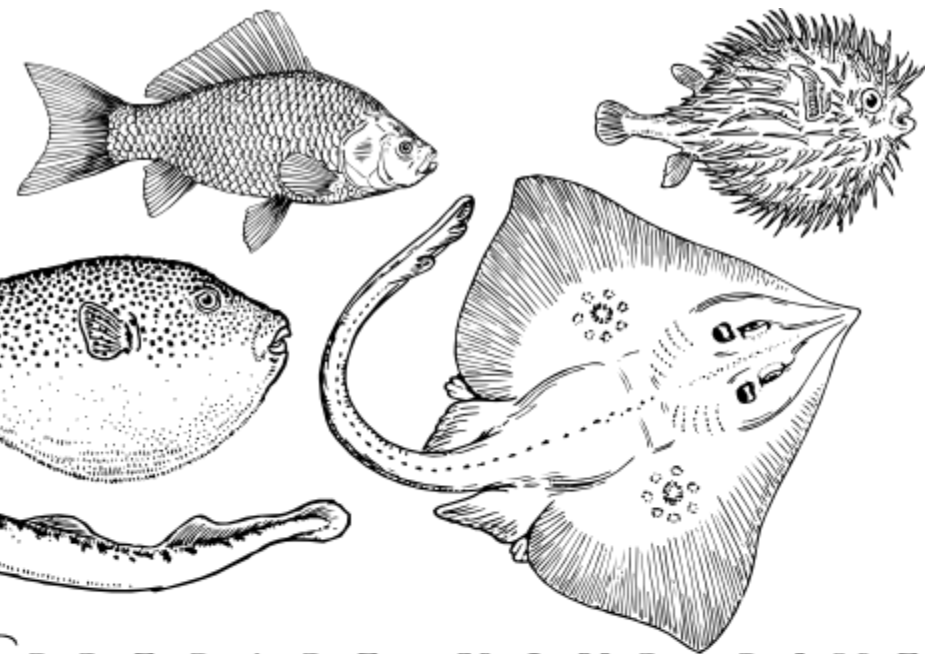
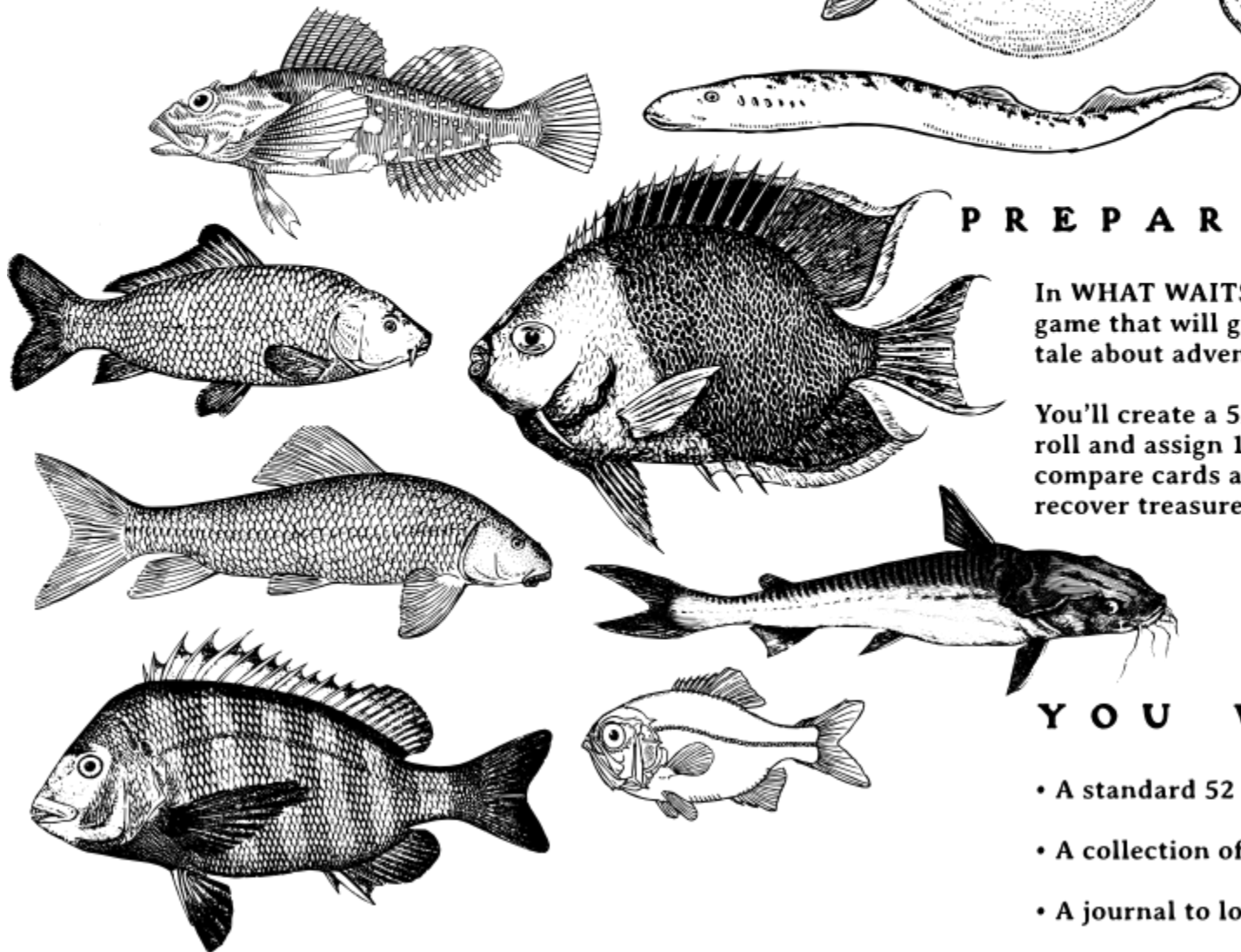
*What could  
possibly  
be lingering  
for you  
within this  
cold and  
endless  
depth?*



# ACKNOWLEDGMENTS

It is a terrible fact that many of the historical artifacts that populate museums are stolen from the peoples they rightfully belong to.

Neither this game, or its creator, condone the colonialist acts behind the theft and sale of historically important cultural artifacts.



# PREPARE YOUR DIVE

In **WHAT WAITS BENEATH**, you will play a game that will guide you to write an episodic tale about adventure and discovery.

You'll create a 5x3 spread of face-down cards, roll and assign 10 six-sided dice, then flip and compare cards as you try to make matches to recover treasures once lost at sea.

# YOU WILL NEED:

- A standard 52 deck of playing cards
- A collection of 10 six-sided dice
- A journal to log your losses and discoveries

## WHO ARE YOU?

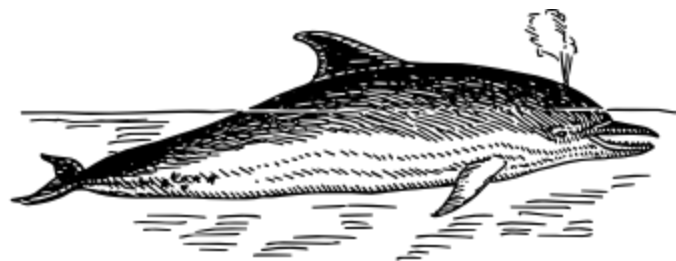
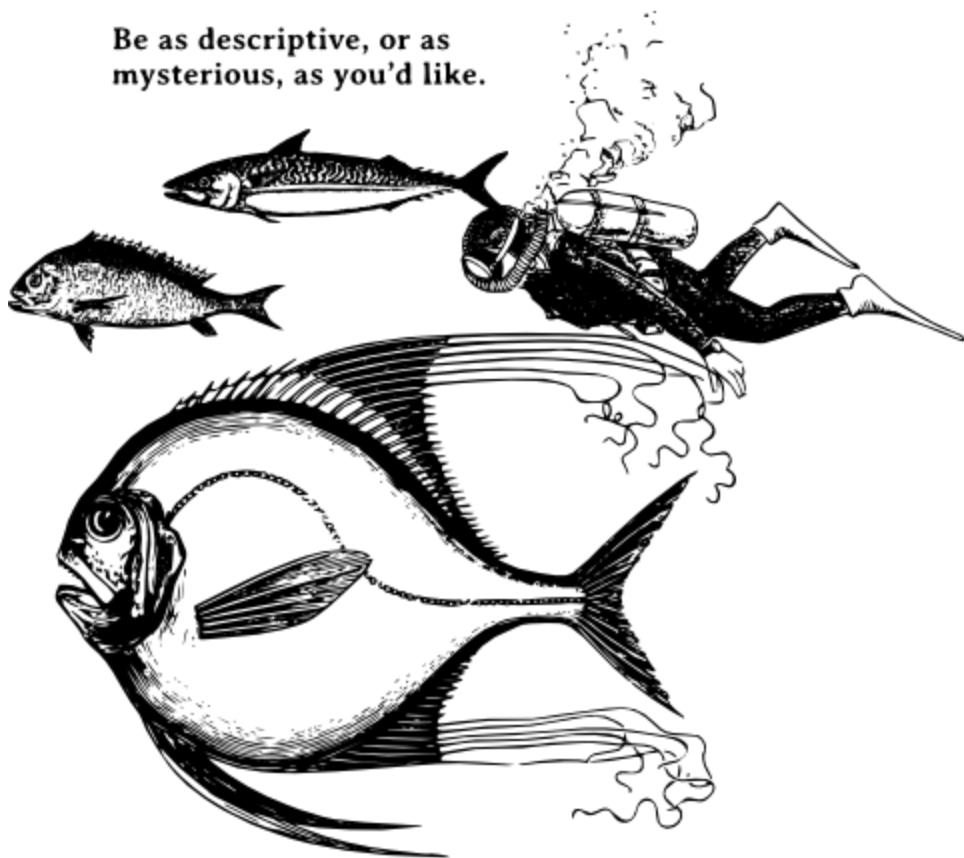
Open your journal, take a deep breath, and write your first entry. This will be an introduction to who you are and what you might overcome.

As you begin, consider those who may discover this journal in the future. Introduce yourself, your vessel, and explain why this journey is important to you.

Write about where you come from, where you're going, and who misses you.

Are you hunting for missing artifacts, researching mysterious wildlife, or searching for something precious that you lost long ago?

Be as descriptive, or as mysterious, as you'd like.

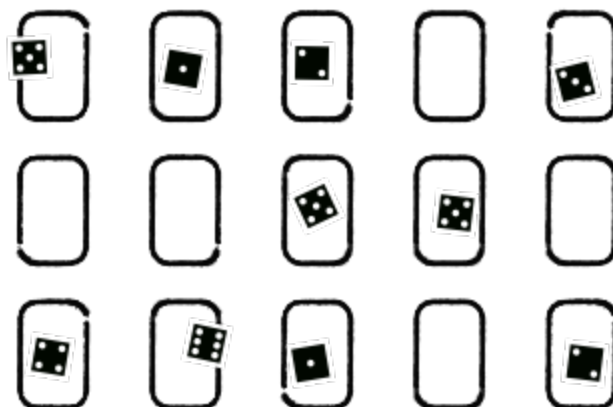


## TAKE A TRIP BENEATH THE SURFACE

To start your voyage, create a DIVE SPREAD:

Shuffle your deck of cards until content and then place face-down. Draw off the top to create a 5 column, 3 row spread of face-down cards.

Next, roll all 10 of your six-sided dice. Keeping the results face-up, take each die and place them on top of or next to a face-down card for association.



*\*An example of placement*

## D I V E ! D I V E ! D I V E !

Using your DIVE SPREAD as a guide, you are now ready to write more entries as you explore.

The outcome of each dive attempt made on your journey is determined by flipping over any two cards, with or without dice, and then referencing the following tables.



### M A T C H I N G S U I T S

If you find that the two cards have matching suits, you are successful in finding treasure during this dive attempt.

- Pull these cards and any associated dice out of the DIVE SPREAD then reference the values in the FATES and TREASURES columns. Use the values to pick one prompt per column.

- Next, add the dice values, if any, to recall how well, or poorly, the dive went by regarding the DIVE RATING section.



### M I S S E D M A T C H E S

If the suits do not match, you fail to uncover treasure during this diving attempt.

- Leave the flipped cards in their positions in the DIVE SPREAD and reference the values in the FATES column. Use both card values to determine what you encountered.

- Next, add the dice values, if any, to recall how well, or poorly, the dive went by regarding the DIVE RATING section.

- Once you have noted the outcomes, flip all cards face-down and remove one die from play. If neither card has a die, remove a card instead.



VALUE	FATES	TREASURES
2	a deep loss	a torn tapestry
3	a warming presence	a detailed artwork
4	a wanderer's visit	a shimmering coin
5	a heated pursuit	a ciphered scroll
6	a massive creature	a musical artifact
7	a swarm of life	a locked box
8	a fool's errand	a single button
9	a push of bravery	a mystic weapon
10	a blinding light	a singing mirror
J	a watchful guardian	a new technology
Q	a siren's song	a reminder of love
K	a moment near death	a piece of dread
A	a blessing, a curse	a sunken culture
JOKER	a deity's guidance	a supernatural power



• D I V E R A T I N G •



**SUM: 1-6**

**M U D D Y W A T E R**

• *A DANGEROUS DIVE FRAUGHT WITH HAZARDS* •

You lose something incredibly valuable.

What was lost?

OR

You or your vessel narrowly avoid destruction.

How did you survive?

**SUM: 7-9**

**L U K E W A R M**

• *YOU MAKE MISTAKES AND LEARN FROM THEM* •

You were distracted and made an error.

What caught your eye?

OR

You lost an item in order to get past an obstacle.

What happened?

**SUM: 10-12**

**C R Y S T A L C L E A R**

• *LOVELY WEATHER AND A BLISSFUL DIVE* •

You find an additional piece of lost treasure.

Is it important to you?

OR

You discover a new species of flora or fauna.

Can you describe it?

*\*If neither card has a die, the rating is LUKEWARM*

**D E C O M P R E S S I N G**

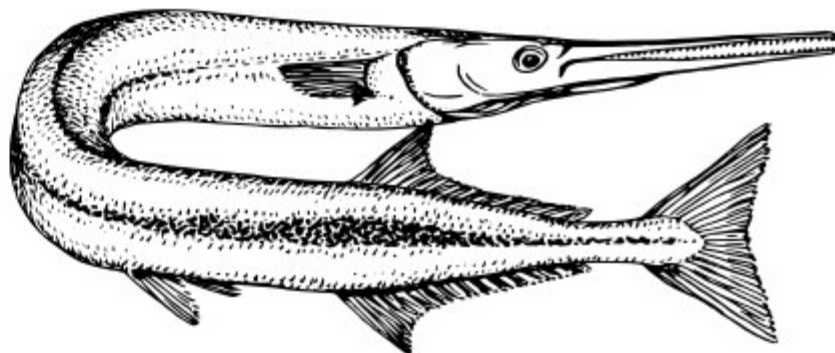
Once you have collected your results, take as long as you need to write an entry in your journal about the dive you experienced.

Describe what you found, learned, or felt during your trips below the waves based on the FATES, TREASURES, and DIVE RATING descriptions and prompts provided.

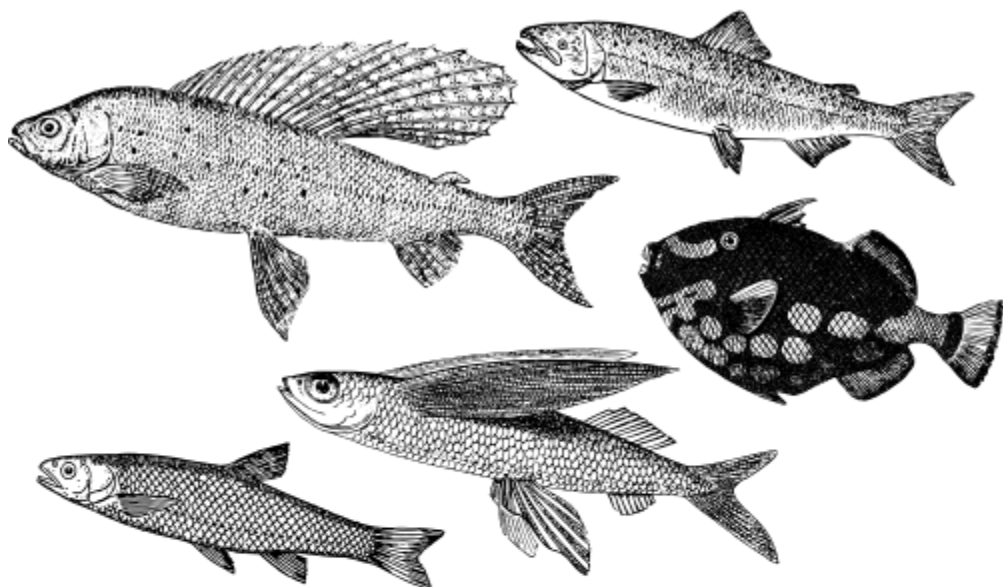
It is suggested to include a date, a dive number, or other numerical value to each journal entry.

Feel free to include any other notes about the weather, your past, or the environment. For a sense of passing time you could skip days, months, or dive numbers between entries.

Your voyage comes to an end when your DIVE SPREAD runs out of dice, cards, or when you feel the story is complete. You can always head out on a new excursion by shuffling and drawing a new DIVE SPREAD to explore.



## EXAMPLES OF DISCOVERY



• MISMATCHED SUITS,  
no treasure is recovered

• CARD VALUES 6 & 2,  
a massive creature & a deep loss

• DICE SUM 7, LUKEWARM RATING,  
became distracted and made an error

### July 26<sup>th</sup> - Dive 18

I found a rusty metal wind-up toy, but a whale shark bumped into me and I dropped it during my ascent. It looked like my daughter's favorite toy. I hope she finds happiness in her next life.



• MATCHING SUITS,  
treasure is recovered

• CARD VALUES 4 & K,  
a shimmering coin & a moment near death

• DICE SUM 1, MUDDY WATER RATING,  
the vessel narrowly avoids destruction

### SEPTEMBER 23<sup>RD</sup> - DIVE 122

I DID IT! I STOLE THE CURSED COIN, BUT I ALMOST LOST LUCINDA IN THE PROCESS, THIS OLD SPEEDBOAT DIDN'T LET ME DOWN THOUGH! HER ENGINE TURNED BACK ON JUST BEFORE THE RUINS COLLAPSED!



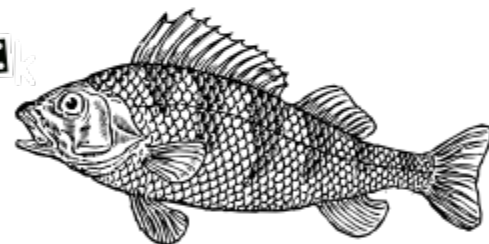
• MATCHING SUITS,  
treasure is recovered

• CARD VALUES 3 & 4,  
a detailed artwork & a wanderer's visit

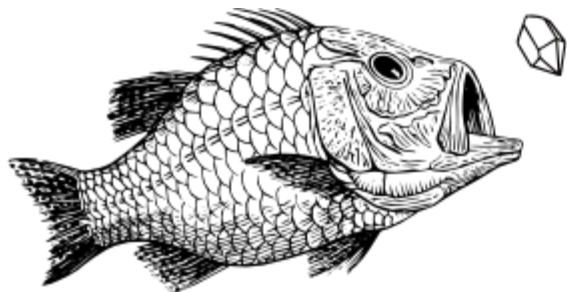
• DICE SUM 10, CRYSTAL CLEAR RATING,  
discover a new species of flora or fauna

### January 4<sup>th</sup> - Dive 15

There are tall, friendly, sentient frog-like creatures who live here. One of them traded a strange painting of their king in exchange for some of my fruit.







*May you find a satisfying treasure  
at the end of your long, long path.*

*If, and when, you do  
remember who sent you there.*





**G A M E  
D E S I G N**

NEVYN HOLMES

**R E B I R T H  
· A N D ·  
L A Y O U T**

JULIE · ANNE MUÑOZ

**S P E C I A L T H X**

JAMES · LIAM · VIDITYA  
KORBEN · JOHN  
&  
THE BRAIN TRUST

