

THREE NEW COMPANIONS

Choose and use the axolotl, narwhal, and pufferfish just like the other companions. Here are their abilities:

8 Axolotl

Play the axolotl at the end of the Rest phase, before checking if the end of the game has been triggered. At this moment, all players (except the one who activated the axolotl) on odd-numbered spaces move back two spaces. This “retreat” is not considered a programming error for the great white shark’s and dolphin’s effects. Start a new round, even if one or more players had reached space 23 before retreating.



9 Pufferfish

At the moment you activate this, all players (including you) take a deep breath and then continue to program while holding their breath. As soon as a player takes a breath, that player must stop programming, even if they still have Air tokens that they haven’t placed on their Diver board. The Program phase ends when everyone is breathing again.



The two different sides are purely decorative!

10 Narwhal

When you play this, everyone but you must apply the following rules this round:

 When a green sea turtle helps a player, that player must move their Diver pawn back one space (instead of forward).

 When a red sea turtle helps a player, that player must move their Diver pawn back two spaces (instead of forward).

The rules for the manta ray are unchanged.



NOTE

If someone uses the giant green sea turtle during a Program phase in which the narwhal has also been played, then effectively green sea turtles have no effect for that player; their Diver pawn will remain where it is. Think of it mathematically: The narwhal’s effect forces the Diver pawn to move back one space, but the giant green sea turtle’s effect moves it forward one space. One minus one is zero!