

The cover art for 'Dive Master The Card Game' features a vibrant blue background. At the top left, three jellyfish with smiling faces and long tentacles are depicted. In the center, a scuba diver in a black suit is swimming towards the right. The bottom half of the cover is filled with a detailed illustration of a coral reef, including various types of coral, a striped sea krait, a crab, and several small colorful fish. Two stingrays are shown swimming near the top right. The title 'DIVE MASTER' is written in large, bold, white letters, with 'THE CARD GAME' in smaller white letters below it.

DIVE MASTER™

THE CARD GAME

Dive terminology used in the game:

Descend: To start the dive and/or move deeper below the surface from your current depth.

Ascend: To start moving up towards the surface from your current depth.

Equalize: Your ears hurt if you descend too quickly because of low pressure in the middle ear. Equalizing helps by allowing higher-pressure air from your throat to enter your middle ears which stops the pain. It is done by gently pinching the nose while blowing from the nose.

Sea-krait snake: The banded Sea-Krait is a species of venomous sea snake found in tropical Indo-Pacific oceanic waters. They are swift swimmers but slow on land. They usually stay away from divers and do not cause any harm.

Mask: Mask is an important part of the dive gear. If water goes in the mask, it must be cleared by tilting your head up slightly while lifting a bit of it and exhaling air out from the nose.

Jellyfish Bloom: Some species are armed with painful stingers that can kill fish and injure people, thus making it difficult to avoid them where there is a bloom.

Lionfish: The lionfish is a genus of venomous fish commonly found in tropical reefs. Native to the Indo-Pacific, this voracious predator is not a threat to divers, but it is best not to intimidate them.

Sea urchins: Adult sea urchins are usually well protected against most predators by their strong and sharp spines, which can be venomous in some species.

Safety Stop: A safety stop is a 3 to 5 minute stop made between 15 and 20 feet (5 - 6 meters) during the final ascent of a dive. Safety stops are considered mandatory by the majority of scuba training organization to get rid of nitrogen built up in the body during the dive.

Please note, this game is not a tutorial for a real dive. It is merely dive-based and not technical. You don't have to be a diver to understand this game. It is fairly simple and fun as everyone tries to complete a dive to reach back to the surface first. In diving, hand signals are developed to communicate clearly while underwater to convey basic messages, such as "something's not right" and then pointing to the ear, to mean that one's ear hurts and needs to be equalised. The attack scenarios in the game are fictional situations and should not deter one from diving or having a fear of such situations, as it is highly rare for a responsible diver "to get too close to a lionfish". A responsible diver is always the one to be aware of their surroundings, their dive buddy and the live coral and fish around them. It is important to respect the underwater world and protect the wonderful marine environment!

A diver usually needs an advance certification before they can go to -30m!
Enjoy the game!

DIVE MASTER

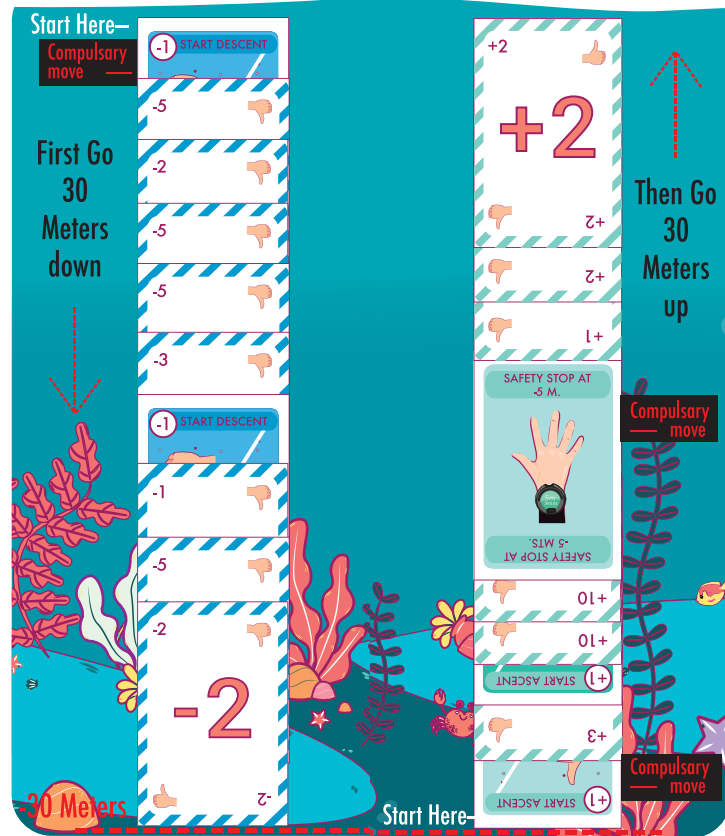
The game:

An action packed card game for 2-5 players in a dive based scenario. The objective of the game is to be the first to complete a dive (i.e. to go down 30 meters and come back safely to the surface). The one who finishes first, following all the compulsory moves, wins! The dive must include certain compulsory protocols without which the player cannot move forward. These cards are the milestone cards, namely, “Start Descent”, “Start Ascent” and “Safety stop at -5 Meters”.

How to play:

The dealer must shuffle the cards thoroughly to ensure a good mix of cards and deal 7 cards to each player. Each player gets to hold seven cards in hand at each turn of the play. These cards should not be shown to the other players. The person sitting to the left of the dealer, starts first followed by others in a clock-wise direction. Important: NO player begins their dive unless they get a “Start Descent” card to begin their dives. All are to pick a new card, and throw one card OR attack a player who has started his descent by playing a “start descent” card.

0 Meters. Surface level



Each turn is played by picking a card from the ‘New Card Stack’ or from the top of the ‘Discarded Cards Stack’. In one turn, the player has three options - they can move forward in their stack of numbers after starting descent or throw an attack or skip a card to any opponent or simply discard a card in hand that is of no use. When playing with more than 2 players, it will be required to put the Attacks & Immunity cards as soon as it is used on the discard stack and reshuffle the discard stack when the new card deck is over.

Each player thus makes three rows of their cards.

1. Start Descent row with -1 / -2 / -3 / -5 / -10
 2. Start Ascent row with - +1 / +2 / +3 / +5 / +10
 3. Used attacks / skip a turn thrown at you and the immunity card used by you. (Optional. Can discard it too)
- Remember! Start Descent and Start Ascent cards also help you move -1 meter or +1 meter when you have already descended or ascended.

Skip a turn cards:

If a player gets a skip a turn card, he can choose to play it in that turn or keep for later. It is to be used against any player for them to lose one turn. After a turn is skipped by that player, they can move the card to the discard pile.

Attack & Immunity Cards:

When an opponent puts an attack card on your card pile, you can only move forward after you have used an immunity card pertaining to the specific attack. You can however pick a card on your turn and discard or attack/play a skip-a-turn on other players. If you do not get the defence cards required for the attack after 3 skipped turns, you can move forward and remove the attack card from your pile.

To Avoid confusion, place the Attack card given to you on your Descent/Ascent row so as to know that you cannot move forward with a number card till you get an Immunity card. If you have or you get the immunity card, take the Attack card with corresponding Immunity card onto your used attack/immunity/skips card pile or on the Discard stack in case of more than 2 players.



ATTACK CARDS

STRONG
CURRENT

WATER IN MASK!

SCRAPED BY A
SEA URCHIN

TOO CLOSE!
STUNG BY LIONFISH

EARS HURT

IMMUNITY CARDS

GET OUT OF
CURRENT

CLEAR MASK

USE MEDICINE KIT

EQUALIZE

TRUMP CARDS

ALL OKAY

Trump Cards:

The 'All Okay!' and 'All Okay! Octopus' cards can be used against any attack card. Each card is valid for the turn used.

Safety Stop at -5 Meters.:

When Ascending, all players have to keep in mind to use the safety stop card when they are at -5 meters depth. No player can play a +10 card if they are at -14 meters' depth or higher. When the player adds up their Ascent cards to +25 mtrs., he puts the safety stop card in their next turn (one must collect one of these cards so it can be played when needed). In the turn/s after that, he can play +5 or +3 and +2, or +1(x5) to reach the surface and ascend the last 5 meters. The first one to do so wins and gets the title of 'Dive Master'. When a player wins in a game with 3 players or more, the remaining players can continue playing.

Quick Review:



ATTACK CARDS



IMMUNITY CARDS



SKIP-A-TURN CARDS



DESCEND CARDS









ASCEND CARDS

Quick Review:

Arrange a train of cards descending till you reach -30. Push the cards into one pile after you have reached -30 and start a new ascent row on the side. Each player has 7 cards at all times. You can keep a tab on everybody's depth by maintaining a scorecard with each round.

How to pile your cards:

MILESTONE MOVES	BASIC MOVES
 <p>SAFETY STOP AT -5 M.</p>	 <p>ALL OKAY!</p>
 <p>START DESCENT</p>	 <p>WAIT / SKIP A TURN</p>
 <p>START ASCENT</p>	 <p>SOMETHING'S NOT RIGHT</p>

Player B

Descent Stack

Play a Start Descent card as -1 when you want -1. Same for Start Ascent card +1

Used Attacks, Skips & Immunity stack

Player C

Ascent Stack

Descent Stack (folded/done)

Attacks, Skips & Immunity stack

Player A

Descent Stack

Used Attacks, Skips & Immunity stack

New Cards Deck (Faced Down)

Discarded Cards Deck (Faced Up)

Player D

Descent Stack

Used Attacks, Skips & Immunity stack

Latest attack card thrown at player D. He doesn't have an immunity card to play.

Contents:	Number Cards
212 Cards As Follows -	-1 - 15
Start Descent (Or -1) - 14	-2 - 15
Start Ascent (Or +1) - 12	-3 - 15
Safety Stop - 8	-5 - 10
Attack Cards -	-10 - 3
Ears Hurt - 3	+1 - 15
Water In Mask - 3	+2 - 15
Strong Current - 3	+3 - 15
Stung By Lion Fish - 2	+5 - 10
Scraped By Sea Urchin - 3	+10 - 3
Skip Cards -	Blank Cards - 2
Swim With The Manta Rays - 3	
Jellyfish Bloom - 3	
Charmed By A Sea-krait - 3	
Buddy Is Lost - 3	
Defence / Immunity Cards -	
Equalize - 6	
Clear Mask - 6	
Get Out Of Current - 6	
Use Medicine Kit - 8	
Trump Cards -	
All Okay - 4	
Octopus Card All Okay - 4	



Dive Master Card Game - Designed by Nikita Mathur Zatakia
 nmzgames.com
 divemastergame.com
 Reach us at - nikita@nmzgames.com
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