

SALVAGE DIVERS

A bag-building push-your-luck game of wreck diving · Print & Play

PLAYERS	LENGTH	AGES	TIME
2 – 4	6 ROUNDS	10+	~30 MIN

HOW THIS PRINT & PLAY WORKS

In the full game each diver draws **chips** from a cloth bag. This kit turns the bag into a **face-down draw deck** — shuffle it, draw off the top blind, and it plays identically. Everything is line-art on white paper, so it is kind to your ink.

1. **Print the chip sheets onto full-sheet label paper** (e.g. a US-Letter shipping label), peel the whole sheet, stick it to thin card or an old playing card, then cut the cards apart. Uniform card backs = a fair blind draw. *No labels?* Print on cardstock and sleeve with a common back card.
2. Print the **player board** and **site cards** on plain paper; the **token sheet** on card.
3. Grab a handful of pennies/cubes for the treasure & reputation you'll track on the board.

PRINT LIST (≈ = cut apart)

- | | |
|---|---|
| ☐ Base Bag chip sheet — print 1 per player ≈ (12 chips each) | ☐ Token sheet — 1–2 shared ≈ |
| ☐ Gear Supply chip sheet — 1 shared ≈ | ☐ Site Cards — 1 shared ≈ (6 cards) |
| ☐ Danger chip sheet — 1 shared ≈ | ☐ Market Reference — 1 shared |
| ☐ Player Board — print 1 per player | ☐ Rules — 1 shared |

CHIP COLOUR KEY

 Air — costs breath  Fin — moves, no air  Air-restore — gives breath back  Danger  Crew  Advancement  Treasure \$  Reputation VP

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THE IDEA

Each round every diver descends the **same** wreck at the same time, drawing chips from their own bag one at a time. Every chip moves you **deeper**; some also **cost air**. Push too far and your tank runs dry — you **bust** and make an emergency ascent. Stop first and you keep what you found. **Reputation (VP) comes from depth: 1 VP for every 2 spaces you reach**. Deepest diving over 6 rounds wins.

SETUP

1. Each player takes a **player board**, a **diver + air marker**, and builds a starting **Base Bag** deck (12 chips): 4 Fin Kicks, 4 Air 1, 2 Air 2, 1 Air 3, 1 Dive Buddy.
2. Set **tank capacity** to 6 and **starting depth** to 0.
3. Form the **Gear / Advancement / Crew** market (see reference card) and the **treasure & reputation** supplies within reach.
4. Stack the **6 site cards** in order (Round 1 on top).

A ROUND, STEP BY STEP

1. **MARKET** Reveal this round's site card. Spend **treasure** on upgrades (skip on Round 1 — nobody has money yet). See *The Market*.
2. **SHUFFLE** Shuffle your whole deck. Set your diver at your **starting depth** and fill your tank to capacity.
3. **DIVE** All players dive at once. On your dive, repeatedly choose: **draw the top chip**, or **surface** (stop safely). Resolve each chip immediately (below).
4. **SCORE** When everyone has stopped or busted, score the round: gain **1 VP per 2 depth** reached. Collect the treasure you secured.

RESOLVING A DRAWN CHIP

- **Move** your diver down by the chip's number.
- **Air**: Air chips spend breath equal to their number. Rebreathers/Spare Tank/Dive Buddy give breath back.
- If your **air drops below 0, you bust** — stop immediately. You still score for the last depth you *survived* (you lose only the fatal over-reach), and you forfeit any treasure you hadn't secured.

- Keep every drawn chip in a face-up pile beside you; it returns to your deck next round.

TREASURE CHECKPOINTS

Every **2 spaces** is a **\$4 treasure checkpoint** (the gold diamonds). When a draw moves you onto or past one, choose:

- **Take it now** — bank the \$4 even if you later bust. Cost: return your **lowest Air chip drawn this dive** to your bag (no breath back) — re-arming the risk if you keep going.
- **Leave it** — take nothing now, but if you **surface safely** you collect every checkpoint you passed.

BUSTING VS. SURFACING

Surface any time before you bust to lock in your depth (VP) and all left treasure. **Bust** and you keep the VP for your last safe depth but lose unsecured treasure. Reaching the wreck floor at **depth 40** forces a safe stop.

THE MARKET

Between dives, spend treasure (see the reference card):

- **◆ Gear** — permanent chips added to your bag (Reinforced Fins, Rebreather, Spare Tank). No limit on how many you buy.
- **◆ Advancement** — permanent diver upgrades: **Starting Depth** (+2 deeper start) and **Tank Capacity** (+1 air, max 3).
- **◆ Crew** — one-dive specialists for your **next** dive only: **Navigator** and **Quartermaster**.

DANGER At the start of **Rounds 4, 5 and 6**, every diver shuffles **one extra Danger chip** (Air 1) into their bag. The wreck is getting deadly — bags grow, breath gets tighter.

WINNING

After Round 6, convert leftover treasure to VP at 5 : **1. Most Reputation wins** (tie → most treasure banked over the game).

◆ GEAR — PERMANENT BAG CHIPS · BUY ANY NUMBER

REINFORCED FINS 1	Move 1, no air.	\$5
REINFORCED FINS 2	Move 2, no air.	\$10
REINFORCED FINS 3	Move 3, no air.	\$13
REBREATHER 1	Move 2; on draw restore +1 air.	\$14
REBREATHER 2	Move 2; on draw restore +2 air.	\$19
REBREATHER 3	Move 2; on draw restore +3 air.	\$21
SPARE TANK	Move 1; on draw refill your tank to full.	\$17

◆ ADVANCEMENT — PERMANENT UPGRADES

STARTING DEPTH	Begin every future dive +2 spaces deeper. No limit.	\$16
TANK CAPACITY	+1 air capacity (6 → 9). Max 3 buys.	\$19

◆ CREW — ONE-DIVE ONLY, REFRESHES EACH ROUND

NAVIGATOR	Your first Air chip this dive is free — keep its movement, pay no breath.	\$7
QUARTERMASTER	One save: the first time you'd bust, restore the breath of the chip that busted you.	\$6

Scoring recap. Depth → VP at 2 : 1 (depth 20 = 10 VP). Checkpoints are \$4 every 2 spaces. Leftover treasure converts 5 : 1 to VP at game end. Tank Capacity is hard-capped at +3 (6 → 9); Starting Depth and all Gear are uncapped.

BASE BAG

× PRINT 1 SHEET PER PLAYER = one starting deck of 12 chips

MOVEMENT
FIN KICKS

2

MOVE



Move 2. No air.

MOVEMENT
FIN KICKS

2

MOVE



Move 2. No air.

MOVEMENT
FIN KICKS

2

MOVE



Move 2. No air.

MOVEMENT
FIN KICKS

2

MOVE



Move 2. No air.

AIR
AIR 1

1

MOVE



Move 1. Costs 1 air.

AIR
AIR 1

1

MOVE



Move 1. Costs 1 air.

AIR
AIR 1

1

MOVE



Move 1. Costs 1 air.

AIR
AIR 1

1

MOVE



Move 1. Costs 1 air.

AIR
AIR 2

2

MOVE



Move 2. Costs 2 air.

AIR
AIR 2

2

MOVE



Move 2. Costs 2 air.

AIR
AIR 3

3

MOVE



Move 3. Costs 3 air.

RESTORE
DIVE BUDDY

1

MOVE



Move 1. Restores the air of your biggest Air chip drawn this dive.

GEAR SUPPLY

> SHARED · PHOTOCOPY FOR MORE chips bought in the market, added to a diver's bag

GEAR
REINF. FINS 1

1

MOVE



Move 1. No air. \$5

GEAR
REINF. FINS 2

2

MOVE



Move 2. No air. \$10

GEAR
REINF. FINS 3

3

MOVE



Move 3. No air. \$13

GEAR
REBREATHER 1

2

MOVE



Move 2. +1 air on draw. \$14

GEAR
REBREATHER 2

2

MOVE



Move 2. +2 air on draw. \$19

GEAR
REBREATHER 3

2

MOVE



Move 2. +3 air on draw. \$21

GEAR
SPARE TANK

1

MOVE



Move 1. Refill tank to full on draw. \$17

GEAR
REINF. FINS 1

1

MOVE



Move 1. No air. \$5

GEAR
REINF. FINS 2

2

MOVE



Move 2. No air. \$10

GEAR
REINF. FINS 3

3

MOVE



Move 3. No air. \$13

GEAR
REBREATHER 1

2

MOVE



Move 2. +1 air on draw. \$14

GEAR
SPARE TANK

1

MOVE



Move 1. Refill tank to full on draw. \$17

DANGER CHIPS

× SHARED POOL add one to every bag at the start of Rounds 4, 5 & 6

DANGER · R4-6

AIR 1

1

MOVE



Move 1. **Costs 1 air.** Shuffle one into every bag at the start of Rounds 4, 5 & 6.

DANGER · R4-6

AIR 1

1

MOVE



Move 1. **Costs 1 air.** Shuffle one into every bag at the start of Rounds 4, 5 & 6.

DANGER · R4-6

AIR 1

1

MOVE



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DANGER · R4-6

AIR 1

1

MOVE



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DANGER · R4-6

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1

MOVE



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DANGER · R4-6

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1

MOVE



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DANGER · R4-6

AIR 1

1

MOVE



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DANGER · R4-6

AIR 1

1

MOVE



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DANGER · R4-6

AIR 1

1

MOVE



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DANGER · R4-6

AIR 1

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MOVE



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DANGER · R4-6

AIR 1

1

MOVE



Move 1. **Costs 1 air.** Shuffle one into every bag at the start of Rounds 4, 5 & 6.

DANGER · R4-6

AIR 1

1

MOVE



Move 1. **Costs 1 air.** Shuffle one into every bag at the start of Rounds 4, 5 & 6.

DIVER BOARD

PRINT 1 PER PLAYER place your diver at Starting Depth · fill your tank each dive

SURFACE · 0

1

◆

2 ◆ \$4

3

◆

4 ◆ \$4

5

◆

6 ◆ \$4

7

◆

8 ◆ \$4

9

◆

10 ◆ \$4

11

◆

12 ◆ \$4

13

◆

14 ◆ \$4

15

◆

16 ◆ \$4

17

◆

18 ◆ \$4

19

◆

20 ◆ \$4

21

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22 ◆ \$4

23

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24 ◆ \$4

25

◆

26 ◆ \$4

27

◆

28 ◆ \$4

29

◆

30 ◆ \$4

31

◆

32 ◆ \$4

33

◆

34 ◆ \$4

35

◆

36 ◆ \$4

37

◆

38 ◆ \$4

39

◆

40 ◆ \$4

▼ 40 · THE WRECK

TANK · AIR

Fill to capacity each dive. Solid = base 6. Dashed = Tank Capacity upgrades (max +3 → 9). Bust if air drops below 0.

1

2

3

4

5

6

7

8

9

REPUTATION · VP — your score

0

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

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42

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45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

TREASURE \$ HELD

PLACE \$ TOKENS HERE

UPGRADES OWNED

Starting Depth: tally

Tank Capacity: (max 3)

Gear/Crew live in your bag.

THIS DIVE

Draw or Surface. Keep drawn chips face-up here; reshuffle them into your bag next round. On a checkpoint (gold ◆): **take \$4 now** (return your lowest Air chip to the bag) or **leave it** for a safe surface.

TOKENS

✂ PRINT ON CARD · PENNIES/CUBES ALSO FINE

TREASURE \$

\$1
Treasure

\$1
Treasure

\$1
Treasure

\$1
Treasure

\$1
Treasure

\$1
Treasure

\$1
Treasure

\$1
Treasure

\$1
Treasure

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Treasure

\$1
Treasure

\$5
Treasure

\$5
Treasure

\$5
Treasure

\$5
Treasure

\$5
Treasure

\$5
Treasure

\$5
Treasure

\$5
Treasure

REPUTATION · VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

1
VP

5
VP

5
VP

5
VP

5
VP

5
VP

5
VP

5
VP

5
VP

DIVERS & AIR MARKERS


DIVER 1


DIVER 2


DIVER 3


DIVER 4


AIR 1


AIR 2


AIR 3


AIR 4

One diver + one air marker per player. Use the diver on the depth track and the air marker on your tank pips (or just tally with a cube).

ROUND 1

THE KAISER WRECK

A proud liner on her side, decks striped with sunlight. An easy first descent — the divers find their nerve.

Reveal at the start of the round. A calm dive — no extra chips.

ROUND 2

THE MAST FIELD

A forest of broken masts leans in the current. Weave between them; the treasure hides in the rigging.

Reveal at the start of the round. A calm dive — no extra chips.

ROUND 3

THE SUNKEN CATHEDRAL

A vast hull rises from the sand like a nave. Silence, and the glint of something below.

Reveal at the start of the round. A calm dive — no extra chips.

ROUND 4

⚠ danger round

THE DROWNED FLEET

Ship upon ship, ringed by circling sharks. The deep turns dangerous now — every bag gets heavier.

DANGER Add 1 Danger chip to every bag before shuffling.

ROUND 5

⚠ danger round

GULLY OF THE DEEP

A black overhang, and a shape that does not move like the water. Breath comes short here.

DANGER Add 1 Danger chip to every bag before shuffling.

ROUND 6

⚠ danger round

THE ABYSSAL ARCH

The deepest dive of all. Beyond the arch the light gives out entirely. One last, greatest reach.

DANGER Add 1 Danger chip to every bag before shuffling.