



A game by Roberto Fraga and Yohan Lemonnier
Artwork by Ervin and Sabrina Tobal

*In the depth of the sea,
two submarine crews are waging a silent war.
The two Captains have known and respected each other for a long
time, but the ocean is not big enough for the two of them.
2 - 4 players - from age 8 and above – 30 minutes*

■ GAME OVERVIEW

Captain SONAR Family is an exciting submarine battle game in which two teams operate a different submarine. Each player plays a crew member: the Captain or the Radio Operator. The Captain's role is to move the submarine and activate its systems. The Radio Operator's role is to find the enemy submarine to sink it.

■ WINNING THE GAME

The first team whose submarine suffers 2 damage loses the game. The surviving team wins!

■ GAME SETUP

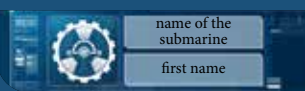
- 1 • Place the screen in the center of the table ①. Each team sits on a different side of the screen.
- 2 • Choose a map (see page 4). Each Captain ② and Radio Operator ③ takes the corresponding sheet and places it in front of himself.
- 3 • Each Radio Operator takes a transparent sheet ④.
- 4 • Each player takes an erasable marker.
- 5 • Randomly pick a team to start the game.



NOTE:

For your first game, we recommend using Map 1: The Archipelago.

Each sheet has a space for the player's name and the name of the submarine (team name).



■ COMPONENTS

- 4 Double-sided Captain Sheets
- 4 Double-sided Radio Operator Sheets
- 2 Transparent Sheets for the Radio Operator
- 4 Erasable Markers
- 1 Screen
- 1 Rulebook

■ TEAM LINEUP

- 4 players: 2 teams of 2
- 3 players: 1 team of 2 and 1 player alone
- 2 players: 2 teams of 1

ROLE ASSIGNMENTS DEPENDING ON THE NUMBER OF PLAYERS

Teams of 2: Each player plays a different role.

Teams of 1: One player plays both the Captain and Radio Operator.

Note: Throughout this document, male pronouns are used for the sake of simplicity and readability. In each instance, the rules are meant to include players of any gender.

HOW TO PLAY

At the start of the game, the Captain draws an "X" on the sea space of his choice to determine the starting position of his submarine. This is not shown to the enemy team. Then both Captains shout "Dive!" to signal the start of the game.

Note: For your first game, use the suggested starting position shown on Map 1: The Archipelago.

In Captain SONAR Family, the two team Captains take turns playing until one team wins.

On his turn, the Captain must do one of five actions:



MOVE the submarine



Activate SONAR



Activate SILENCE



Launch TORPEDO



SURFACE the submarine



MOVE THE SUBMARINE



THE CAPTAIN

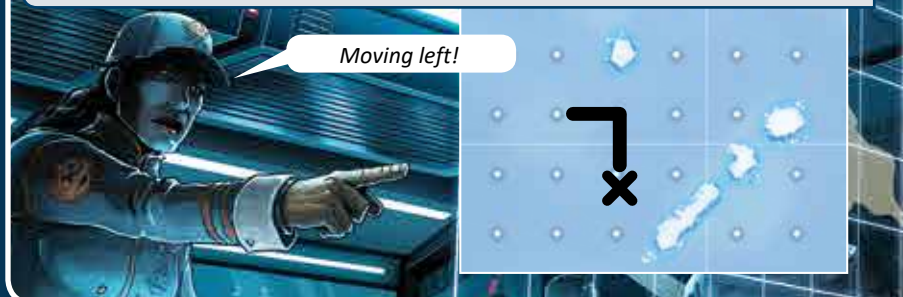
To move the submarine one space, the Captain announces one of the four directions out loud. The four directions are: UP, DOWN, LEFT, and RIGHT. Then he draws a line on his map that connects his previous position to his new position, following the direction that he just announced. Each time the Captain chooses to move, he crosses out an empty space of his energy gauge.

IMPORTANT:

- You cannot move your submarine across or along its own previous path. In other words, you cannot move into a space where a line is already drawn.
- You cannot move your submarine across an island.
- You can erase your submarine's path only by doing the Surface action (see Surface).

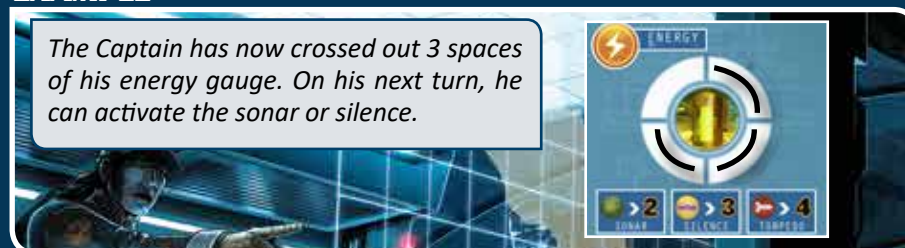
EXAMPLE

The Captain cannot move up because there is an island. He announces "Moving left!", draws a line on his map, and crosses out a space of his energy gauge.



EXAMPLE

The Captain has now crossed out 3 spaces of his energy gauge. On his next turn, he can activate the sonar or silence.



Note: If all four spaces of the energy gauge are crossed out, the energy gauge is full: the Captain can still move the submarine but simply cannot cross out a space until he activates the sonar, silence or torpedo.



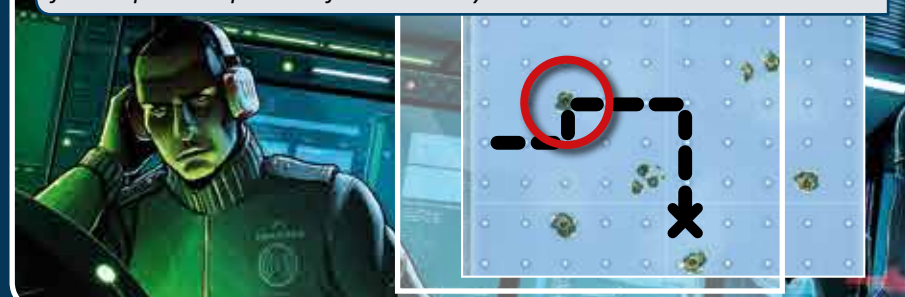
THE RADIO OPERATOR

Each time the enemy Captain announces a direction, the Radio Operator draws it on his transparent sheet (starting anywhere, since he does not know the enemy's starting position).

By sliding his transparent sheet around his map, the Radio Operator tries to find the enemy submarine's position, keeping in mind that the enemy submarine cannot move across islands or its own path.

EXAMPLE

The Radio Operator knows that the path he has drawn is not possible because it crosses an island. He must slide his transparent sheet until he finds a possible position for the enemy's submarine.





ACTIVATE SONAR

To activate the sonar, the Captain must erase 2 spaces on his energy gauge and announce "Activating sonar!" Then the enemy Captain must give him information about his current position: either the column (letter) or the line (number) the submarine is on.

EXAMPLE

Example: The Captain activates the sonar. He announces "Activating sonar!" The enemy Captain, located in F2, answers "We are on Line 2."



ACTIVATING SILENCE

To activate silence, the Captain must erase 3 spaces on his energy gauge and announce "Activating silence!" Then the Captain must move the submarine one space without telling the enemy team if he moves UP, DOWN, LEFT or RIGHT.

EXAMPLE

The Captain activates silence. He announces "Activating silence!" and draws the path on his sheet without announcing the direction.



LAUNCHING A TORPEDO

To launch a torpedo, the Captain must erase 4 spaces on his energy gauge and announce "Launching torpedo!" Then the Captain chooses any one space inside his current zone and announces the coordinates of that space.

If the enemy submarine is not on that space, the torpedo misses: the enemy Captain announces "Miss!"

If the enemy submarine is on that space, the enemy suffers 1 damage: the enemy Captain announces "Hit!" and crosses out an empty damage space on his sheet.

EXAMPLE

The yellow submarine launches a torpedo. It can target any space in its zone and chooses D4. The captain announces "Launching torpedo—D4!" The enemy submarine, located in D4, is hit and suffers 1 damage.



SURFACE THE SUBMARINE

When the Captain chooses to surface, he must announce "Surfacing!" followed by his submarine's current coordinates. Then the Captain resets his path by erasing the drawn line on his map, except for the submarine's current position.

EXAMPLE

The Captain announces his coordinates "Surfacing—H7!" and erases his path (in red), keeping his current position on the map.



Note: Surface is the only way you get to reset your path. If you are stuck and cannot announce a valid direction order due to move restriction, then you must immediately surface.

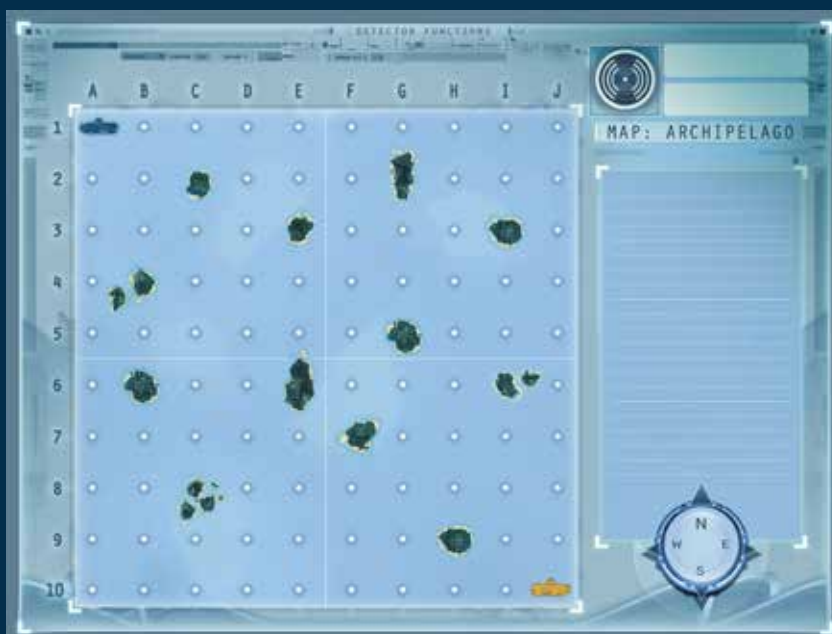
END OF THE GAME

When a submarine suffers 2 damage, it is destroyed and the game ends immediately. The other team wins!

SCENARIOS

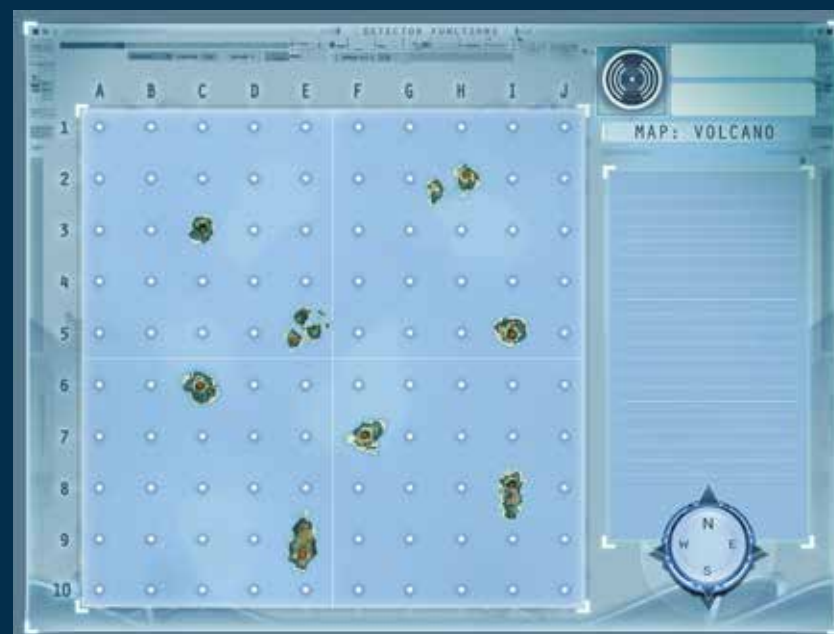
■ MAP 1: THE ARCHIPELAGO

Welcome to the Naval Academy. This map will give you the opportunity to train in real combat conditions. Good luck!



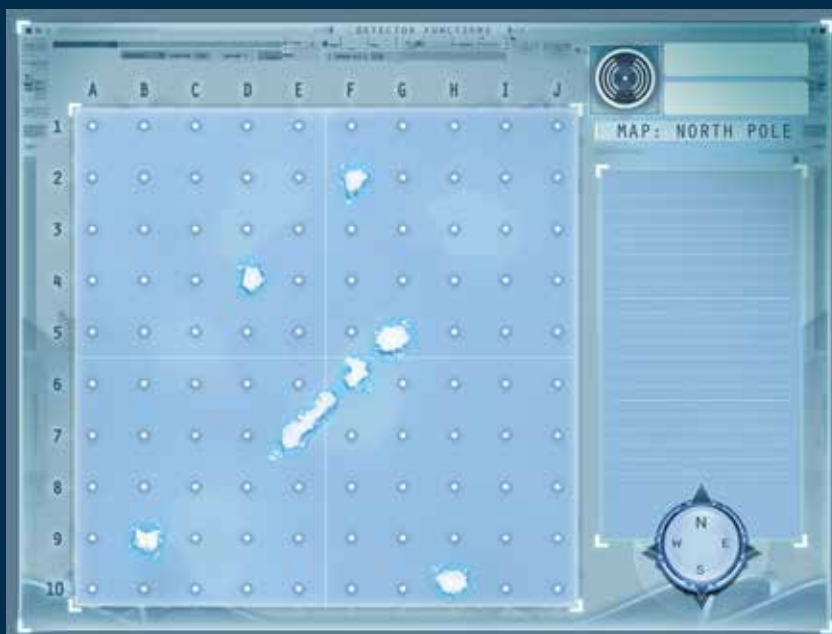
■ MAP 2: THE VOLCANO

The split island on the map is an ancient volcano. Navigate these shallow tropical waters cautiously to locate and sink your enemy.



■ MAP 3: NORTH POLE

In the icy waters of the Arctic, plot your course carefully between the icebergs and use the silence system to lure your enemy.



■ MAP 4: OPEN WATERS

Very few islands here. Use your sonar skillfully to track the enemy submarine before it tracks you.

