ROBERTO FRAGA - YOHAN LEMONNIER

-SONAR- FAMILY

In the dark depths of the ocean, two submarine crews are fighting a silent war. Long-time enemies, the two teams admire and respect each other, but only one can be victorious!

2 to 4 players • Ages 8 and up • 30 minutes

A game by **Roberto Fraga** and **Yohan Lemonnier**
Artwork by **Erwin** and **Sabrina Tobal**

OVERVIEW AND GOAL OF THE GAME

SONAR 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 : his role is to move the submarine and activate its systems.

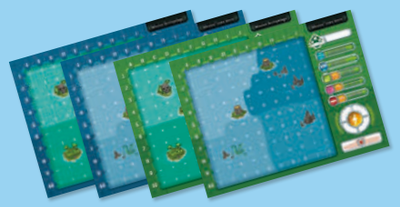
THE RADIO OPERATOR : his role is to find the enemy submarine to destroy it.

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

GAME SETUP

1. Form teams, each with a Captain (1) and a Radio Operator (2), who sit next to each other.
2. Each Captain takes the map chosen by the players and an erasable marker (3).
3. Each Radio Operator takes the map chosen by the players, an erasable marker and a transparent sheet (*remove the protection film on each side of the sheet before your first game*) (4)
4. Place the screen in the center of the table (5). Each team sits on a different side of the screen.
5. When playing with fewer than 4 players, one player plays both the Captain and the Radio Operator.
6. Each Captain chooses his starting position (except when using Map 1: *Archipelago*).
7. Each Radio Operator draws a starting location in the middle of his transparent sheet, and places the sheet over his map.
8. Randomly pick a team to start the game.

COMPONENTS


4 Double-sided Captain Sheets


4 Double-sided Radio Operator Sheets


2 Transparent Sheets for the Radio Operators


4 Erasable Markers


1 Rulebook


1 Screen



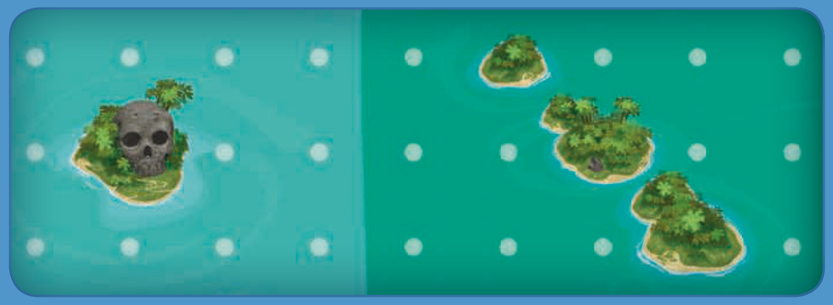
© 2016 Matagot

THE MAPS

Each map represents a game area. Before each game, make sure that all players on both teams are using the same map. The maps are filled with impassable islands and are divided into four navigation sectors, with more or less straight borders. The density of the water is different there, which is why missiles can't move from one area to another (see "Missiles").

For your first game, we recommend you use the map **Archipelago**.

MAP 1 : ARCHIPELAGO



Welcome to the Naval Academy. This map will give you the opportunity to train in real combat conditions. Good luck!
Special Rule: Each Captain MUST start the game in one of the corners of the map.The blue submarine starts on space **A1** and the green submarine starts on **J10**. Good hunting!

MAP 2 : NORTH POLE



In the icy waters of the Arctic, plot your course carefully among the icebergs and use the silence system to lure your enemy.
Special Rule : Surfacing elsewhere than in D3, E8 or i5 causes 1 damage.

MAP 3 : JULES VERNE



Dive at the heart of the famous writer's universe.
Carefully navigate these tropical waters to locate and sink your opponent!

CARTE 4 : UMBRIA



Night navigation. Play in a quiet atmosphere, perfect for stealthy and dazzling attacks!

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

PAYING THE GAME

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

- **NAVIGATE** to move the submarine, which allows him to accumulate energy.
- Activate the **SONAR**, by spending 2 energies.
- Activate the **SILENCE**, by spending 3 energies.
- Launch a **MISSILE**, by spending 4 energies..
- **SURFACE**, allowing him to reset his path by erasing the line on his map.

Then the other Captain plays his turn, until a team manages to hit the opponent team **twice** and wins the game.

NAVIGATE

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.

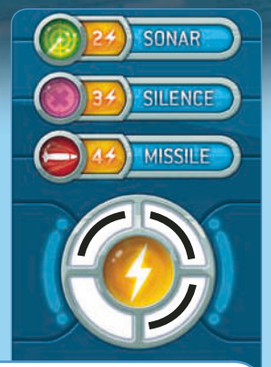
Then he draws a line on his map that connects his previous position to his new position, following the direction that he just announced.

He can NEVER move into a space where a line is already drawn, nor through an island.



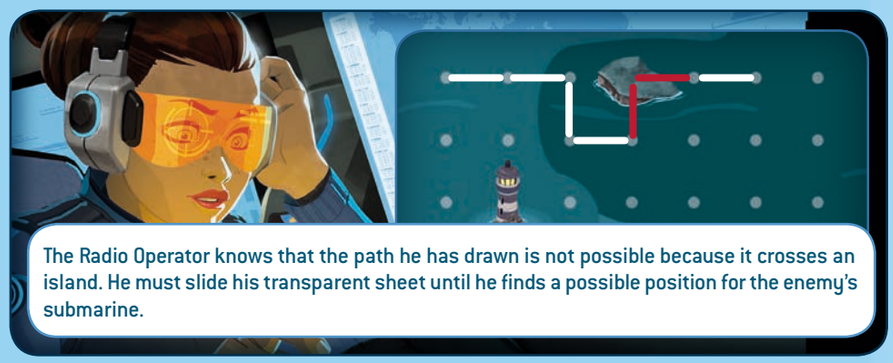
In this example, the Captain gave the following successive orders: *"Up, Left, Left"*. He could not have said "Up" on his last move because of the island.

Each time the Captain navigates, he **MUST** cross out an empty space of his energy gauge.
Note : If all four spaces of the energy gauge are crossed out, the energy gauge is full: you can still move the submarine but simply cannot cross out a space until you activate your Sonar, Missile or Silence.



You have now crossed out 3 spaces of your energy gauge. On your next turn, you can activate the sonar or silence.

Each time a captain announces a direction, the opposing Radio Operator **MUST** draw it on his transparent sheet, so he can track his moves. By sliding his transparent sheet around his map, the Radio Operator tries to find the enemy's position, keeping in mind that the enemy submarine cannot move across islands or its own path.



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 THE SONAR

The Captain can spend **2 energies** from his gauge (and erase them) to activate the SONAR. Then the enemy Captain MUST give him information about his current position: **EITHER** the *line* **OR** the *column* the submarine is on. This information allows the Radio Operator to immediately set his layer on the map.

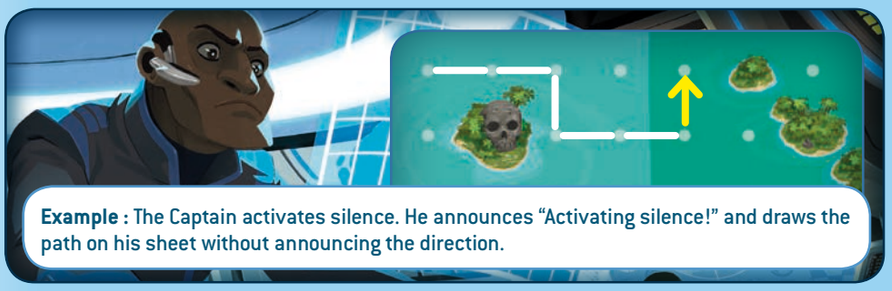


Example : The Captain activates the sonar. He announces "Activating sonar!" The enemy Captain, located in F2, answers "We are on Line 2."



ACTIVATE THE SILENCE

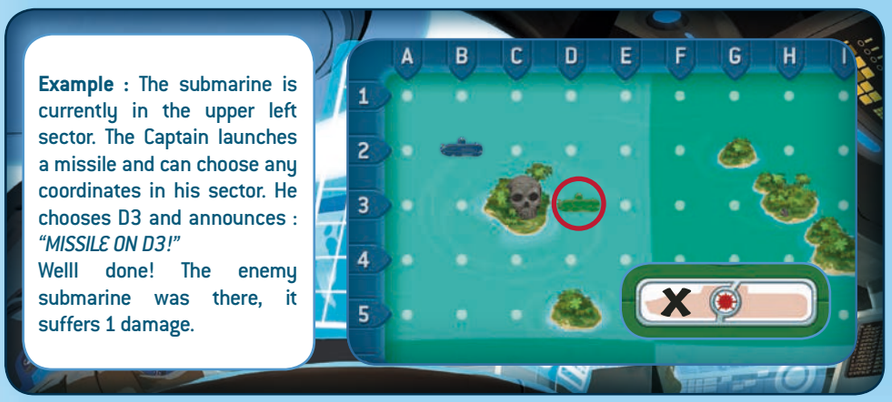
The Captain can spend **3 energies** from his gauge (and erase them) to activate a silent move. He then draws a line from his current position to one of the 3 possible dots around (since he can't move back to his previous position), **WITHOUT** announcing his direction out loud.
IMPORTANT : Movement restriction rules still apply.



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

LAUNCH A MISSILE

The Captain can spend **4 energies** from his gauge (and erase them) to launch a missile.
Each map is divided into 4 navigation sectors, each having a different water density. A missile can reach any point **in the navigation sector** in which the submarine is currently in. The Captain must announce the impact point of the missile he launched **inside his current zone**, giving the exact coordinates. If the enemy submarine is on that space, it loses 1 of its structure points.
IMPORTANT : If you choose your own position, you will also suffer 1 damage!



Example : The submarine is currently in the upper left sector. The Captain launches a missile and can choose any coordinates in his sector. He chooses D3 and announces : *"MISSILE ON D3!"*
Welll done! The enemy submarine was there, it suffers 1 damage.

SURFACE

During his turn, the Captain can decide to surface without spending any energy.
He then announces his **EXACT** position. Then the Captain resets his path by erasing the drawn line on his map, except for the submarine's current position. He can now move freely.



Example : The Captain announces his coordinates "Surfacing—H3!" and erases his path (in red), keeping his current position on the map.

END OF THE GAME

If one of the two submarines loses its **second structure point**, its team loses immediately. The team who sunk the submarine wins the game!

REAL TIME VARIANT

For even more immersive gaming experiences, we recommend playing **real time** (4 players only).

The game plays the same way, except you don't have to wait for your opponent to be done with his order to give yours. This mode requires the teams to be more focused, especially the Radio Operator.

IMPORTANT : For orders other than Navigate (Sonar, Silence, Missile or Surface), the Captain MUST yell "STOP!" to pause the game, so he can resolve the action. Then, on his signal, the game starts again in real time.

Thank you to the tireless playtesters from Grimoires, to Delphine, captain of the Beagle and to "friends first": Gilles, Karine, Aurélie, Renan, Pierre, Damien. Without forgetting Delphine & Thymon, the best team in the world.