Con Sonar!

Overview

From beneath the ocean surface, boomer submarines from the six nuclear nations are preparing to launch their radioactive payload. In Con Sonar! your goal is to sink more enemy submarines than the other players, while making sure your own subs survive.

Players attempt to track down enemy subs using fleet cards. Each fleet card has a colour, a symbol, a firing solution effect and an arrow pointing to another symbol. An 8 step ladder represents the quality of the firing solution any fleet can have on target subs.

Components

- 6 sets of two submarines w/token
- 18 torpedo cards
- 36 fleet cards
- 1 game board
- 1 rules sheet
- 1 8-sided die

Game Preparation

- Place the game board in the middle of the table.
- Place one sub of each colour on the second and fourth step of the ladder.
- Each player picks out an admiral token.
- Shuffle the fleet cards and give three to each players.
- Shuffle the torpedo cards and place three of them face up next to the game board.
- The player who last watched a submarine movie starts.

Turn order

Fleet Movement

On his turn, a player must play at least one fleet card, and apply the action to a target sub of that card's colour. If there are no sub of that colour on the board, he must apply the action to another sub of his choice. A player can queue up any number of cards from his hand as long as they connect through the arrow on the card.
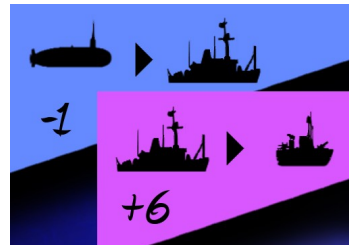
The example above forms a valid queue, the blue attack sub card leads to any destroyer card. In this case the purple destroyer card.

Torpedo Strike

If the last fleet card of a player's queue leads to a symbol on one of the revealed torpedo card, the player may use it. If the torpedo card is of his own colour, he can remove this card from play, eliminating a threat to his own submarine. If it is of another colour, the player must first select one of the subs of the corresponding colour (or, if none are left, any colour) on the board. He then must roll under the target sub's firing solution level. So if the

target sub is on step 4, the player must roll 1, 2 or 3. A submarine on the first step of the ladder is impossible to destroy. The player can roll as many times as there are torpedoes on the card, but can only destroy one sub. If the torpedo hits, the player moves the destroyed submarine to his scoring area, he then removes the used torpedo card from play. If the torpedo misses, he moves that torpedo card to his scoring area.

If he so chooses, a player can, instead of playing or removing a torpedo card, take 1 torpedo card and put it on the bottom of the draw pile, delaying this threat.

End of Turn

Used fleet cards are discarded. The active player brings his hand back to three cards. If there are not enough fleet cards in the draw pile, the discard pile is shuffled. If a torpedo card was played, removed, or returned to the draw pile, a new one is drawn to replace it.

End of the Game/Scoring

If every sub has been sunk, or if there are no torpedo card available to replace a used torpedo card, the game ends. Each player scores as follows:

- 1xSub in Scoring Area
- -1xTorpedo Card in Scoring Area
- 2xSurviving Sub on board
- 1xSub pair of the same colour in Scoring Area
- 2xfour subs of different colours in Scoring Area

BgX rules (optional)

If you have a smartphone and the Con Sonar! bgX application you can enjoy the ultimate Con Sonar! experience.

The player can, during his fleet movement phase, in lieu of playing cards, discard as many cards as he wants in order to activate the experimental sonar. He can only activate the sonar once per turn, regardless of how many cards he discards, and he will not be able to use torpedo cards on his turn.

Before activating the sonar, the player must choose the Defcon level of his attempt by tapping on the Defcon button at the top-right of the screen. Defcon 2 options are less powerful and less risky. Defcon 1 options are more extreme but may backfire in the worst possible way.

Tap the crosshair to activate the sonar. Wait until only one result remains on screen and apply that action to a sub of that colour. If the colour is white, then the result must be applied to a sub belonging to the active player. As with cards, if there are no longer any sub of that colour, you can apply the action to any sub.

Defcon 2 results always affect a sub's position on the ladder. Defcon 1 includes Defcon 2 results as well as the following special results:

- FF (Friendly Fire): Active player launches a torpedo against one of his own sub. If he succeeds, the sub is removed from play.

- RA (Run Aground): Active player's lowest sub on the ladder is removed from play.

- RF (Reinforcements): Active player must return one of his destroyed sub to the board. May be stolen from any player's scoring area.

- PS (Perfect Storm): Active player's remaining subs are moved to the bottom of the ladder.

- SD (Special Delivery): Active player must return a torpedo card to the bottom of the torpedo deck.

- RP (Revealed Plans): Active player's remaining subs are moved to the top of the ladder.

Get your hands on the Con Sonar! Experimental Sonar. Take a snapshot of the QR code below with your smartphone.

HEROES OF ZULULA
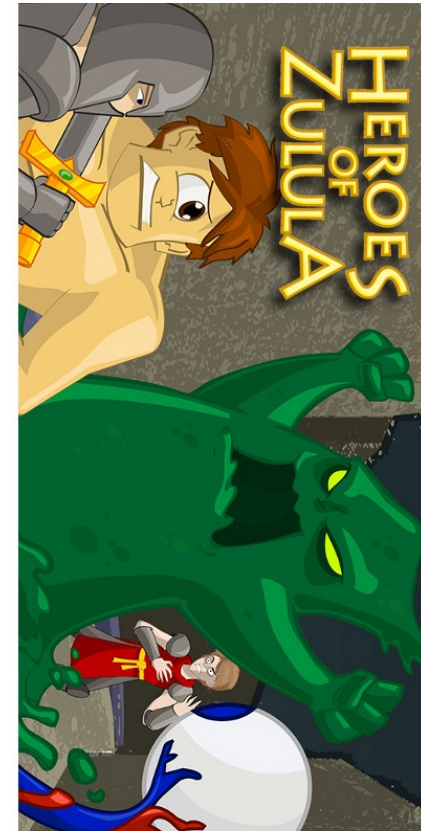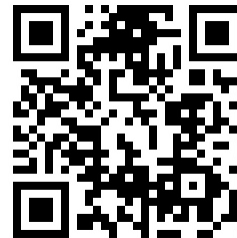
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Christmas 2011
Board Gaming has never looked so 8-Bit.

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