POCKET SUB

DARRIN HORBAL
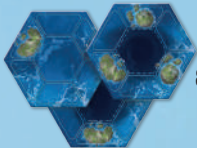
ALLEY CAT GAMES

8+ | 10-15 MIN | 2-4

POCKET SUB

== DARRIN HORBAL ==

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Take on the role of a daring Fleet Commander! Deploy your fleet of submarines and outmaneuver your opponents. Navigate deep waters, dodge rocks, and drop mines to corner enemy vessels and destroy them! The Commander with the last surviving submarine wins the game.

COMPONENTS

8 Ocean tiles

12 Subs
(3 in each of 4 player colours)

4 Command Centres
(1 in each of 4 player colours)

48 Mines
(12 in each of 4 player colours)

INTRODUCTORY SETUP

Lay out Ocean tiles as shown here depending on the number of players. Each player chooses a colour and takes the Subs, Mines, and Command Centre of that colour. Place the Subs and Command Centres on the Ocean tiles as shown in the diagram. Put any unused Ocean tiles, Subs, Command Centres, and Mines back in the box.

In later games, use the 'Standard Setup' instructions on page 11.

In a 4-player game, play in two teams of 2 players. In the 'Introductory Setup', the Red and Blue players are on one team, and the Black and White players are

2-PLAYER SETUP

3-PLAYER SETUP

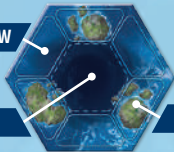on the other team. Sit around the game table in clockwise order: Red, White, Blue, Black. Each player controls 2 Subs.

4-PLAYER SETUP

Each Ocean tile is made up of 7 regions. The large central region of a tile is either **shallow** or **deep**. The small regions around the edge of each tile are either **shallow** or **rocky**.
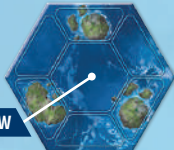

SHALLOW

DEEP

ROCKY

SHALLOW

Each large central region is directly adjacent to each of the 6 regions that surround it. Each small region is directly adjacent to 3 regions on its own tile, and is also adjacent to the small region on the neighbouring tile that is edge-to-edge adjacent with it, if there is one.

The left tile has a shallow central region. The right tile has a deep central region.

Regions adjacent to the subs are shown with arrows.

HOW TO WIN

At any time, if only one player has any Subs remaining in play, they immediately win the game!

In a team game, a team wins if they are the only one with any Subs of either player in play.

HOW TO PLAY

The player who last saw the sea goes first. Players then take turns clockwise.

On a player's turn, they must **move** one of their Subs and then **lay a Mine** somewhere on its path.

> **Beware!** *If you cannot complete these actions with the Sub you chose, the Sub is destroyed!*

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MOVE

When you move a Sub, you have 3 'movement points' to use.

- Moving into an adjacent **shallow** or **deep** region uses 1 movement point.
- Moving into an adjacent **rocky** region uses 2 movement points.
- Moving from a **deep** region to another **deep** region on any other Ocean tile uses 2 movement points (this is called 'running deep'). Note: Command Centres are also considered deep regions.

Important rules:

- You must use all 3 movement points every turn. If you cannot, your Sub is destroyed!

- A Sub cannot move into the same region twice in one turn, and cannot return to the region that the Sub was in at the start of your turn.

Encountering friendly pieces

You may safely move **through** a region that contains one or your own Mines or Subs, but if your Sub **ends** its movement in a region containing one of your Mines or Subs, both pieces are destroyed!

You may move **through** or **end your movement** in the region with your own Command Centre. While one of your Subs is in the region with your **own** Command Centre, the Sub cannot be destroyed.

In a 4-player team game, Mines, Subs, and the Command Centre of your teammate count as your own. However, on your turn, you can only move one of your own Subs, not your teammates Sub.

Encountering enemy pieces

If you enter a region with an enemy Mine or Sub, both pieces are destroyed. **Exception:** Hero Subs (*see Hero Subs*).

If you enter a region with an enemy Command Centre, your Sub is destroyed and removed from the game. The Command Centre and any Sub in the region friendly to the Command Centre remain on the board.

Hero Subs

When you have only one remaining Sub in play, it becomes your 'Hero Sub'. A Hero Sub follows all the normal rules for movement and laying a Mine, but cannot be destroyed in Sub to Sub combat except when an enemy Hero Sub enters your region. Therefore, if your Hero Sub enters a region with an enemy Sub, including another player's Hero Sub, the enemy Sub is destroyed but your Hero Sub **survives**. If an enemy non-Hero Sub moves into a region with your Hero Sub, the enemy Sub is destroyed and your Hero Sub survives.

Your Hero Sub is still destroyed if it enters a region with an enemy Mine or Command Centre.

LAY A MINE

After moving your Sub, you **must lay exactly one Mine** in an empty shallow or rocky region that your Sub **moved out of** this turn.

If you cannot, your Sub is destroyed!

Important Rules:

- Mines cannot be laid in deep regions.
- Mines cannot be laid in a region with another Mine, Sub, or Command Centre belonging to any player, including you. This includes the region in which your Sub ended its movement.
- If your Sub was destroyed while it was moving, but moved out of a region before it was destroyed, you must still lay a Mine as normal.
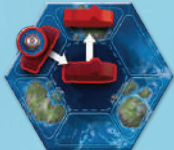
EXAMPLES

① The Red player uses 2 movement points to move into the rocky region, and then uses 1 movement point to move into the shallow region. The player lays a Mine in the rocky region.

② The Red player uses 1 movement point to move into the deep region, and then uses 2 movement points to move into the rocky region. The player lays a Mine in the shallow region that they started in.

③ The Red player uses 2 movement points to 'run deep' from one deep region to another deep region, then uses 1 movement point to move to the shallow region. The player cannot lay a Mine, because a Mine must be laid in an empty region on the Sub's path, but cannot be laid in deep regions. Because the player cannot lay a Mine, the Submarine is destroyed!

④ The Red player has only one Sub remaining so this is the player's Hero Sub. The Blue player still has two Subs in play. The Red player uses 1 movement point to move to a shallow region on an adjacent tile, and then uses 1 movement point to move into the deep region that contains the Blue player's Sub, destroying it.

The Red player then completes their turn by using their final movement point to move into a shallow region, and lays a Mine in the shallow region they first moved to.

END OF THE GAME

At any time, if only one player has Subs remaining in play, that player immediately wins the game.

If the winner is the current player, their turn ends immediately, and they win the game even if they have unused movement points and have not laid a Mine.

In a team game, a team wins if they are the only team with Subs remaining even if one of the winning team lost all their Subs.

STANDARD SETUP

Once you are familiar with the game, use these setup instructions.

Ocean tiles

Use only the Ocean tiles with icons on the back corresponding to the number of players in the game. For example, in a 2-player game, use only the tiles with the 2 sailor icon on them, for a 3-player game, use only the tiles with the 3 sailor icon on them, and so on.
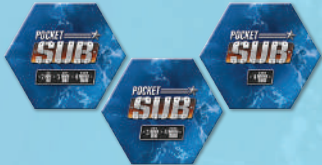
Shuffle the chosen Ocean tiles and lay them face up to build a random board that matches the layout of the tiles used in the *Introductory Setup* on page 2. When placing tiles, the orientation should be random. You can do this by not looking at the tiles as you place them, or by placing them all face down in a random orientation and then flipping them over all in the same direction. This will ensure that the rocky regions are randomly arranged in each game.

Deploying Command Centres and Subs

⬤ **2 or 3 players:** Each player takes the Command Centre, 12 Mines and 3 Subs of one colour.

4 players: Each player takes the Command Centre, 12 Mines and 2 Subs of one colour. Split into two teams of 2 players, and sit around the game table alternating the members of each team.

During setup, the player who last saw the sea goes first. Players then take setup turns clockwise.

On your first setup turn, place your Command Centre on any empty deep region. On later setup turns, place one of your Subs on any empty shallow or rocky region, or in the region with your (or your teammate's) Command Centre. Once everyone has placed all of their Subs, begin the game as normal.

CAPTAIN'S MINI EXPANSION PACK

When you are familiar with the game, you may want to play with the Captain's mini expansion pack.

COMPONENTS

2 Whirlpool tokens
(one indicates clockwise rotation, while the other indicates counter-clockwise rotation)

4 Intelligence Report tokens

4 Map tokens

4 Strong Current tokens

1 Captain's hat first player token

SETUP

Setup the game as usual using either the *Introductory Setup* or *Standard Setup* rules. Then follow these steps:

Give each player 1 Intelligence Report token, 1 Map token, and 1 Strong Current token. Give the Captain's hat to the player that most recently saw the sea. This player is the first player.

The second player (or team) chooses and places one of the Whirlpool tokens in the central region of any hex that does not contain a Command Centre (it may contain a Sub). The first player then takes the other Whirlpool token and places it in a different central region following the same rules.

HOW TO PLAY

The game is played as normal with the following exceptions:

Whirlpool tokens

When all players have taken a turn (indicated by the first player's Captain's hat token), a round ends. The first player then rotates each Ocean tile that has a Whirlpool token 60 degrees in the direction indicated by the Whirlpool token. The Ocean tile and all tokens on it are rotated.

For example:

Intelligence Report, Map and Strong Current tokens

A player may use one or more of these tokens at the beginning of their turn. Each token is used only once and is returned to the box once used.

Intelligence Report: Allows the player's Sub to safely move through regions containing enemy Subs or Mines that turn (no pieces are destroyed). The normal rules still apply if the Sub ends its movement in a region with a Mine or Sub.

For example: *By using the Intelligence Report, the Red Sub can safely move through the Blue Mine, lay a Mine on a 2nd region, then finish in a 3rd region.*

Map token: Allows the player's Sub to safely move through regions containing an enemy Command Centre that turn without being destroyed. The normal rules still apply if the Sub ends its movement in a region with a enemy Command Centre.

For example: *By using the map token, the Red sub is able to safely move through a Blue Command Centre, lay a mine in the second region, and move to an empty shallow region for their final movement point.*
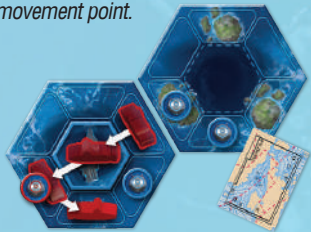
Strong Current token: Allows the player to move their chosen Sub 1 extra movement point this turn.

For example: *Red is able to use a Strong Current token to move 4 spaces and lay a Mine on the 3rd space. Blue will not be able to safely move this Sub without using a token.*