

Depth Charge © SDG 12x12 version (11/11/2006)
5th Place finalist About.com Deduction Game Design Contest Entry
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Number of Players 2

Its time once more for Naval exercises on Lake Ashtapada to test what the new crewmen have learned about using sonar. They will be split into two teams red and black and will set three targets to represent mines for each other to find. The first team to find the others mines wins the trophy while the other will be scrubbing toilets.

Setting up the game

Place the board on the table with the North & South players placing their PT. boats in opposite corners.

If islands are used there are two rules to placing them.

1. It must be on your side of the lake.
2. It may not be adjacent to the shore.

Secretly each player marks the locations of the 5 to 7 target mines in lake on their side of the board.

Playing the game

The southern player goes first. On a players turn they may do one and only one of the following actions.

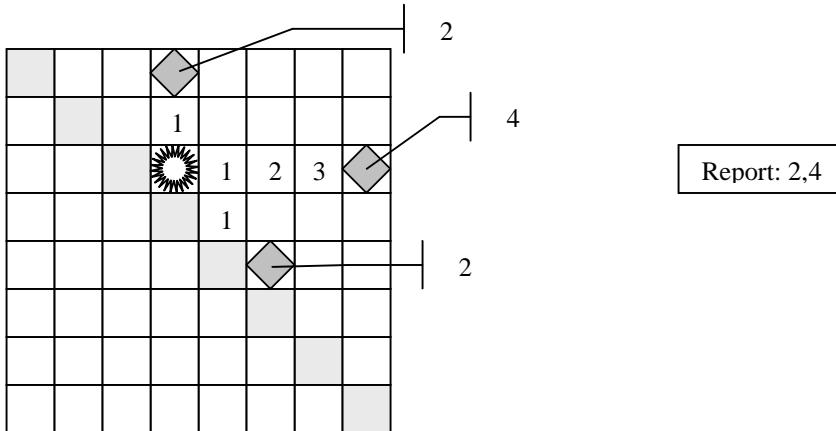
Maneuver your PT. Boat: Move your PT boat up to 3 spaces orthogonally as long as it is not through your opponents PT boat. If you move over an opponent's mine your ship is flagged as destroyed and you lose.

Drop a sounding charge: Designate any space adjacent to your PT boat orthogonally or diagonally. You may not drop charges on your opponent or an island. Your opponent will report the ping times of each of their remaining mines. (See: Reporting) Make note the ping times.

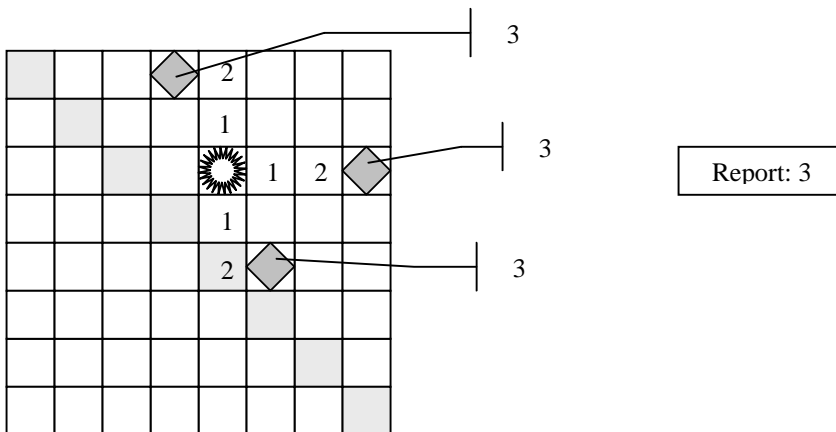
Drop a depth charge: Played just like a sounding charge but due to its high volume sonar is turned off so that equipment is not damaged, no ping report is made. If dropped on an opponent's mine it is marked as destroyed. You are allowed only one miss, if you fail twice you loose.

Reporting

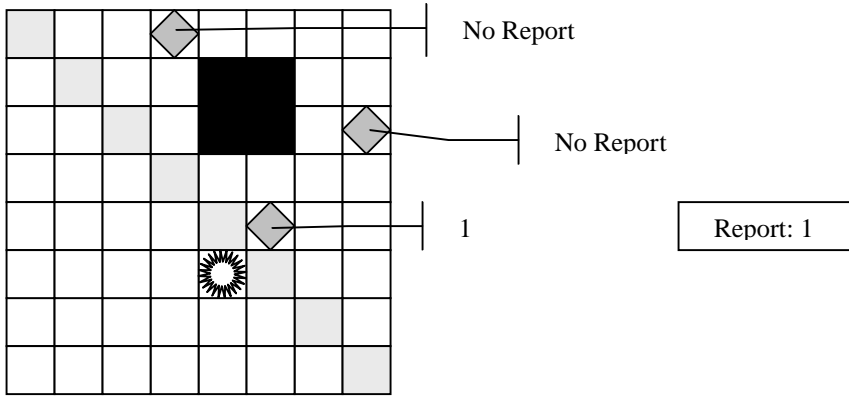
When an opponent drops a sounding charge on their turn you must report the ping times of your remaining mines. You do this by giving the distances starting with the shortest one counting up. If two or more mines are equal distance the ping returns at the same time and only reported one.



If a mine is directly orthogonally or diagonally from the space that the charge was dropped in then count the number of spaces to the mine not including the space the charge was dropped on.



If a mine is not directly orthogonally or diagonally from the space that the charge was dropped in then you start by counting the longest distance along the row or column to the mine then over to that mine.



Mines are not reported if the path to them is blocked by an island or another mine.