

SUB SEARCH [®] 3 LEVEL STRATEGY **GAME**

OBJECT: Both Surface Fleets Search Out and Sink Enemy Subs

ASSEMBLY AND PLAY INSTRUCTIONS

SUB SEARCH is a Navy strategy game for two players. Each player has a fleet of 3 Submarines, hiding in the depths of the ocean, and 3 roving Surface Ships armed with depth charges to sink the opponent's Submarines. Surface Ships face the danger of being torpedoed or sunk by a mine. The winner is the first player to sink either the opponent's 3 Submarines or 3 Surface Ships.

ASSEMBLE GAME

Take the center wall out of the box. This is the cardboard piece with the wings on both sides. Insert this wall into the blue plastic base (Fig. 1).

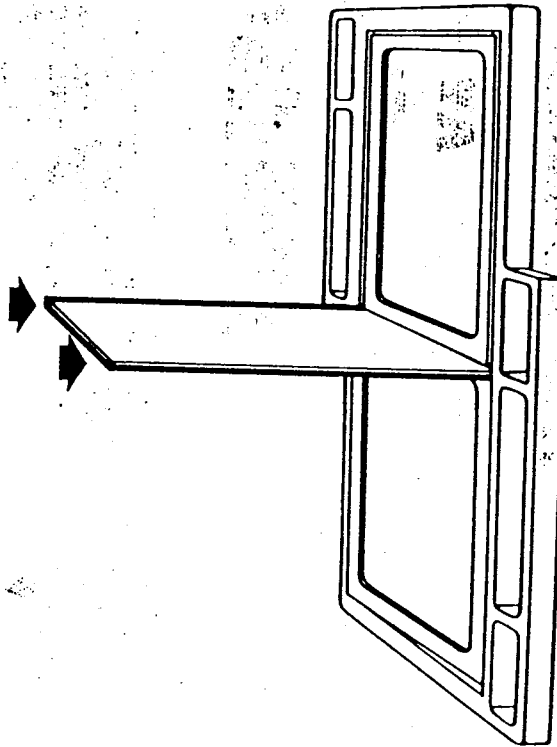


FIG. 1

Take one of the side walls, if necessary remove waste pieces.

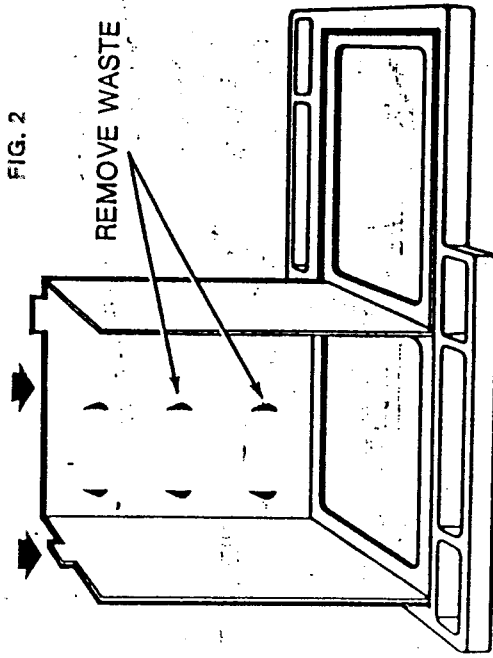


FIG. 2

Fold wall along crease and insert into base as shown in Fig. 2.

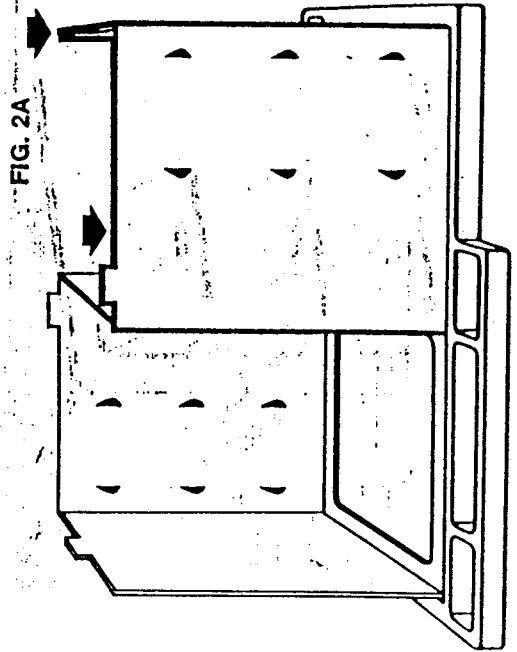
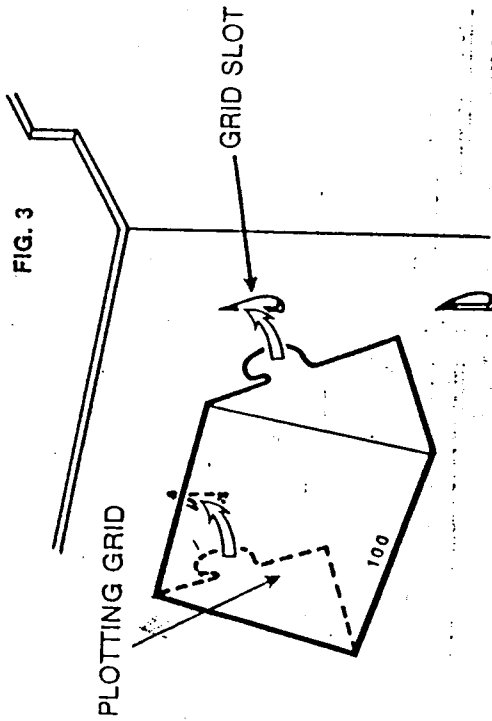
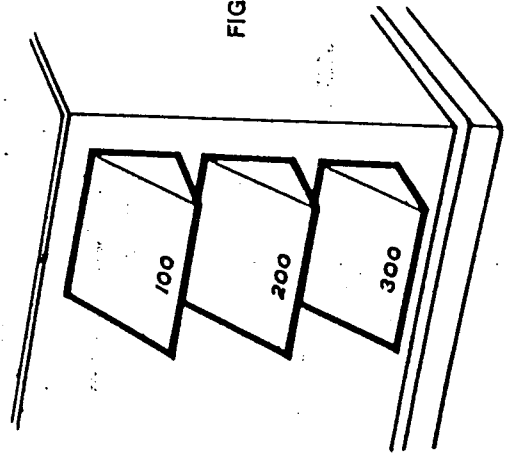


FIG. 2A

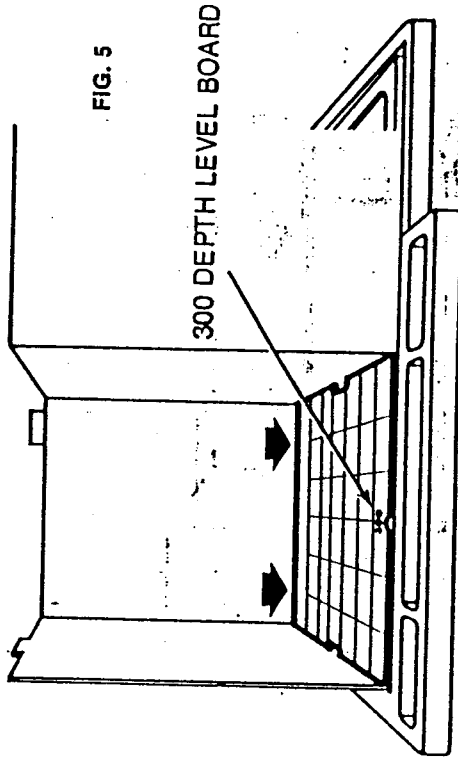
3. Carefully, remove the six plotting grids from the sheet. Take grid marked 100. Fold both sides and slide it into the top grid slots on side wall.



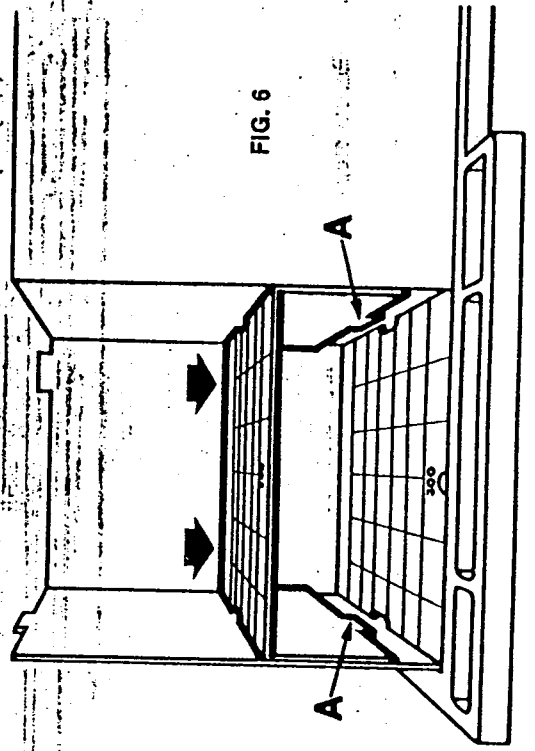
Insert the 200 and 300 in position under the 100 (Fig.4). Repeat this step on the other side wall.



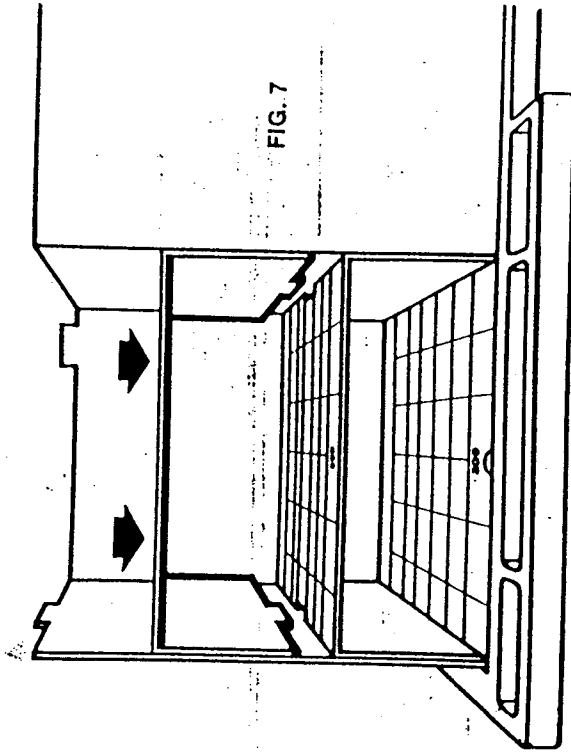
4. Place the 300 Depth Level Board in base (Fig. 5).



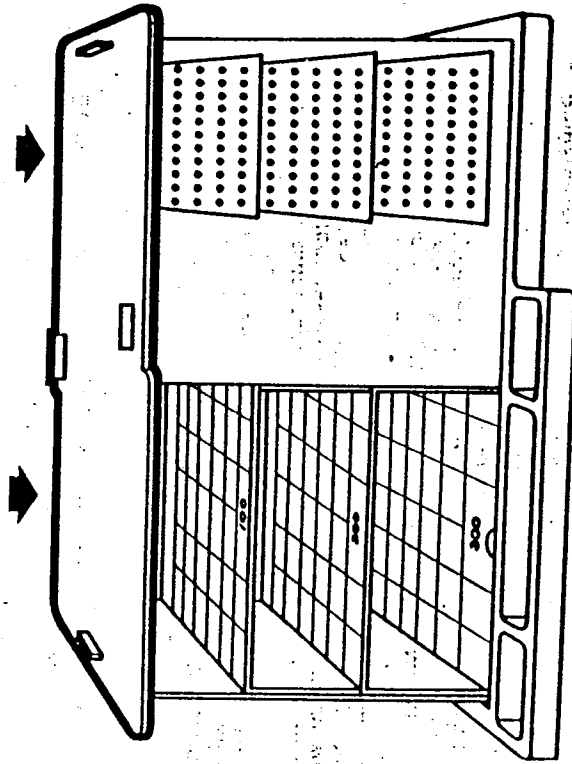
5. Fold the 200 Depth Level Board, insert Tabs 'A' into slots in 300 (Fig. 6).



6. Fold the 100 Depth Level Board, insert tabs "B" into slots in (Fig. 7).



8. Attach top surface to side walls. Press firmly into position so side wall tabs protrude through playing surface. (Fig. 8).



7. Repeat steps 4, 5 and 6 on the other side.

9. Remove Ship, Mines, Flags and Pegs from plastic runners. Discard runners.
10. Compartments on either side of Base are used for storing playing pieces and pegs.

OBJECT OF THE GAME:

To be the first player to sink either the 3 opponent subs, or 3 opponent surface vessels.

TO SET-UP THE GAME:

1. The Red player sits so the Red Home Port (on top surface of board) is to his right. The Yellow player sits across the board with the Yellow Home Port to his right.
2. Each player uses 3 surface ships, 3 subs, 1 mine and 3 flags of their color.
3. Divide the Red and White pegs evenly between players, and place in storage compartments.
4. Load each fleet of Surface Vessels with 9 White pegs (Depth Charges). Four pegs on the 4 holed ship, 3 on 3 holed, and 2 on the 2 holed ship.
5. Place the Red Surface Vessels anywhere on the Red Home Port and the Yellow ones on the Yellow Home Port.
6. Each player secretly places his 3 Subs in the enclosed 3 leveled sub-ocean area on his side and under his opponent's surface ocean. He may place one Sub on each level, all on the same level, or any combination he desires. Once placed at the start, the Subs cannot be moved during the game.
7. Each player places his Mine on any space, but only on the 1st or 100 foot level. It cannot be placed on a space with a Sub or a space OVER a Sub. Each player records on a piece of paper the space number on which the Mine rests and keeps it hidden from his opponent until proof of the Mine location is needed. (See rules under The Mine.)

RULES

1. The player with the Red Fleet moves first and players take turns. A turn MUST consist of a Surface Vessel move. It also may consist of firing a Depth Charge and the firing of a Torpedo.
 - a. Torpedo.....
2. Ships enter their ocean from any one of 4 arrowed spaces of their Home Port.
3. Any ONE ship in each turn may move at the choice of it's player 1, 2 or 3 spaces. A Ship may move forward, backward or to the side in a turn including diagonally, or any combination of the above.
4. At the end of a surface ship move a player may:
 - a. Declare he will NOT drop a Depth Charge.
 - b. Decide to drop a Depth Charge at an announced level directly below where his vessel rests.
 - c. Decide to do either "a" or "b" above and also fire a Torpedo from one of his Subs at one of his opponent's Surface Vessels.
5. A ship must carry a peg to fire a Depth Charge. When a player fires a Depth Charge, he removes a peg and calls first the number of the space on which his firing ship is resting and then the depth (100, 200, or 300 feet) that the charge will explode. For example, Number 14 at 200 feet.

6. When you have fired a Depth Charge, your opponent after appraising the explosion location as to his Sub positions, will call the result. He calls one of the following:

- a. **Direct Hit** — If one of his Subs is on the exact space NUMBER and LEVEL called. This sinks the Sub.
- b. **Near Miss** — If one of his Subs is on one of 4 adjacent spaces around the explosion and on the same level. The adjacent spaces are North, South, East and West, but not diagonally. Also, a Near Miss is when the number called is the same as a Sub location, but the depth is one level directly above or below. This locates the Subs position in one of a possible 6 spaces.
- c. **Complete Miss** — When none of the above conditions exists.

Example: Depth Charge fired at #14 second (200 ft.) level.

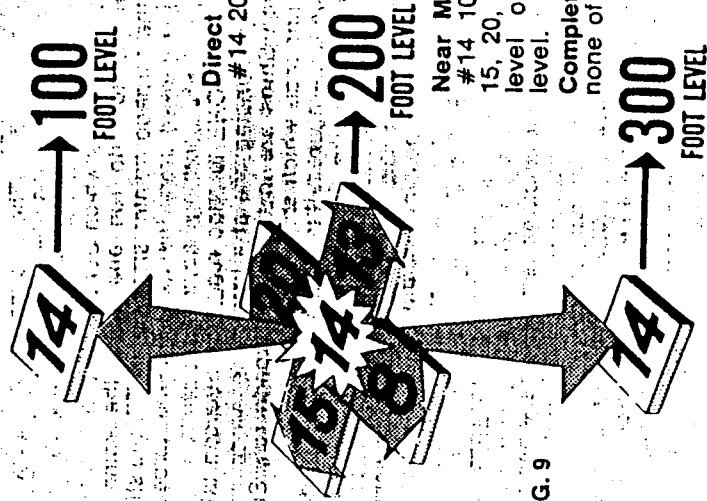


FIG. 9

7. If a Depth Charge is a Near Miss on more than one Submarine, it MUST be declared as (a) a Near Miss on 2 Subs, or (b) a Near Miss on 3 Subs, whichever is correct.
8. Since a Depth Charge is removed from the ship each time one is fired, a ship out of charges cannot fire without re-arming. To re-arm a ship with its original number of charges, the ship must return by regular moves (1, 2 or 3 spaces) to Home Port. After reaching Home Port, it may reload but cannot leave port until the next turn.
9. A ship may leave Home Port on its next turn from any arrowed point, not necessarily the one it entered.

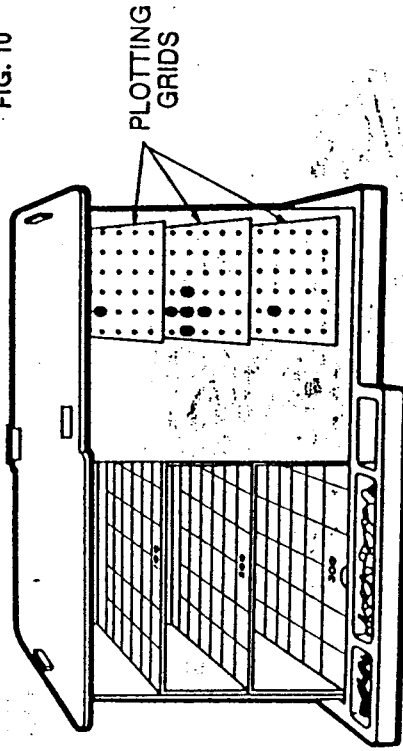
FIRING TORPEDOS:

1. After moving a Surface Ship and having fired or not fired a Depth Charge, he may then fire a Torpedo from one of his Subs when the following condition exists:
The torpedo runs are straight lines running across, the grid in the direction of the printed Torpedos only, and the Sub must be in a space of the torpedo run of the Surface Ship being fired upon. The Sub may be at any level, however.
2. When a Torpedo firing condition exists, and the player desires to fire one, he calls which Surface Ship he intends as a target on his torpedo run and spins the spinner. If the point of the torpedo pointer stops on "HIT", the ship is sunk, and is removed from the game. If the torpedo pointer stops on "MISS", nothing happens.
3. If 2 or 3 Subs are in ONE torpedo run, each Sub can take a torpedo shot, announcing one at a time.
4. If 2 or 3 Surface Ships are in the same torpedo run, Sub Captain must announce which ship he is aiming at.
NOTE: It must be remembered, it is usually NOT a good idea to fire Torpedos unless the Sub to do the firing is near being located. This is because once you call a torpedo run, your opponent knows that your Sub is in that run somewhere and it narrows its possible location.

RECORDING DEPTH CHARGE SHOTS:

1. The 3 Plotting Grids at each player's right are for recording shots taken, plan strategy, and to avoid duplication of shots.
2. When the player calls the shot, he removes one White peg from the firing ship and places it on the depth grid and in the numbered position that he has just called.
3. When the reply to the shot is "MISS", the player (a) places additional White pegs on the 4 spaces (North, South, East, West) on the same grid around the White peg (explosion space), and (b) places a White peg on the same number directly above and directly below, if possible. These White "MISS" pegs show the player that a Sub cannot be in any of these spaces.

FIG. 10



4. When the reply to the shot is "NEAR MISS", the player places a White peg in the explosion space and Red pegs in the same manner as above, (North, East, South and West, one above and one below if possible). This reminds him that an enemy Sub is in one of the spaces marked with the Red pegs.
5. When the answer to the shot is "Direct HIT", the enemy Sub is removed from the game and placed on opponent's Home Port. The player places a Red Flag in the Direct Hit space instead of a Red peg. This records where an enemy Sub had been. After a Direct Hit, the Red pegs around the sunken Sub are replaced with White pegs to indicate there is no longer a Sub in those locations.

THE MINE:

1. When a Player's ship ENDS his move on the same number as his opponent's Mine, the Mine explodes and his ship is lost BEFORE it can fire a Depth Charge. Both the ship and Mine are removed from the game. The Mine location is verified by exposing the secret paper, of mine location.
2. A player losing a ship to a Mine may still fire a Torpedo from a Sub before his turn ends.

WINNING THE GAME:

The first player to sink either his opponent's 3 Subs, or with Torpedos and Mine destroy his opponent's 3 Surface Ships is the WINNER OF THE GAME.