

Wolfgang Kramer/Michael Kiesling

SUNKEN CITY

A Legendary Game for 2-4 Adventurers 8 And Up

Game Length: 60 minutes

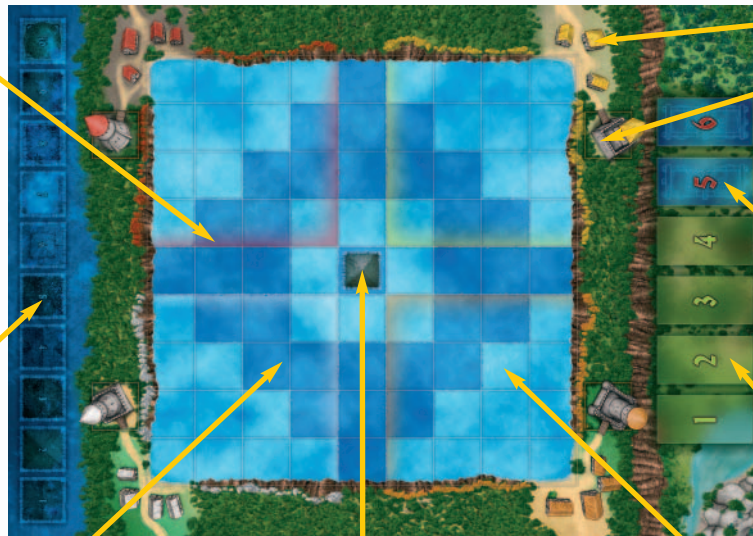


Game Material

1 Game Board with the following features:

Colored border defines the 16 spaces that make up a player's territory

10 Discard Spaces for the Buildings (Grottos)



Yellow's Village with space for the Treasures that Yellow has secured

Sand Timer

6 Discard Spaces for Streets (Street Spaces)

Dark blue Water Spaces: Both Streets and Buildings surface here

Dark blue Water Space in the middle of the board: Only Buildings surface here

Light blue Water Spaces: Only Streets surface here

10 Numbered Buildings



2 Buildings without numbers - to be used as replacement parts

30 Streets



44 Treasures in 4 colors (4x 1-10, 4x 12)



4 Adventurer Pawns



4 Adventurer Boards



1 Neptune Figure



24 Movement Cards



8 Neptune Chips



4 Rules Summaries

3 Dice

(Beige: 1,2,2,3,3,4 Black: 0,1,2,2,3,3
Purple: 0,1,1,2,2,3)

The Game – Story and Object

Hundreds of years ago, a wealthy city was struck by a gigantic tidal wave. The city was fortunate - while the wave destroyed everything in its path, the city itself sank beneath the waves nearly intact. It now rests at the bottom of a deep lake; its treasures guarded by Neptune.

Again and again, players use magical powers to raise portions of the city up from the deep waters. In their search for treasure, they move from building to building

along the cobblestone streets. They keep whatever they find, and return to their villages in order to protect their treasures from the wrath of Neptune, as anyone caught by him loses everything. Angered by the intrusion, Neptune stalks the intruders and sinks everything in his path.

The winner is the player who has accumulated the most treasure in his village at the end of the game.

Game Preparation

Place the Game Board in the middle of the table. Give each player, in their chosen color:

- 1 Adventurer Pawn
- 6 Movement Cards
- 11 Treasures
- 1 Adventure Board
- 1 Rules Summary

Place the Adventurers into their respective Villages.

Each player takes their Movement Cards into their hand, and places their Adventure Board and Rules Summary in front of them. The Treasures are placed, Roof-side up, onto the Adventure Board as follows: Treasure 1 onto Space 1, Treasure 2 onto Space 2, etc.

Place the following numbers of Street tiles onto the first Street Space: 20 (2 players), 23 (3 players), 26 (4 players). These Street tiles are placed face-up. Then, place one Street tile face-down onto each of the Street Spaces 2 through 5. Space 6 remains open.

Any remaining Street tiles are placed back into the game box.

Place Buildings 1 through 9 onto the corresponding Grotto Spaces (Building 1 on Grotto Space 1, Building 2 on Grotto Space 2, etc.) Place Building 10 onto the Dark Blue water space in the middle of the game board.

Place Neptune onto Building 10.

Use the following die depending on the number of players: Beige (2 players), Black (3 players), Purple (4 players). Unused dice are placed back into the game box.

Place the 8 Neptune chips next to the Game Board.

Note: If only two players are playing, they must choose colors which lie diagonally opposite each other on the game board.

Gameplay

The youngest player starts. Play continues in clockwise direction. The player whose turn it is plays a Movement Card from his hand.

Playing a Movement Card

The active player chooses a Card and places it face-up in front of him. Each card permits 3 different Actions:

- Raise up Streets and Buildings
- Move Adventurer Pawn
- Move Neptune

The order in which these Actions are carried out is up to the player.

The upper number on each Movement Card indicates how many Streets and/or Buildings (= City Pieces) rise up on the Game Board.

The lower number on each Movement Card indicates how many spaces an Adventurer Pawn may be moved (=Movement Points).



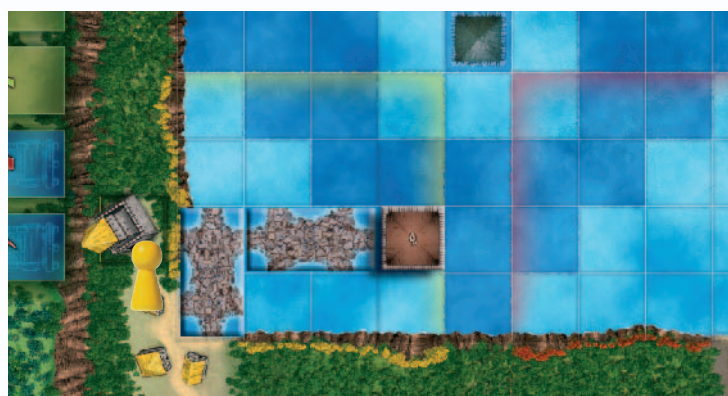
Neptune
may be
moved

Movement Cards, once played, remain on the table in front of the player until that player has played all six of his movement cards. At that point, he may take all of his Movement Cards back into his hand.

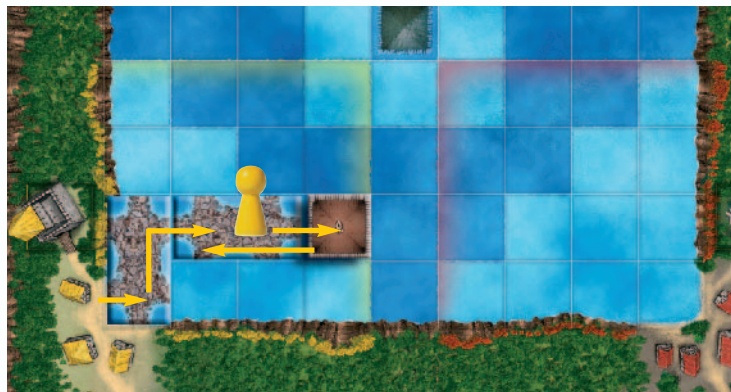
When playing a movement card, a player must place the exact number of City Pieces as shown on the Movement Card. However, only one Building may rise up on any given turn. For example, a player who plays a Movement Card that permits the rising up of 3 City Pieces has a choice between 3 Street Tiles or 2 Street Tiles and 1 Building.

- At the start of the game, all Treasures on the Adventure Boards lie with their Roof sides face-up. Over the course of the game, Adventurers enter Buildings on the Game Board. As soon as a player's Adventurer enters a Building, he turns over the corresponding Treasure on the Adventure Board, so that the Treasure side now faces up. Multiple Treasures may be claimed (turned over) in

The Yellow player plays a Movement Card that permits him to raise up 3 City Pieces and move his Adventurer 4 spaces. Starting at his village,



he chooses to raise up two Streets and Building 9. Now, he may move his Adventurer up to 4 spaces. He moves from his Village to Building 9 (Street, Street, Building = 3 Movement Points) and then turns Treasure 9 Treasure-side-up on his Adventure Board. Finally, he uses his last Movement Point to move from the Building onto the adjacent Street.



Should he manage to return to his Village on his next turn, then Treasure 9 would be brought to safety.

Moving Neptune

At any time during his turn, a player **may** choose to move Neptune, provided that he is not entirely surrounded by water. At the start of the game, Neptune sits on Building 10 in the middle of the Game Board. Neptune moves just like an Adventurer: he may only move along Streets and through Buildings. He may not move into the Villages.

If Neptune is within the territory of a player (indicated by the colored border along the lake-shore and within the lake), that player may move Neptune up to 3 (in a 3 or 4 player game) or 4 (in a 2 player game) spaces. If Neptune is outside of the active player's territory, the player must roll the die to see how far Neptune can move. He may then move Neptune up to the number of spaces indicated by the die roll. Note: If Neptune is standing on a Street which is only partially within a player's territory, he is still considered to be located within that player's territory.

If Neptune is standing on a City Piece that is completely surrounded by water (i.e. has no connection to any other Street or Building), he may not move and **must** remain on that City Piece.



In this example, Neptune is considered to be in the Yellow player's area as the road that Neptune is standing on lies partially in Yellow's territory.

Sinking Streets and Buildings

When Neptune moves off of streets or buildings they sink back into the lake and are removed from the Game

Board. This also includes the Building on which he started.

- Buildings are placed back into their corresponding Grotto.
- Streets are placed **face-down** onto Street Space 2.

If Building 10 has been sunk, then any other Building may be raised up in the space in the middle of the Game Board.

Example:

Yellow has already visited Buildings 5 and 9. Their corresponding Treasures lie Treasure-side up on his Adventure Board.



Another player moves Neptune 3 spaces to the Street upon which Yellow is sitting. Building 5 and the two Streets sink back into the lake.



Returning Adventurers to their Village

Any Adventurer sitting on a City Piece that sinks must return back to his Village. As long as the Adventurer is sitting on the City Piece upon which Neptune's movement ends, nothing happens to the Adventurer – that player has an opportunity to possibly elude Neptune on his next turn. Only when Neptune **leaves** the space does it sink, forcing the Adventurer to return to his Village.

When an Adventurer is forced to return to his Village, any Treasures with the Treasure side up on his Adventure Board are turned back over again. These treasures must be found once again.

When a player's Adventurer is returned to his Village by another player moving Neptune over the space on which the Adventurer sat, the player whose Adventurer was returned receives a Neptune chip. This chip may be used to permit additional movement on a subsequent turn (see below). Note that any player who moves Neptune past his own Adventurer (thereby forcing his own return to his Village) does not receive a Neptune chip.



If a player moves Neptune as shown in the figure, then the Yellow Adventurer must return to his Village, since the Street he was on will sink.

The Yellow player turns Treasures 5 and 9 back over to Roof-side up and receives a Neptune Chip. The Streets then sink.



Adventurers may move onto or over the City Piece on which Neptune is located without penalty!

The Yellow Adventurer has 3 options for returning to his village:

4 Movement Points: Street with Neptune, Street, Street, Village (see Figure)

5 Movement Points: Building 5, Street with Neptune, Street, Street, Village.

6 Movement Points: Building 5, Street with Neptune, Building 9, Street, Street, Village.

Neptune does not hinder the player. All Treasures that are Treasure-side up on his Adventure Board are moved into his Village..



Example for a complete player's turn

It is Yellow's turn.

He plays the "4 City Pieces / Move 3 Spaces" Movement Card and performs his move:



Yellow builds 4 Streets and then moves his Adventurer 3 spaces to Building 9. He turns Treasure 9 Treasure-side up on his Adventure Board. He then moves Neptune three spaces to Building 4, where Red is located.



The Streets, over which Neptune has passed, sink.



Neptune Chips

On a player's turn, he has the option of using his Neptune chip. With the chip's assistance, a player may move extra spaces, in addition to the number of Movement Points indicated by the current Movement Card. The number of extra spaces permitted is equal to the number of Treasures turned roof-side up on his

Adventure board. Finding Treasures (and therefore turning those Treasures over on the Adventure Board) during a Neptune chip-assisted turn, has no effect on the number of additional Movement Points permitted during that turn.

A player may possess multiple Neptune chips, but may only ever use one per turn. Used chips are returned to the supply.

Example

A player plays the card “Place 2 City Pieces / Move Adventurer 5 Spaces”. Treasure 3 is already safely secured in his village. On his Adventure Board, 9 Roofs and Treasure 5 can be seen. The player raises up a Street and a Building and then trades his Neptune Chip in to move up to 14 spaces (5 spaces from the Movement Card and 9 additional spaces because he has 9 Roof-side up Treasure Tiles on his Adventure Board). The treasures that he finds over the course of his movement are turned Treasure-side up on the Adventure Board.

The Most Valuable Treasure – The Treasure Chest



The space in the middle of the Game Board is a special space in which only Buildings may rise up. Any player who reaches a Building located on this space may claim not only that Building's hidden Treasure, but also the Treasure Chest (number 12). If that player has already found that Building's Treasure earlier in the game (and has it either turned over on their Adventure Board or secured in their Village), then only the Treasure Chest (12) is turned over. The Treasure Chest is treated like a regular Treasure – it too is only secure once it has been brought back to the Village. If a player has already secured the Treasure Chest and he then enters another Building in the middle of the board, he only turns over the treasure found in that building.

Turn End

A player's turn is over once he has completed his actions. Play then passes to the next player on the left. If a player is unwilling or unable to move Neptune, then his turn ends after the other two actions (raising City Pieces and moving his Adventurer) have been completed.

Game End

The Streets dictate the end of the game. Once the stack of Street Tiles on Street Space 1 is exhausted, the stack of discarded Street Tiles on Street Space 2 is immediately – even in the middle of a player's turn – turned face up. From that point onwards, anyone choosing to raise up a Street, takes the tile from Street Space 2; newly sunken Streets are now discarded onto Street Space 3 face down. This process continues through the remaining Street Spaces.



The piles in Street Spaces 1 to 4 are used up. Streets that are raised up are currently taken from Street Space 5. Streets that sink are collected on Street Space 6. If the pile in Street Space 5 is used up, then the game is over – a Sand Timer is visible. The current round is played through so that each player has the same number of turns..

There are two triggers for the end of the game:

- A player has collected all of his Treasures (1-10 plus 12) and brought them to safety in his Village.
- The stack of Street Tiles on Street Space 5 is exhausted, revealing the Sand Timer.

In order to ensure that each player has the same number of turns, the final round of the game is played through to the end. If the game end was triggered by the Sand Timer, players who have yet to take their final turn, may choose Street Tiles from Street Space 6 to raise up. Sunken Streets still return to Street Space 6.

The winner is the player with the greatest number of Treasures in his Village at the end of the game. If multiple players are tied, the total value of their Treasures is totalled. The tie is broken by the player with the highest total.

Special Case: The Street Tiles run out

In rare instances, it is possible that the supply of Street Tiles may run out. If this happens, no Streets can rise up until some have been sunk again. If there are insufficient Streets available, then the “Streets and Buildings Rise Up” Action becomes optional.

Strategy Hints

At the beginning of the game, it doesn't really matter which Building to choose to raise up. However, in order to be ahead in a tie, it is important to have secured as many high-value Treasures as possible.

It is also advisable not to raise Buildings up in the vicinity of players who have yet to possess that Building's Treasure.

VARIANTS

A shorter game:

To shorten the game, play without the "1" Building and its associated Treasure.

No Neptune chips:

For those who like a tougher game, play without Neptune chips. Now, players forced to return to their Villages don't receive anything.

Credits

Game Design: Wolfgang Kramer and Michael Kiesling

Game Illustration: Franz Vohwinkel

Cover Illustration: Alvin Madden

English Translation: Patrick Korner

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