Captain Sonar

«Captain Sonar» is a boardgame for 2 to 8 players divided in 2 teams of confronting submarine crews. Each player has a specific role in the team and has to perform synchronized actions with the others. A team wins when it takes down the submarine of the other team.

Particularities

• The principle of this game is modelled on the classic Battleship game, but here each crew member has a different role. The captain controls the submarine, the engineer manages the «wear and tear», the first mate prepare the different functions of the ship, and the radio operator listens to the opposing team to try to spot them on the map.

• The other particularity of this game is that it is played in real time. Each movement indicated by the captain must be validated orally by the engineer and the mechanic before moving again. One crew can therefore move faster than their opponent: the game is therefore potentially a two-speed game.

Relevant points

• **Danger of strict roles**: The actions that players can do are very precise and cannot be changed. Putting such a mechanic in an escape game can easily block the experience: it is a good practice to allow players to switch positions.

• **Clear summary sheet**: The good thing about role management in Captain Sonar is that all the possible actions a player can do are condensed in a clear and legible way on their role sheet.

• **A non-commanding captain**: The role of the captain is not to order the crew members around. Their tasks are related to navigation and they depend on the quality of dialogue of the team to know the risks they can take and where the enemy is.

Resource

Captain Sonar, Published by Matagot. Available at: URL https://www.matagot.com/en/catalog/details/jeux-expert/1/captain-sonar/808 (Accessed: 28 February 2021)

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