



Talking Tables

# SINKING CITY

## HOW TO PLAY



## **HOW TO PLAY SINKING CITY**

### **2 - 6 PLAYERS OR TEAMS**

YOUR MISSION IS TO ESCAPE THE CITY. IN ORDER TO MAKE YOUR GETAWAY YOU WILL NEED TO POWER UP YOUR RADIO TRANSMITTER TO CALL FOR A RESCUE HELICOPTER. TO POWER THE RADIO, YOU WILL NEED TO COLLECT FOUR POWER CELLS BEFORE MAKING IT TO THE EVACUATION POINTS ON THE OPPOSITE SIDE OF THE BOARD FROM YOUR START POINT. THE FIRST PERSON TO ESCAPE WINS.

TO TRAVEL ACROSS THE FLOODED CITY, YOU WILL NEED TO SCAVENGE AND CRAFT ITEMS TO HELP YOU. WATER CAN BE CROSSED VIA ZIPLINE, ROPE BRIDGE, RAFTS, OR DINGHY. BUT BEWARE, THERE IS SOMETHING IN THE WATER. IF YOU GET TOO CLOSE TO THE WATER'S EDGE, YOU LEAVE YOURSELF VULNERABLE TO THE THINGS THAT LURK BENEATH THE WAVES. BEAR IN MIND THAT THE BOARD WILL FLOOD AS YOU PLAY, MAKING YOUR ESCAPE MORE CHALLENGING AS THE GAME PROGRESSES.

### **HOW TO SET UP**

- UNFOLD AND LAYOUT THE BOARD.
- SHUFFLE THE SCAVENGING CARDS AND PLACE IN A PILE FACE DOWN BY THE SIDE OF THE BOARD, IN REACH OF ALL THE PLAYERS.
- PLACE THE WATER TILES ON THE OPPOSITE SIDE OF THE BOARD BUT ALSO IN REACH OF ALL THE PLAYERS. ALL MONSTER TILES SHOULD BE PLACED FACE DOWN SO THAT PLAYERS WON'T KNOW IF THEY'VE
- DRAWN ONE UNTIL IT'S PICKED UP AND FLIPPED.
- SEPARATE THE CRAFT TOKENS INTO THREE PILES – RAFT/BRIDGE/ZIPLINE.

- YOU WILL NEED TO PLACE FOUR POWER CELLS ON THE BOARD FOR EACH PERSON PLAYING. SEE BELOW FOR A GUIDE TO GROUPS OF 2, 4 OR 6 PLAYERS OR TEAMS.

**X2 PLAYERS OR TEAMS  
(8 POWER CELLS)**



**X4 PLAYERS OR TEAMS  
(16 POWER CELLS)**



**X6 PLAYERS OR TEAMS  
(24 POWER CELLS)**



- YOU CAN MAKE UP YOUR OWN VARIATIONS WITH MORE OR LESS POWER CELLS TO MAKE THE GAME EASIER OR MORE DIFFICULT, SHORTER, OR LONGER.

- YOU WILL NEED ALL FOUR ACTION DICE SO HAVE THESE HANDY BY THE SIDE OF THE BOARD.

- EACH PLAYER SHOULD CHOOSE A PLAYER PIECE, SLOT IT INTO A BASE AND PLACE IT ON ONE OF THE TWO START SPACES. THESE LOOK LIKE LITTLE HOUSES AND THERE IS ONE ON EACH SIDE OF THE BOARD.

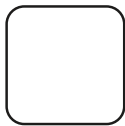
- IF TWO PEOPLE ARE PLAYING, YOU SHOULD BOTH BEGIN ON THE SAME START SPACE. IF PLAYING WITH MORE PEOPLE OR TEAMS, THEN TRY AND HAVE AN EVEN NUMBER ON BOTH START SPACES.

- REMEMBER, YOU WILL NEED TO REACH THE HELLIPAD ON THE OPPOSITE SIDE OF THE BOARD TO WHERE YOU STARTED.

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## HOW TO PLAY

- THE LAST PERSON TO HAVE WATCHED A DISASTER MOVIE GOES FIRST.
- PICK UP AND ROLL ALL FOUR ACTION DICE.



**WILD**  
CHOOSE ANY ACTION.



**SCAVENGE**  
TAKE A SCAVENGING CARD FROM THE DECK. KEEP THESE SECRET.



**CRAFT**  
EXCHANGE SCAVENGING CARDS FOR A ZIPLINE, RAFT OR BRIDGE TOKEN.



**MOVE**  
MOVE ONE SPACE.



**FLOOD**  
PLACE ONE WATER TILE ON THE BOARD.  
IF YOU ROLL TWO OF THESE YOU MUST PUT TWO WATER TILES ON THE BOARD. BE WARNED, SOME FLOOD WATER CONTAINS SEA MONSTERS!

- ON EACH PLAYER'S TURN THEY CAN CHOOSE A MAXIMUM OF TWO ACTIONS FROM THE DICE ROLL.

- FOR EXAMPLE, IF A PLAYER ROLLS THE BELOW COMBINATION, THEY MIGHT CHOOSE TO MOVE A SPACE AND TAKE A SCAVENGING CARD.



- PLAYERS CAN ALSO USE SPECIAL CARDS AT ANY POINT AND CARRY OUT THE ASSOCIATED ACTION. THIS CAN BE BEFORE OR AFTER THE DICE ARE ROLLED.
- PLAYERS CAN CHOOSE TO TAKE NO ACTION ON THEIR TURN UNLESS THEY ROLL TWO FLOOD SYMBOLS. IF THIS HAPPENS, TWO WATER TILES MUST BE PLACED ON THE BOARD. THESE CAN BE USED TO HELP OR HINDER YOUR FELLOW PLAYER'S PROGRESS BUT BEWARE, YOU DON'T WANT TO CUT OFF YOUR OWN MEANS OF ESCAPE!
- FLOOD TILES CAN NOT BE PLACED ON A SPACE OCCUPIED BY A PLAYER, A POWER CELL OR THOSE PROTECTED BY BARRIERS ADJACENT TO THE HELICOPTER PADS.
- SOME WATER TILES CONTAIN SEA MONSTERS. ONCE A MONSTER IS ON THE BOARD, ALL PLAYERS ARE ABLE TO CONTROL IT.
- ONCE A SEA MONSTER IS IN PLAY, EACH PLAYER CAN MOVE IT TWO SPACES BEFORE THEY ROLL THE DICE. PLAYERS CAN ALSO USE THEIR OWN DICE ACTIONS TO MOVE THE MONSTER EXTRA SPACES ON THEIR TURN.
- MONSTERS CAN ONLY MOVE OVER WATER SPACES OR WATER ADJACENT SPACES. IF THE MONSTER LANDS ON A PLAYER, THE PLAYER CONTROLLING THEM WILL STEAL ONE POWER CELL FROM THE VICTIM AS WELL AS THEIR SCAVENGING CARDS. THEY WILL NOT LOSE ANY RAFT, ZIPLINE OR BRIDGE TOKENS.
- A BOMB CAN BE USED BY ANY PLAYER ON THEIR TURN TO REMOVE ALL MONSTERS FROM PLAY. IF A PLAYER HAS A BOMB WHEN ATTACKED, THE MONSTER WILL BE DEFEATED AND THEY WILL LOSE NOTHING.

- MONSTER TILES DISAPPEAR AFTER THEY HAVE CLAIMED A VICTIM AND SHOULD BE REMOVED FROM THE BOARD.
- WHEN A PLAYER HAS FOUR POWER CELLS, THEY MUST MAKE IT TO THEIR DESIGNATED HELICOPTER PAD TO WIN THE GAME.

### **HINTS AND TIPS**

- YOU HAVE FOUR QUICK START INSTRUCTION CARDS WITH ALL THE INFO YOU NEED TO PLAY.
- CRAFT ITEMS AND USE SPECIAL SCAVENGING CARDS QUICKLY, AS YOU WILL LOSE SCAVENGING CARDS IF ATTACKED BY A SEA MONSTER.
- BE CUNNING BUT REMEMBER WHAT GOES AROUND COMES AROUND. BEING TOO RUTHLESS COULD PUT A TARGET ON YOUR BACK.
- YOU CAN PLAY AS INDIVIDUALS OR AS TEAMS. THE GAME WORKS BEST WITH AN EVEN NUMBER OF PLAYERS ON EACH START SPACE BUT THIS IS NOT ESSENTIAL.
- PLAY IT YOUR WAY! THERE ARE FIVE LAND TILES IN THE SET. YOU CAN CHOOSE TO ADD ADDITIONAL PATHS THROUGH THE FLOOD WHEN SETTING UP THE GAME TO MAKE IT EASIER DEPENDING ON YOUR GROUP. FOR DIFFERENT GAMEPLAYS PLEASE VISIT [WWW.TALKINGTABLES.CO.UK](http://WWW.TALKINGTABLES.CO.UK) AND CHECK OUT THE PRODUCT PAGE FOR MORE WAYS TO ESCAPE.



