# PING

OVERVIEW

PING is a tactical hidden-movement game where the cards you play can come back to sink you. You and your adversary will assume the roles of rival submarine captains who are locked in a deadly duel in the deep.

Be the first to complete five strategic objectives or to sink your adversary's submarine.

PING is a game for two players and can be played in approximately twenty minutes.

COMPONENTS
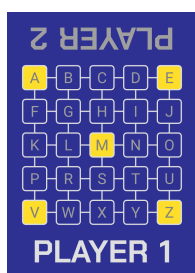
2 location cards   16 action cards

SET UP

1. Sit across the table from your adversary with the play area between you.

2. Give each player a location card.

3. Shuffle the deck of sixteen action cards.

4. Deal three action cards to each player.

5. Place one action card face down in the play area. Place it on the right-hand side of the play area as viewed by Player 1.

6. Set the remaining nine action cards aside. You will not use these cards during the game.

7. Choose any grid square to be your starting location. Use your location card to indicate your choice (see TRACKING LOCATIONS).

TRACKING LOCATIONS

During the game, you will use your location card to track your submarine's location on a *grid*.

To do so, gently pinch your location card between your thumb and one finger such that your thumb is covering your submarine's current location. As you move, you should adjust your grip on your location card accordingly.

Two grid squares are *adjacent* only if there is a line connecting them (no diagonals).

Pro Tip: *Hold your tracking card under the table so that your adversary can't see it.*

ACTION CARDS

Starting with Player 1, take turns playing action cards. Each action card can be played to perform either a *movement action* or a *utility action*.

When you play an action card, place it on the left-hand side (from your perspective) of the play area with the action you are using it to perform closest to the center of the play area.

If the action name is written in yellow, play the card face up. Otherwise, play it face down.

Some actions have *tags*, e.g. LOUD and QUIET, that affect their behavior. In particular, you must reveal your location after you take any LOUD action.

After you play an action card, perform the action described thereon. Then, add the action card on the right-hand side (from your perspective) of the play area to your hand.

MOVEMENT ACTIONS

When you perform a movement action you will take a specified number of *steps* by moving from your current location to an adjacent grid square. Because it is LOUD, you must reveal your location after you take the MOVE 3 action.

UTILITY ACTIONS

PING (**LOUD**) Reveal your location. Your adversary must reveal their location both before and after they take their next action.

LISTEN (**QUIET**) If your adversary's previous action was not **QUIET**, they must reveal their location. If your adversary's next action is not **QUIET**, they must reveal their location at the end of their turn.

TORPEDO (**LOUD**) Reveal your location. Pick a direction in which to launch a torpedo. If it passes through your adversary's location, they take damage (see **DAMAGE AND REPAIR**). You may not target your own location.

DECK GUN (**LOUD**) Reveal your location. If your adversary is in the same location as you or if they are in a location adjacent to yours, they take damage (see **DAMAGE AND REPAIR**).

ENCRYPT Complete a strategic objective at your location. Do not reveal your location.

DIVE (**QUIET**) Do nothing on this turn. If your adversary takes the **TORPEDO**, **DECK GUN**, **LISTEN**, or **PING** action on their next turn, ignore the effects of their action.

EXAMPLE

Player 2 (top) took the **PING** action on their turn. Because the action name is written is yellow, they played their action card face up.
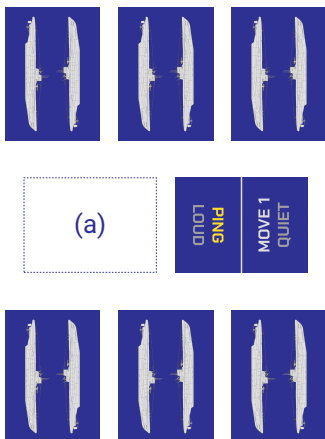
Next, Player 1 (bottom) will take an action. They will place the corresponding action card in the play area (a). Then, they will add the card on the right-hand side of the play area to their hand.

STRATEGIC OBJECTIVES

There are five locations, A E M V Z , where you will be able to complete strategic objectives by sending a report back to fleet command.

When at one of these locations, you may either:

• Send an unencrypted report. Reveal your location to complete the strategic objective at your location. This must be done before you take an action on your turn and does not require you to use your action to do so.

• Send an encrypted report. Take the **ENCRYPT** action (see **UTILITY ACTIONS**) on your turn to complete the strategic objective at your location.

You may only complete the strategic objective at each location once per game.

DAMAGE AND REPAIR

When you take damage, your adversary will select two action cards in your hand to *disable*. Turn these cards sideways to indicate that they have been disabled. Then, reveal your location.

When you play a card that has been disabled, you may not take an action. Instead, you are *repairing* your submarine.

After playing an action card that has been disabled, add the card on the right-hand side of the play area to your hand as normal.

If all three of the action cards in your hand are disabled, then your submarine sinks. The game ends immediately and your adversary wins.

Pro Tip: *Shuffle the action cards in your hand before your adversary selects which will be disabled when you take damage.*

END OF GAME

You win the game immediately if you complete all five strategic objectives or if you sink your adversary's submarine.