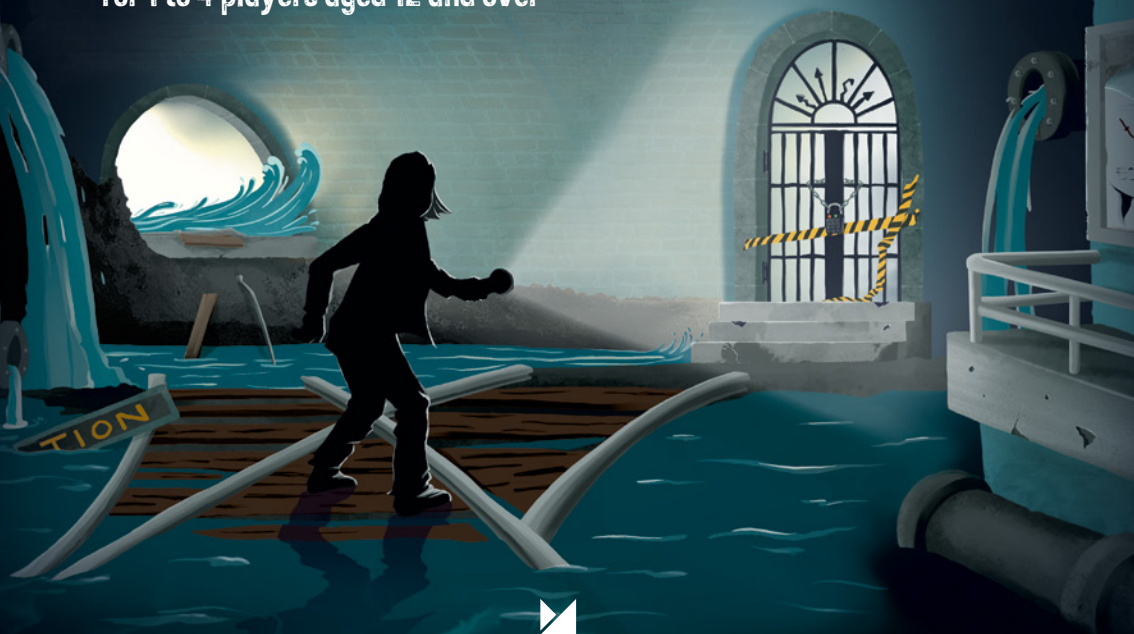


SEBASTIAN FITZEK UNDERGROUND

FIND YOUR WAY OUT!

A cooperative 3D thriller game
for 1 to 4 players aged 12 and over

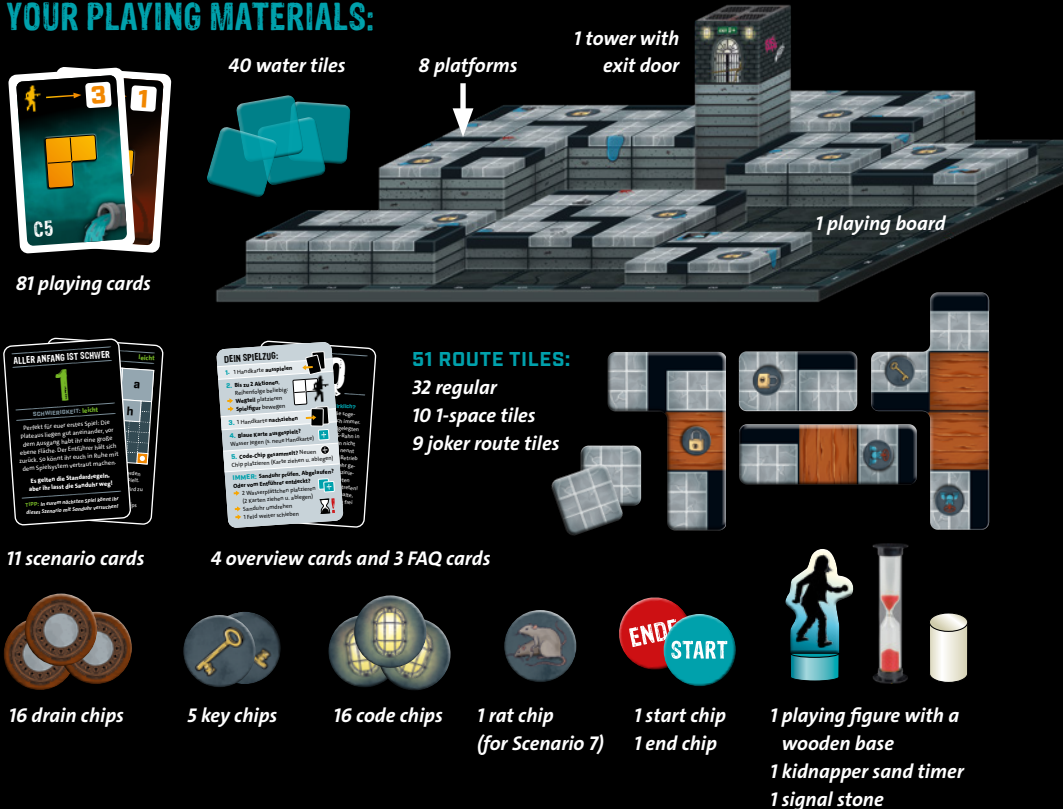



moses.

Whatever brought you here, you should have paid a little more attention when you were making your way into the tunnels under the city ...

In “Sebastian Fitzek UNDERGROUND”, you must work together to find your way out of the underground facility. You’ll need to be quick, though, for a frenzied kidnapper is after you – and closing in! To make matters worse, the facility is gradually filling with water, which mercilessly cuts off your path.

YOUR PLAYING MATERIALS:



WHAT DO YOU HAVE TO DO?

Explore the underground facility and find your way to freedom, build bridges, and run for your lives. But don't lose your nerve! You'll need to collect five parts for the exit door code to get it open in time. So you have two tasks:

1. Collect **code chips** to obtain a five-digit door code.
2. At the same time, find your **way out** before the water – or the kidnapper – takes your breath away.

HOW TO SET UP THE GAME:

Remove all of the playing materials from the box and lay them ready. Place the base of the box at the center of the table and lie the **playing board** over the box insert.

1. Find the **nine large joker route tiles** (five spaces!) and put them in a pile a little to one side. Sort the remaining **route parts** by shape. Make a **separate pile for each of the shapes**, with four pieces in each pile. Then place the nine piles ready at random around the box.

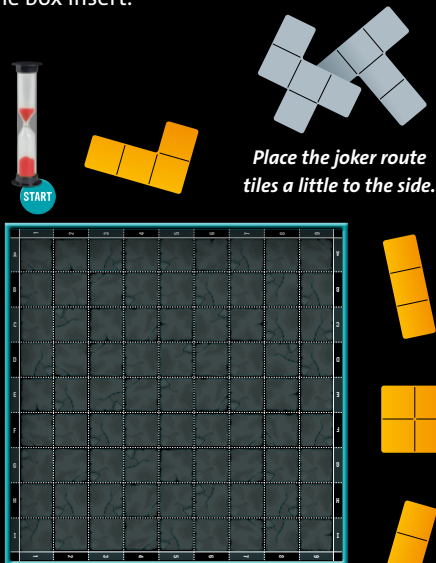
TIP: Also put four of the 1-space tiles in a pile and set the remaining six aside. You may need them later to set up your starting situation.

2. Place the **signal stone** next to the pile of 1-space tiles.

3. Lay the **start chip** ready on the outside of the box at the top next to column 1 and place the sand timer on it. Put the **end chip** at the bottom of a column depending on your desired level of difficulty:

4. Place the **water tiles** and the **key, code, and drain chips** a little to one side as a shared supply pile. Pick out the **rat chip** (you'll only need it for Scenario 7). Shuffle the **16 code chips** without looking at them and place them face down in a pile.

5. Shuffle the **playing cards** and place them face down in a **pile** next to the playing board. Each player receives **two hand cards** and an overview card outlining the course of play. The information on your hand cards is not secret – you can (and should!) discuss the details with each other.



EASY:
Column 1

*He's groping
in the dark!*

MEDIUM:
Column 5

*He's getting
closer!*

SCHWER:
Column 9

He's hot on!

Talking is silver, agreeing is gold!
You can only escape from underground with good communication and clear agreements! Remember that some people see things that others don't. Use your different perspectives of the game board and the information on your cards to shake off the kidnapper!



GAME SETUP:

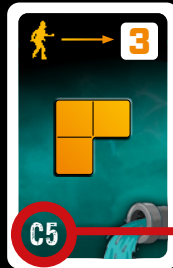
Before you begin playing, you'll need to set up a scenario on the playing board: Position the platforms, exit tower, playing figure, water tiles, and code chips on the playing board.

You have two options for this: Either set up the game at random (as described below) or use a scenario card (see the last page for more information).

RANDOM SCENARIO:

Draw a card from the draw pile for each element you need to place on the board. Each card features a unique coordinate that is assigned to exactly **one** space on the playing board. Place **all** of the cards you draw to set up the game on the discard pile. **Don't** shuffle them back into the draw pile.

1. Begin by determining the location of the **tower** with exit door. Take the top card from the draw pile, check the coordinate, and place the exit on this space. You can still change the orientation of the exit before you start playing. Place the card face up on your shared discard pile.



2. Now take **platform a** (the letters are on the bottom) and draw the next card. Place the platform on the playing board so that it covers the space with the coordinate indicated. Proceed in this way until you've placed all eight platforms (a-h) on the playing board, one after the other.



Is a coordinate that you're supposed to use already occupied? Then choose another space in the same column or row.

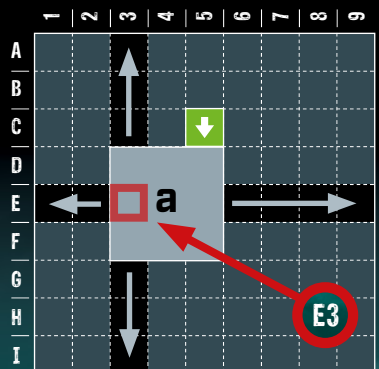
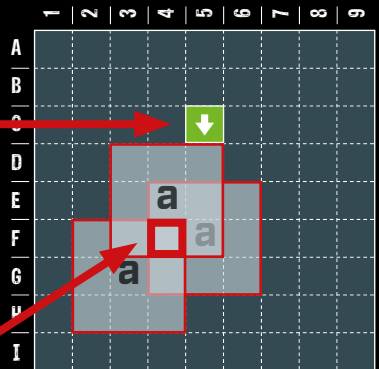
EXAMPLE: You draw the coordinate E3, but this space is already occupied by platform a. So you have to choose another space that is available in row E or column 3 and place the platform on it.



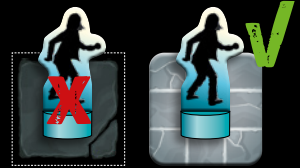
TIP FOR YOUR FIRST GAME:

To familiarize yourself with the game, use Scenario 1 as the starting situation.

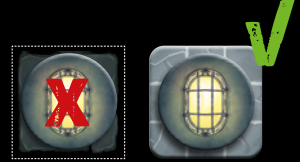
The more familiar you are with the game, the better you'll be able to influence the game while setting it up.



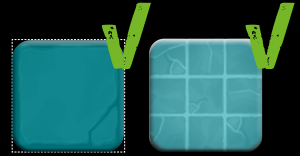
3. Next, determine your **starting position**. Draw a card and place your shared playing figure on this space. If there is no platform on it, take one of the 1-space tiles you set aside, place it on this space, and place your playing figure on top. Your **playing figure can't ever stand directly on the playing board**.



4. Determine the locations of the first **four code chips**. Draw a card for each of the four code chips and place the chips face down on the corresponding spaces one after the other without looking at them. If there isn't a platform on one of the spaces, place one of the 1-space tiles you set aside on this coordinate before you put the code chip on the space. The code chips also **mustn't ever be placed directly on the playing board**.



5. Now place the **water tiles**. The same applies here: draw a card for each water tile and place it on the space indicated. Water tiles can be placed directly on the playing board. You can use the water tiles to influence the **level of difficulty**:



IMPORTANT: Remove all of the cards drawn to set up the game from play by placing them on the shared discard pile. Keep your hand cards though.

EASY:

6 × water

Wet feet!

MEDIUM:

8 × water

Knee-deep in water!

DIFFICULT:

10 × water

Up to your neck!

TIME TO START MAKING YOUR ESCAPE! HOW TO PLAY:

“Sebastian Fitzek **UNDERGROUND**” is a **cooperative game**, which means that you either win together or you lose together. Take turns (**in a clockwise direction**) to complete your moves. Use the cards in your hand to place route tiles and move your shared playing figure around the board. Agree who will start. Immediately turn over the sand timer on the start chip in column 1!

IT'S YOUR TURN!

Play one of your two hand cards by placing it face up on the shared discard pile and carrying out up to two of the actions indicated. At the end of your turn, draw another card and place new water tiles or code chips as necessary.

It's now the next player's turn. No matter whose turn it is, **everyone** should keep an eye on the sand timer at all times! All of the steps in your move are explained in detail on the following pages. **Be sure to use the overview cards.**

DEIN SPIELZUG:

1. 1 Handkarte ausspielen
2. **Bis zu 2 Aktionen.** Reihenfolge beliebig:
 - ➔ Wegteil platzieren
 - ➔ Spielfigur bewegen
3. 1 Handkarte nachziehen
4. **Blaue Karte ausgespielt?** Wasser legen (s. neue Handkarte)
5. **Code-Chip gesammelt?** Neuen Chip platzieren (Karte ziehen u. ablegen)

IMMER: Sanduhr prüfen. Abgelaufen? Oder vom Entführer entdeckt?

- ➔ 2 Wasserplättchen platzieren (2 Karten ziehen u. ablegen)
- ➔ Sanduhr umdrehen
- ➔ 1 Feld weiter schieben

YOUR MOVE IN DETAIL:

1. PLAY A CARD: Choose one of your two hand cards and place it face up on the shared discard pile. The cards feature **four important pieces of information**:



1 NUMBER OF STEPS
You can move your playing figure a maximum of this many spaces during your turn.

2 ROUTE TILE
You can add this route tile to the playing board during your turn.

3 COORDINATE
You'll need this whenever you need to place something new on the playing board, e.g., water tiles or code chips.

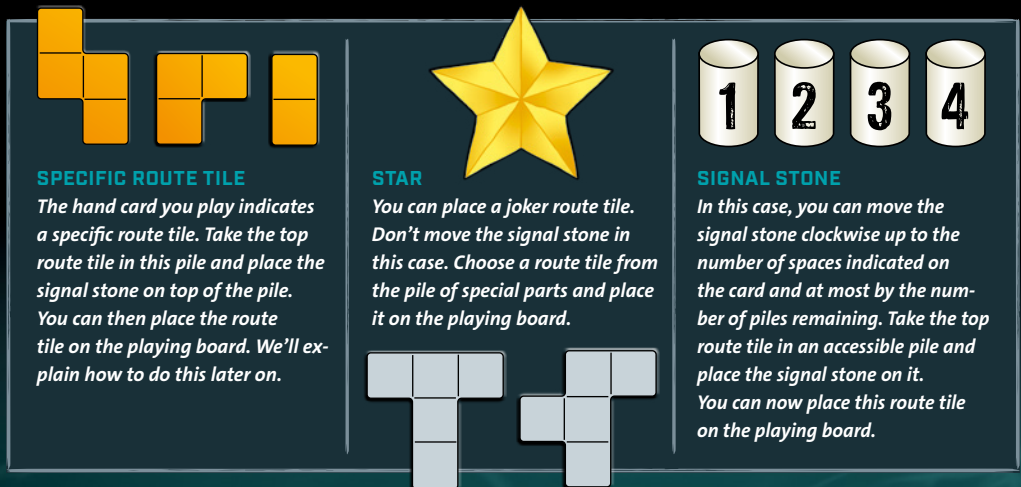
4 COLOR
If you play a red card, nothing happens after your turn. However, after playing a blue card, you must place a new water tile.

2. PERFORM UP TO 2 ACTIONS: The card you're playing now offers a choice of two actions, which you can carry out in any order:

2A. PLACE THE ROUTE TILE. One of three symbols will be displayed at the center of the card. It indicates which route tile you can place on the playing board during your turn.

TIP:

Is the pile for the route tile you're able to place already empty? Then you can't place this or any other route tile on the playing board. You still have to play the card, but can't perform the 'Place the route tile' action.



SPECIFIC ROUTE TILE
The hand card you play indicates a specific route tile. Take the top route tile in this pile and place the signal stone on top of the pile. You can then place the route tile on the playing board. We'll explain how to do this later on.

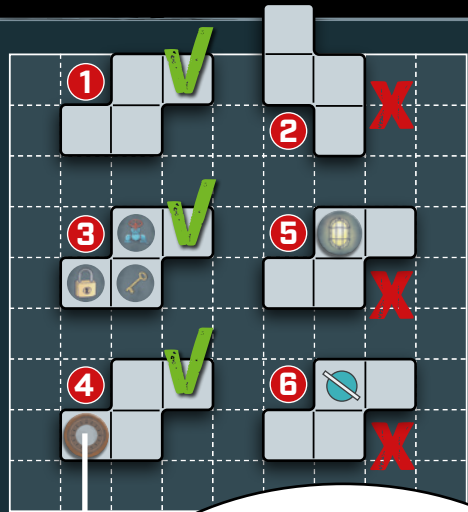
STAR
You can place a joker route tile. Don't move the signal stone in this case. Choose a route tile from the pile of special parts and place it on the playing board.

SIGNAL STONE
In this case, you can move the signal stone clockwise up to the number of spaces indicated on the card and at most by the number of piles remaining. Take the top route tile in an accessible pile and place the signal stone on it. You can now place this route tile on the playing board.

There are a few rules for placing route tiles:
They ...

- 1 ... can only be placed so that they fit exactly into the grid, i.e., are not offset or at an angle.
- 2 ... can only be placed within the boundaries of the playing board and not beyond this.
- 3 ... can be placed over other parts of the board as well as on symbols (key, water valve, lock) and cover these up. The symbol is then no longer accessible.
- 4 ... can be placed on spaces featuring a drain chip. Remove the drain chip first and return it to the supply pile.
- 5 ... *can't* be placed on spaces featuring a code chip.
- 6 ... *can't* be placed on the space that your playing figure is on.

CAREFUL THOUGH: Once you've placed a route tile, you can no longer move it!



Are there walls or locks blocking your chosen route? Then be sure to always consider whether you can use another route tile to build over them. There are usually several ways to escape a seemingly hopeless situation. Is a water tile in your way? Then use a valve to shut it off or build a bridge over it!

You can position all route tiles however you wish. And you can of course try out and “test” how they fit before you decide! Be sure to also consider **the different surfaces** when placing route tiles:

WOOD TILES

All tiles with a wooden base can “float.” You can only build over spaces featuring water tiles using tiles with a wooden base.

All route tiles must always be horizontal, so on the same level. They can't be tilted.



TIP: Use the wood tiles to build bridges. This will allow you to cross larger gaps and water.



STONE TILES

All tiles with a stone base must lie completely over other route tiles (wood or stone) or the playing board.



2B. MOVE THE PLAYING FIGURE. You all move your shared playing figure. On your turn, you can move it **at the most** by the number of spaces indicated on the card you play. Unused spaces are forfeited. **The playing figure ...**

1 ... can only move to spaces on which there are platforms and/or route tiles. It can **never move on the playing board** itself.

2 ... **can't pass through walls** (the thick black blocks on the route tiles; the thin black lines mark the boundaries of the individual spaces).

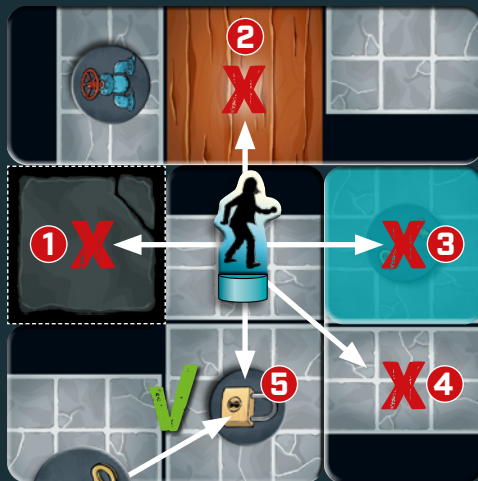
3 ... can't move onto or over spaces on which a **water tile** has been placed.

4 ... can only move **horizontally or vertically**. So you'll need to make diagonal moves in two steps. The playing figure **can't jump over obstacles** (e.g., key symbols or water tiles).

5 ... can only go on spaces featuring a lock symbol once you've handed over a key you've already collected.

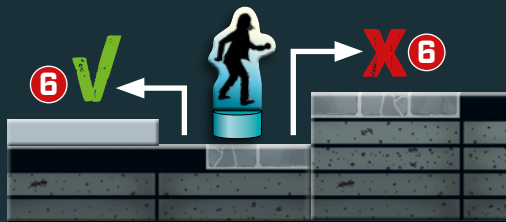
6 ... can only go on spaces that are on the same level or for which there is a height difference of just one tile.

7 ... can only go on spaces that are visible from above (i.e., not under bridges).



EXAMPLE: In this setup, your only option is to move to the space featuring the lock symbol. You'll need a key chip for this though.

Hand over the key and place a drain chip on the open lock. This removes the obstacle.



TIP:

Use the back of the overview card to determine how many levels you still need to navigate to reach the exit.



COLLECT KEYS

Has your playing figure ended its move on a space featuring a key symbol? Then add a key chip to your shared supply pile. Cover the symbol on the space with a drain tile. This indicates that you've already collected this key. You can then go on the space as usual, but won't receive another key here.

TIP: You can use all of the keys you collect during your turns to move your playing figure to a space featuring a lock symbol. Remember that each key chip can only be used once though.



SHUT OFF VALVES

Has your playing figure ended its move on a space featuring a valve symbol? Then remove a water tile that has already been placed on the playing board and cover the valve symbol with a drain tile. This indicates that you've shut off this valve. You can then go on the space as usual, but won't be able to remove another water tile.



COLLECT CODE CHIPS

Has your playing figure ended its move on a space featuring a code chip? Then you can collect it. Take the chip from the playing board, turn it over, and add it to your shared supply pile. What exactly the individual symbols mean is explained below. Then replace it with a new code chip from the draw pile as necessary (see Step 5 of your turn).

TIP: If there is a symbol under the code chip, simply ignore it. It can only be activated the next time you enter the space.



You're free to decide whether you want to place a route tile or move your playing figure first. You can also choose to perform both, just one or none of the actions. You can only perform both actions once per turn though and you must always **discard a hand card**.

TIP: You can't move the playing figure first, place a route tile, and then complete any unused steps.

3. DRAW A NEW CARD: Now you need to draw a new hand card from the draw pile. Add it to the other card in your hand so that you have two cards in your hand again.

4. PLACE THE WATER TILE: **Was the card you played blue?** Then you need to place a water tile. To do this, take a look at the coordinate on the **new** card you've just drawn and place the water tile on this coordinate.

Is your playing figure on the coordinate you've drawn? Then move it to an adjacent space and place the water tile on the coordinate indicated. It must be possible to move the playing figure to your chosen space as per the movement rules.

CAREFUL THOUGH: : *Is the playing figure on a space that it can't move off again as per the movement rules?*

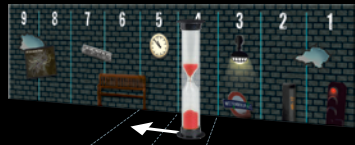
Then you immediately lose the game!

5. PLACE A NEW CODE CHIP AS NECESSARY:

Did you collect a code chip during your turn? Then draw **another** card from the pile and place a new code chip face down on the coordinate indicated (with a 1-route tile underneath as necessary). Place the card on the discard pile.

EXCEPTION: *Have you already worked out a five-digit code? Then to save cards, you can do without placing a new code chip.*

ALWAYS CHECK THE SAND TIMER: You all need to keep an eye on the sand timer at all times! **It represents the kidnapper:** It moves along the sections on the outside of the box until it reaches the end chip, which is when the game then ends. Turn the sand timer over every time you move it on (as described below). It doesn't determine the duration of your turn though. **Make sure that the kidnapper doesn't move into the row or column where your playing figure is!**



Keep an eye on the different sections on the outside of the game box.

What do you need to watch out for?

1. The sand timer should never run out! Any of you can turn the sand timer over at any time and move it one space further in a **clockwise direction**, regardless of whether it's your turn or not. Someone should always keep an eye on the sand timer!

2. Did the sand timer run out? Then immediately draw **two cards from the draw pile**, place a **water tile** on each of the coordinates (regardless of the color of the cards), and discard the cards. Then **turn the sand timer over again** and place it in front of the **next section** in the direction of play. When you reach the last section on a box side, move the sand timer around the corner to the start of the next section.

3. Has the sand timer moved to the row or column where your playing figure is currently located? Then **the kidnapper has found you!** The same applies here as in **2.**: Immediately draw **two cards**, place **water tiles**, discard the cards, **turn the sand timer over again**, and place it in front of the **next section**. The same happens if **you end your move with the playing figure in the row or column in which the sand timer is located.**

Sometimes it makes sense to turn the sand timer over sooner. For example, if it's blocking a row or column that you want to move to (see **3.**). But remember that this will also reduce the time you have left!



Remember that you can choose which action you carry out first. It can make sense to move the playing figure first in order to escape the kidnapper.



TIP: *If you perform a move involving several steps, you can cross the kidnapper's line of sight. He'll only spot you if your playing figure ends its move in his line of sight.*

4. Has the sand timer reached the end chip? Then you immediately lose the game!

THE CODE CHIPS

Your aim is to find a **five-digit code** for the **exit door** in order to open it and escape. To do this, you'll need to collect the code chips dotted around the playing board. **Does the code chip you've collected feature a number?** Perfect, then you're one step closer to escaping! The numbers have a colored cable on the right and left. Find five chips that you can join together by matching the colors.

CAREFUL THOUGH: You might not be able to join all of the chips you've collected together.



The code chip doesn't feature a number? Then you have the **unique** opportunity to get closer to the exit. Keep these chips in your shared supply pile. Each of these four chips can only be used **once** and is then removed from the game.



HAMMER:

The playing figure can use this to smash down a wall and slip through – but not back again!

Can be used at any time during a turn when moving the playing figure.



LADDER:

This allows the playing figure to cover a height difference of up to 3 levels – but not to go back again!

Can be used at any time during a turn when moving the playing figure.

IMPORTANT: *You can't use it to cover a height difference at the exit.*



PLAYING CARD:

This allows you to swap a route tile shown on the card played for another one that is still available.

Can be used at any time during a turn before placing the route tile.

IMPORTANT: *Applies to all available route tiles, including the joker route tiles.*



SHAFT:

Use this to move the playing figure. Draw a card from the draw pile and place your playing figure on this coordinate.

Can be used at any time during a move.

IMPORTANT: *If the coordinates don't suit you, simply stay where you are. The chip is then forfeited.*

END OF THE GAME

Have you worked out a five-digit door code? Then get to the exit! You must get your playing figure to the exact height of the exit door to be able to move it onto this space. So you can't land on the exit if there is a **height difference of one level!** You're not allowed to use the ladder code chip here either.

You've won when you fulfill all three of the following conditions:

1. You have a five-digit door code whose colors can all be joined together.
2. You've moved your playing figure to the exit space without a height difference on its last move.
3. The sand timer has not yet reached the end chip.

Bright daylight blinds you and, with a gasp, you fill your lungs with fresh air as you push the door open. Congratulations, you're free!


You lose the game if any one of the following occurs:


1. The draw pile is used up. You aren't allowed to play the cards remaining in your hand!
2. The sand timer (i.e., the kidnapper) has reached the end chip.
3. Your playing figure is unable to move because you can't move it off the space it's on as per the movement rules.


The kidnapper's footsteps echo off the damp walls, growing louder and louder. You can no longer escape him now. Unfortunately, you didn't win this time.


THE SCENARIO CARDS


The game comes with seven starting setups ("scenarios") of different levels of difficulty. Set the game up as described. Start with Scenario 1 to familiarize yourself with the game. Some scenarios involve several cards. There are special rules to follow that are explained on the cards. The following applies to all of the scenarios:

 **Starting space for the playing figure**

 **Exit, door in the direction of the arrow**

 **Number of water tiles**

 **Number of code chips**

 **Number of cards used**

Game author: Marco Teubner
Based on an idea by Sebastian Fitzek
Illustrations: Jörn Stollmann
Design/layout: Andrea Köhrsen
Editing: Tobias Weierstraß
Proofreading: Kaddy Arendt
Production: Claire Deutsch
Translation: Birgit Irgang
Sebastian Fitzek UNDERGROUND
www.sebastianfitzek.de
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Arnoldstraße 13d
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CH: Dessauer, 8045 Zürich
www.moses-verlag.de

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Please send any complaints, praise or criticism to:
privatkundenservice@moses-verlag.de



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