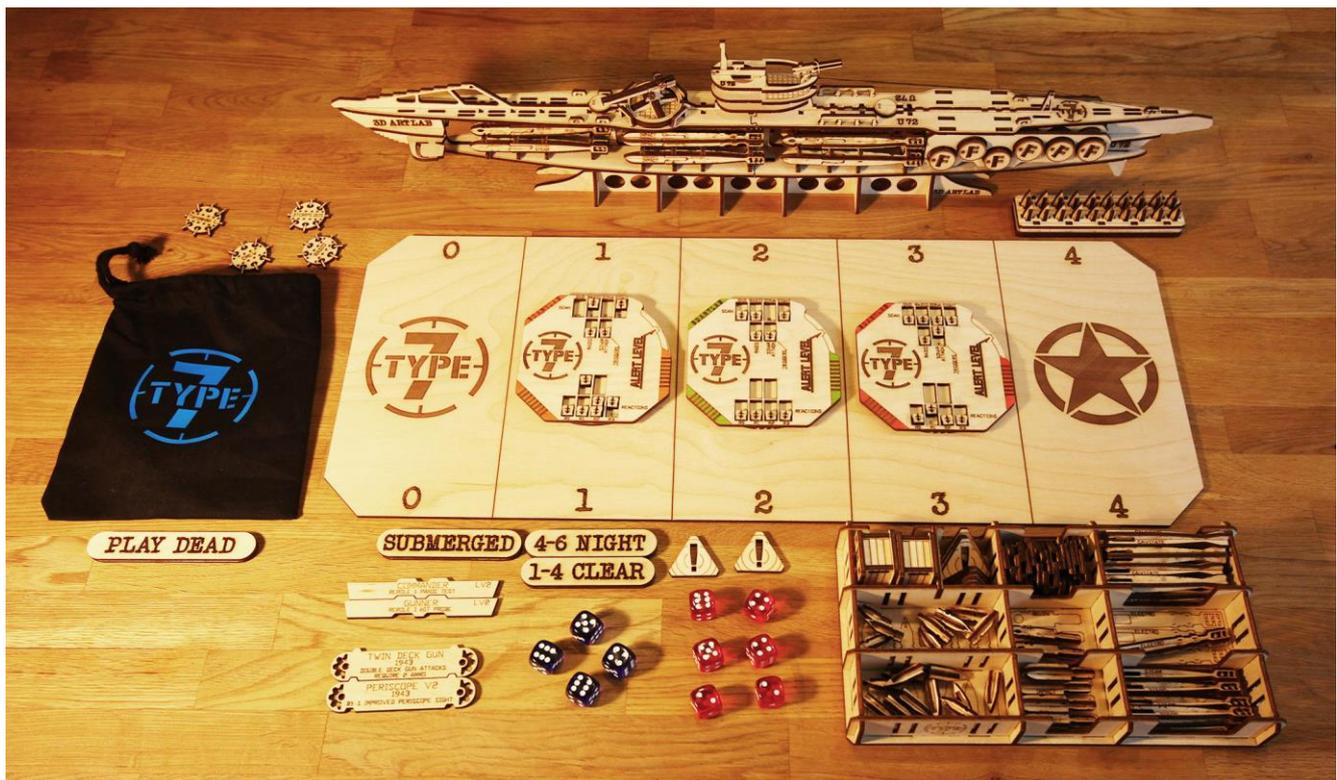




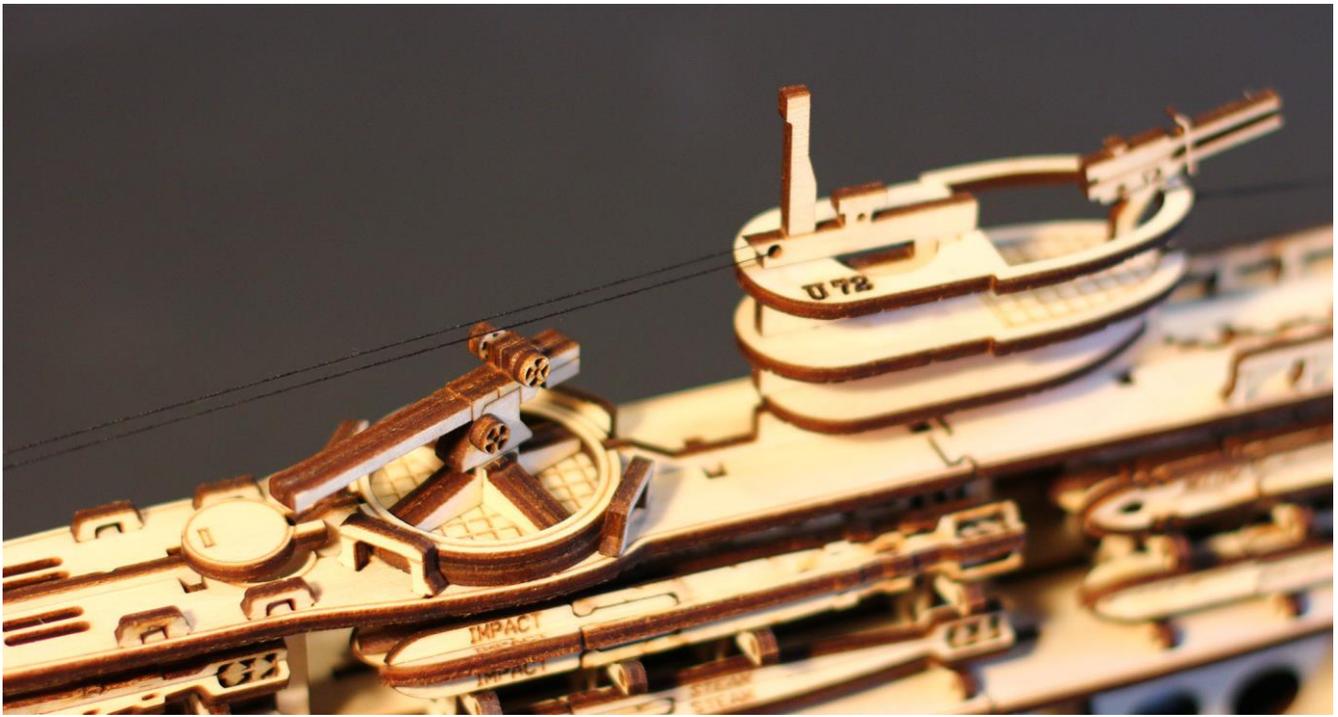
A SOLITAIR AND 2 PLAYER CO-OP BOARD GAME

In **Type7**, you take command of a German Type 7 U-boat during WWII.

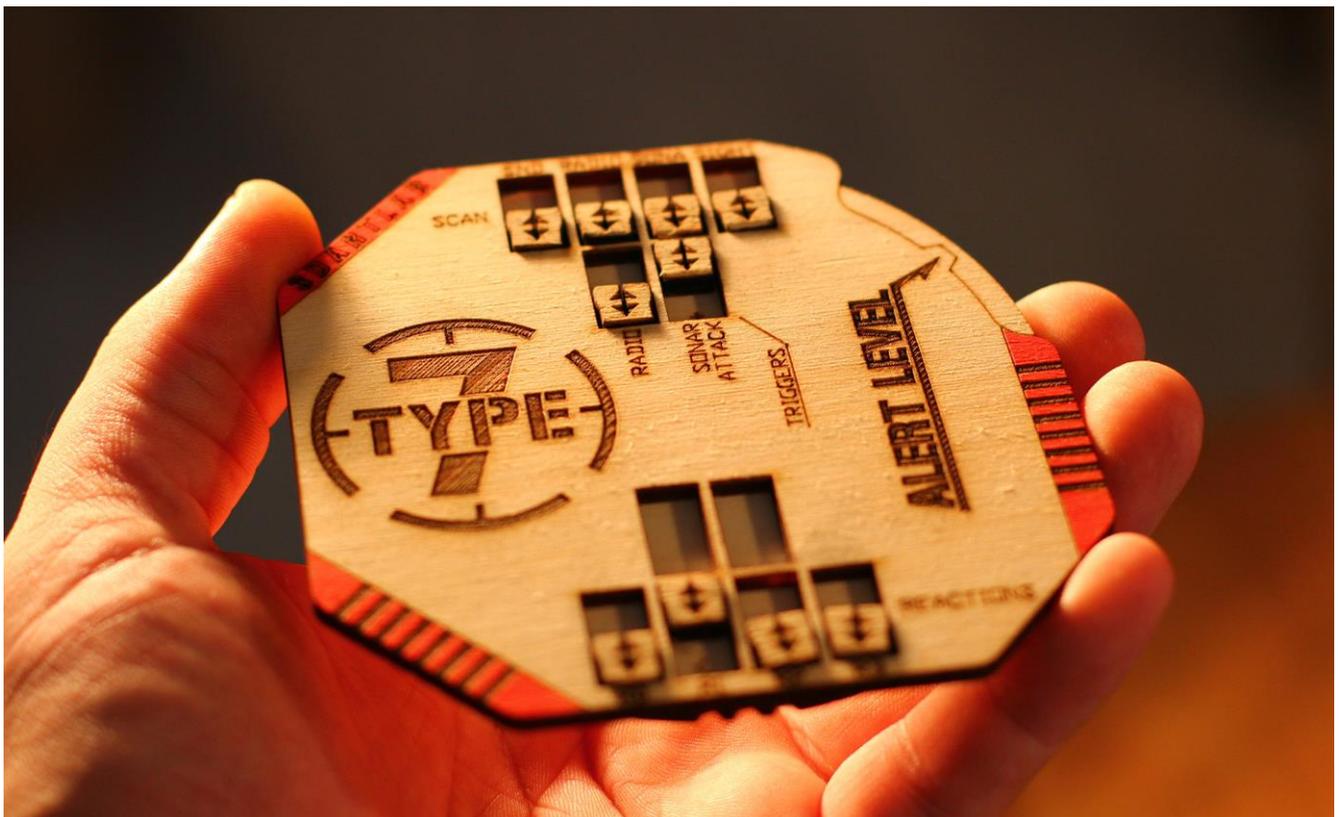
It's 1939. You possess authentic weapons and technology in a thrilling *fog of war* where every decision you take may be your last. A system of rotatable discs defines your encounters with the enemy by storing all the data and reactions.



While levelling up your crew and upgrading your shop in every mission, you fight to stay alive and to fulfill your secret missions. A 63 cm long wooden U-boat is used to store wooden torpedoes and fuel during the game. The deck's gun ammo is represented by wooden shells of different kinds and stored in a 20-round wooden magazine. All game tokens are made of wood and engraved as well. Burnt wood sets you back in time and deep under the surface of the ocean. You can call a wolfpack to support you or dive deep to avoid attacks while risking that the pressure may crack your hull every second.



This game delivers a realistic, dense and brutal atmosphere and even includes a hard game mode and a co-op 2-player mode. There are different available versions of the game including a scale version of the U-boat.



The gameplay is complex and uses optimized rules. You can even download the rules and an easy print-and-play demo to get a clear idea of this game and its features.

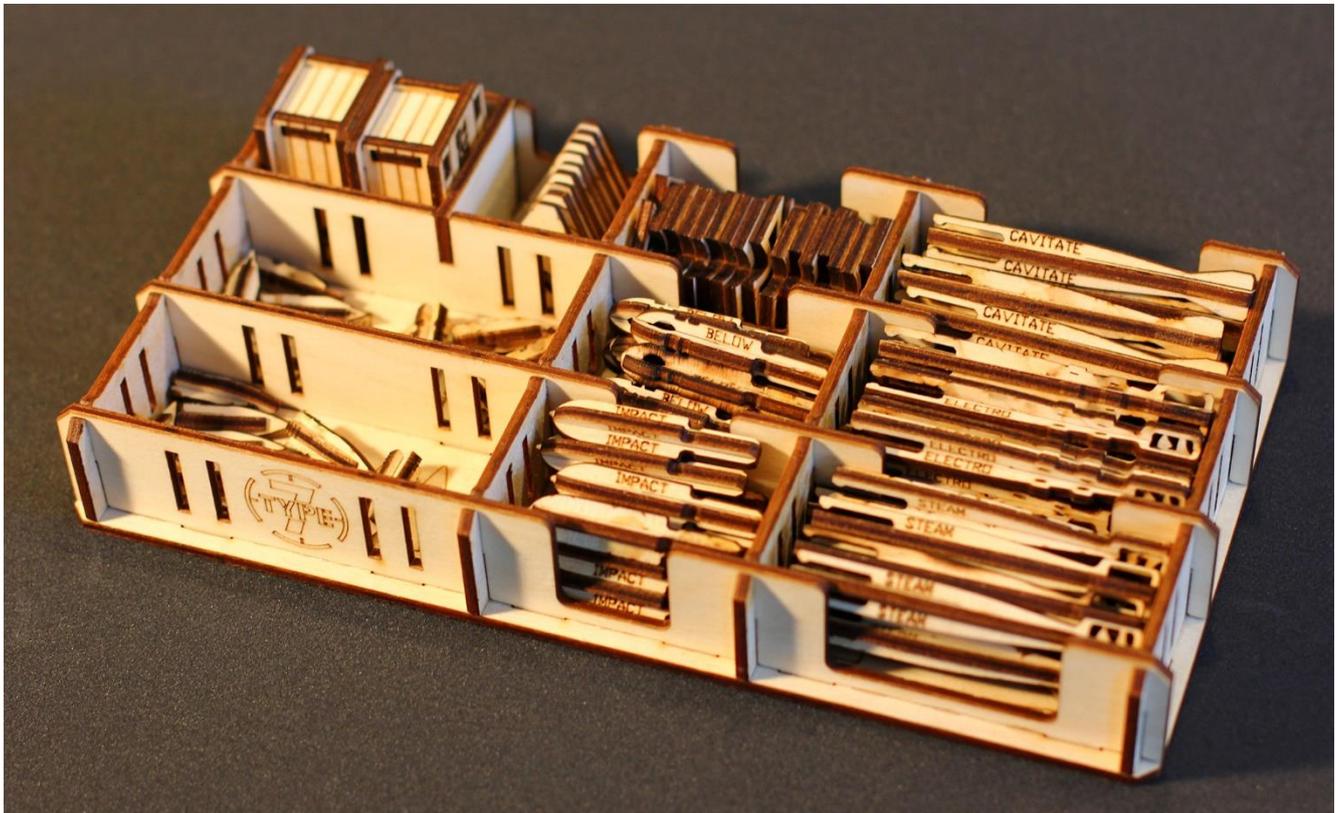
Features:

- Assemble the submarine quickly (the 63 cm long U-boat can be fully assembled in about 10-20 minutes).
- Decide your course and which zones you want to reach or avoid.
- Harvest victory points and use them to level up your crew and buy new technology and ship systems.
- Play solitaire or co-op.
- Decide to go into "Schleichfahrt" mode or go for a deadly dive while risking a hull breach to flee from your enemies.
- Order a supply drop via radio transmission or use your radio to call an airstrike or call an entire wolfpack of submarines to attack bigger fleets.
- Try to identify your enemies without getting noticed.
- Spend extra fuel following your prey, allowing you to attack in other weather or daytime conditions.
- Choose between 20 different kinds of damage including fire on board, losing weapon systems, ammo, wounded crew members and many more.
- Deal with your crew's panic level, which you can influence as a commander.
- Deploy a squad team trying to archive secret missions on land or sea.
- Decide if you want to generate encounters with the enemy on a newly discovered ocean area or if you want to stay undercover and try to avoid enemy vessels.
- Attack emerged enemies with your deck gun and use your flak corps to fight against attacking airplanes.
- Soundcheck your enemies and try to see them with a periscope or binoculars if emerged.
- Load or unload torpedoes. Choose between different torpedoes and torpedo warheads.
- Try not to trigger the enemies' alert level too early and attack at the right moment to deal the most damage before being attacked.
- Accidentally attack ghosts which are non-real enemies, disappearing after being seen or attacked. You can even accidentally detect a whale as a target.
- Avoid sea mines.
- Eliminate your enemies before they call support.
- And when the war ends, the game offers you an alternative timeline.



Wooden components:

- A 63 cm long type 7 U-boat
- 3 kinds of different torpedoes (36 in total)
- 2 kinds of different torpedo warheads (36 in total)
- 12 different enemies, each with 2 variations (see the engraved wooden discs)
- 40 deck gun shells of two kinds
- 1 magazine for 20 deck gun shells
- 8 crew panic tokens
- 6 disc holders
- 2 support boxes
- 15 victory points
- 12 fuel barrels
- 4 status tokens with rounded edges, double-sided
- 7 crew tokens for LV2 and LV3 upgrades
- 9 tech tokens
- 20 damage tokens with different effects
- 1 big wooden map made out of 5 range zones.
- storage box



Other components:

- Rulebook
 - 10 dice (4 blue and 6 red)
- (content may vary depending on the edition)



AGE: 18+

PLAYERS: Solitaire and 2-player co-op

PLAYTIME: A mission lasts between 1 or 2 hours, a chapter 1 day and the game 1 week.

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DESIGNER: Markus Geiger

PUBLISHER: 3DARTLAB

PAINTING: Bernhard Kleber

PROOF READING: Allen Boisclair

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