

CARTOGRAPHERS

# UNDERCITY

— DEPTHS OF SABEK —

MAP  
PACK

3

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TW  
GAMES

# Undercity – Depths of Sabek

This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers Heroes*.

## COMPONENTS

- 75 Map Sheets (double sided)
- 3 Scoring Cards



## CHANGES TO SETUP

Players collectively decide which side of the map sheets to use (*U1* or *U2*). Use a scoring card from this map pack in place of the pattern type from the core game.

Before the game begins, if playing on the advanced side (*U2*), each player draws a gate in any empty space directly above the ground line on their map sheet.

## ABOVE AND BELOW

The Undercity map sheets have two sections: above ground and below ground, which are separated horizontally by the ground line. These sections are connected by the gate, which is considered to be a filled space.



Players may only draw shapes so that they are entirely above ground or below ground. When drawing a shape, a player must place it so that a continuous path of filled spaces can be traced from the new shape back to the gate.

If a player cannot legally draw any of the available shapes, they instead draw a 1x1 square filled with any terrain type (excluding mountains), but they must still be able to trace a continuous path back to the gate.

## Credits

**Game Designers:** John Brieger and Jordy Adan

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