Sonar has four game variations:

Limited Charges - In this variation each ship can only drop 5 depth charges (indicated by the dashes on the top of the playfield) before running out. After they run out they will need to wait until the other player drops all of their depth charges before their supply is refilled. This variation allows players to take their time in finding ships.

Miss Penalty - Each time a player bombs an empty square it costs them 2 points.

Invisible - The board isn't marked (the square doesn't turn green) when a player drops a depth charge. This makes it harder to remember if you've already bombed a square or not. Combined with the Miss Penalty variation, this can be a real score killer.

Mines - Mines are hidden on the board in addition to the ships. If you bomb a hidden mine you lose 5 points.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Limited Charges		X		X		X		X		X		X		X		X
Miss Penalty			X	X			X	X			X	X			X	X
Invisible					X	X	X	X					X	X	X	X
Mines									X	X	X	X	X	X	X	X