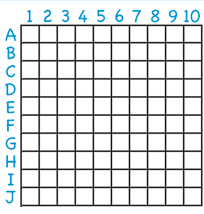
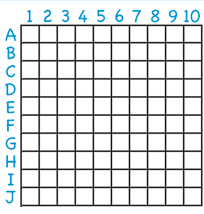
Battleships

Draw your ships in the top one.

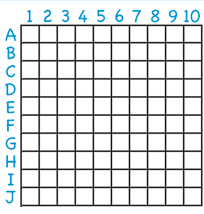


Use this one to record your shots and hits

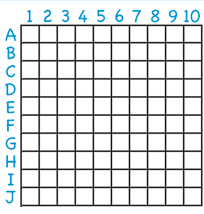


Battleships

Draw your ships in the top one.



Use this one to record your shots and hits



"To commence the game, each player marks out his own fleet in his own battle zone. The fleet comprises four ships: a battleship of five squares, a cruiser of three squares, and two destroyers of two squares each. The player must dispose his fleet as he sees fit within the 10x10 zone, but the squares comprising any one ship must be adjacent in a straight line, on a row, column, or diagonal. An optional rule is that no two ships may touch each other.

"Player A delivers a salvo of seven shots upon B's battle zone. He announces the squares verbally as B2, D3, C5 ... etc. Both players mark these shots on their respective battle zones. At the end of the salvo, player B announces 'you hit nothing' or 'you hit my battleship once', whatever is the case. The number of actual hits must be stated, together with the class of ship, but the player does not reveal which shots were hits and which were misses.

"The salvos on each side are numbered, from 1 up. On his second turn, player A will write two in each square he chooses for a shot, and player B will write 2 in every corresponding square of his own battle zone. Thus when a hit is registered, the firer knows that it was one of seven (or less - see later) shots in the salvo. To record a hit, he writes the salvo number in the appropriate ship in the grid underneath the battle zones. When he hits the same ship again, he is well on the way to locating it. For example, suppose he hits the cruiser with a 2 and a 5, he looks for all places where a 2 and a 5 stand on one line.

"The game continues by alternate salvos. The game is won by the player first to hit every component square of all four enemy ships.