BATTLESHIP

1931	2 Players	30 Minutes	Deduction / Nautical

Object

Be the first to sink all five of your opponent's ships.

Setup

- Setup the game units so that they are facing away from each other.
- Each player secretly places their fleet of five ships on the ocean (bottom) grid. Ships may be placed horizontally or vertically. They cannot overlap other ships. You must keep the position of your ships secret throughout the game.

Rules of Play

Firing

- Decide who will go first. Players alternate turns, calling out a letter and number that corresponds to one of the empty coordinates on the target grid.
- If you call out a shot that is empty on your opponent's grid, they call out a "miss", and it is marked on your target (upper) grid with a white peg.
- If you call out a shot where one of your opponent's ships is located, they call out a "hit". You may mark your target grid with a red peg in the appropriate coordinate. Your opponent should mark the ship in their ocean grid as well with a red peg.

Sinking

- Once all the holes of a player's ship are filled, they must tell their opponent what ship has been sunk.

Winning the game

- If you are the first player to sink your opponent's entire fleet, you win the game!

Battleship Variation: Salvo

- Instead of one shot per turn, each player calls out five different shots. While calling shots, it is probably best to mark them with white pegs in order to remember which ones you've called.
- Afterwards, your opponent will tell you which coordinates from your five calls were hits. Replace these white pegs with red pegs. Your opponent should also mark their hit ships with red pegs.
- For every ship that is sunk in your fleet, you must fire one less shot during your salvo. For instance, if you have lost two ships, you can only fire three shots during your turn.