

BATTLESHIP

AGILE VERSION

OBJECT OF THE GAME

Be the first to sink all 5 of your opponent's ships

PREPARE FOR BATTLE

You and your opponent sit facing each other, ensuring that neither of you can see the other's ocean grid. Secretly draw your fleet of 5 ships on your ocean grid. To draw each ship, draw a rectangle on your ocean grid to represent each ship pictured right. Your opponent does the same.

Rules for placing ships:

- ★ Place each ship in any horizontal or vertical position, but not diagonally.
- ★ Do not place a ship so that any part of it overlaps letters, numbers, the edge of the grid or another ship.
- ★ Do not change the position of any ship once the game has begun.

See the examples in the appendices for an example of ship placement.

HOW TO PLAY

Decide who will go first. You and your opponent will alternate turns, calling out one shot per turn to try and hit each other's ships.

The player that goes first (Player 1) has 40 shots. Player 1 takes a few minutes and plans out all of their shots in advance, recording them as a O on their opponent ocean grid.

Then this player must call out all 40 of their shots in turn, recording each hit as an X and leaving misses as an O. See more about recording Hits and Misses under "Call your shot"

Once Player 1 has recorded all 40 of their shots and marked the hits and misses their turn is over and Player 2 can enter the game.

Player 2 also has 40 shots but does NOT have to plan all 40 in advance. This player can take a shot and adjust his or her fire for the next shot, reacting to hits and misses (as in normal Battleships).

IMPORTANT! - Player one take 1 turn with all 40 shots, Player 2 has 40 turns of 1 shot.



Carrier - 5 Squares



Battleship - 4 Squares



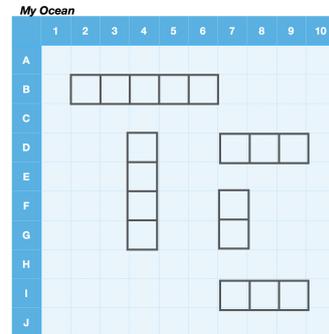
Destroyer - 3 Squares



Submarine - 3 Squares



Patrol Boat - 2 Squares



CALL YOUR SHOT!

On your turn, pick a ocean square on your opponent's ocean grid and call out its location by letter and number. Each square has a letter-number coordinate that corresponds with the same coordinate on your opponent's ocean grid. To determine each coordinate, find its corresponding letter on the left side of the ocean grid and its number on the top of the grid.

For example, the shot location in figure opposite is D4.

When you call a shot, your opponent must tell you whether your shot is a hit or a miss.

IT'S A HIT!

If you call out a shot location that is occupied by a ship on your opponent's ocean grid, your shot is a hit! Your opponent tells you which ship you have hit (cruiser, submarine, etc.). Record your hit by placing an X in the corresponding ocean hole on your ocean grid. Your opponent also places an X in the corresponding hole of the ship you have hit on his or her ocean grid.

Opponent Target grid

	1	2	3	4	5	6	
A							
B							
C							
D				X			
E							
F							

IT'S A MISS!

If you call out a shot location not occupied by a ship on your opponent's ocean grid, it's a miss. Record a miss by drawing a O in the corresponding ocean hole on your opponent ocean grid so you won't call this shot again. It's not necessary for players to record each other's misses with white pegs on their ocean grids.

Opponent Target grid

	1	2	3	4	5	6	7
A							
B							
C							
D		O					
E							
F							
G							

Opponent Ocean grid

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

My Ocean Grid

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										