

BATTLESHIPS

PLAYER NAME _____

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

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

#	Type of Ship	Sq Size	Number of Ships in Fleet
1	Aircraft Carrier	5	1
2	Battleship	4	1
3	Destroyer	3	2
4	Submarine	1	3

HOW TO PLAY BATTLESHIPS

History of the Game of Battleships

The game of Battleship ((or Sea Battle) is known worldwide as a pencil and paper game and is thought to have its origins in the French game L'Attaque played during World War I, although parallels have also been drawn to E. I. Horseman's 1890 game Baslinda and the game is said to have been played by Russian officers before World War I.

It was published by various companies as a pad-and-pencil game in the 1930s, and was released as a plastic board game by Milton Bradley in 1967. The purpose of the game is to destroy the opposing player's battleships, and ends with a fight to the death.

Aim of the Game:

It's a game for two players. Each player has to guess the locations of the other player's ships on a grid.

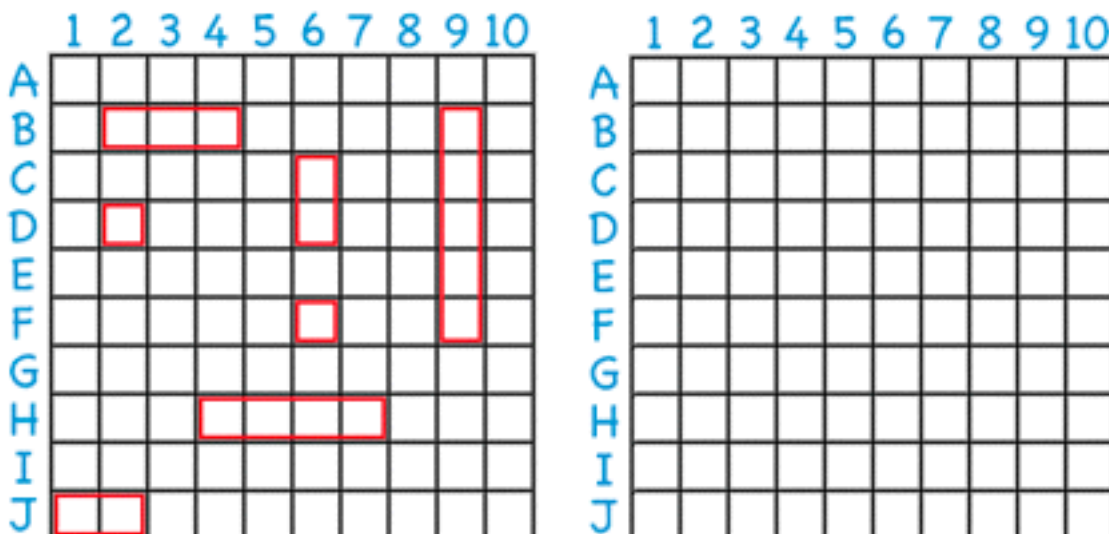
Winner:

The winner is the person who finds and 'hits' all their opponent's ships first. (You could play for a set length of time and the person who has the most 'hits' wins the game)

Description:

Each player draws two grids of equal number (for example it could be 10 x 10), Label them with letters down the grid and numbers across the grid (see below).

On the left-hand grid the player draws rectangles representing their fleet of ships without letting their opponent see this paper:



The fleet

Each player's fleet consists of the following ships:

- 1 x Aircraft Carrier - 5 squares
- 1 x Battleship - 4 squares
- 2 x Destroyers - 3 squares each
- 3 x Submarines - 1 square each

Each ship occupies a number of squares on the grid, horizontally or vertically (see above).

Begin Play

Flip a coin to decide who begins. (They've accepted the 'King's Shilling' and joined the Navy.)

The players take it in turns, making 'a shot' at the opponent, by calling out the coordinates of a square (eg F9). The opponent confirms if they have made a "hit" (if it hits a ship) or "miss" if they have missed. The player continues with their turn until they 'miss'. Then it's the other person's turn to play.

When the player has hit the last remaining square of a ship their opponent must declare the name of the ship - for example *"You sank my Aircraft Carrier"*.

During play each player should record their opponent's shots on the left-hand grid, and their shots on the right-hand grid as below

"X" for a hit and "O" for a miss:

