<resources>  
<string name="app\_name">Hundir\_La\_Flota</string>

<string name="Jugar">Jugar</string>

<string name="Ranking">Ranking</string>

<string name="Ayuda">Ayuda</string>

<string name="AcercaDe">Acerda de</string>

<string name="titulo">Hundir La Flota</string>

<string name="volver">Volver</string>

<string name="instrucciones">Instrucciones de juego</string>

<string name="Autor">Desarrolado por: Ariel Carrera</string>

<string name="Modulo">Programación multimedia y dispositivos móviles</string>

<string name="curso">2º Desarrollo de aplicaciones multiplataforma</string>

<string name="ranking">Ranking jugadores</string>

<string name="rankingNombre">Nombre</string>

<string name="rankingIntentos">Nº Intentos</string>

<string name="rankingTiempo">Tiempo</string>

<string name="intentos">Número de intentos</string>

<string name="tiempo">Tiempo</string>

<string name="barco">Barco</string>

<string name="guardar">Guardar Partida</string>

<string name="nombreGuardar">Introduce tu nombre</string>

<string name="comoJugar">El juego consiste en hundir todos los barcos que se encuentran en el tablero. Para ello el jugador irá disparando bombas por cada casilla con un límite de 40 intentos.  
</string>

<string name="comoJugar2">Por cada disparo, si la casilla está en blanco responderá "agua" y no podrá volver a ser pulsada. Si en la casilla se encuentra parte de un barco responderá "tocado" y el jugador tiene derecho a un nuevo disparo.  
</string>

<string name="comoJugar3">Si en la casilla se encuentra la última parte de un barco responderá "hundido", se actualizará el números de barcos restantes y también tiene derecho a un nuevo disparo.  
</string>

<resources>

<string name = "app\_name"> Battleship </string>

<string name = "Play"> Play </string>

<string name = "Ranking"> Ranking </string>

<string name = "Help"> Help </string>

<string name = "About"> About </string>

<string name = "title"> Battleship </string>

<string name = "back"> Back </string>

<string name = "instructions"> Game instructions </string>

<string name = "Author"> Developed by: Ariel Carrera, Jon Cantero, Dagner Ramos </string>

<string name = "Module"> Multimedia programming and mobile devices </string>

<string name = "course"> 2nd Multiplatform application development </string>

<string name = "ranking"> Ranking </string>

<string name = "rankingName"> Name </string>

<string name = "ranking Attempts"> No. Attempts </string>

<string name = "rankingTime"> Time </string>

<string name = "attempts"> Number of attempts </string>

<string name = "time"> Time </string>

<string name = "ship"> Ship </string>

<string name = "save"> Save Game </string>

<string name = "Save name"> Enter your name </string>

<string name = "how to play"> The game consists of sinking all the ships that are on the board. For this, the player will fire bombs for each square with a limit of 40 attempts.

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<string name = "likePlay2"> For each shot, if the box is blank it will respond "water" and cannot be pressed again. If part of a ship is found in the box, it will respond "touched" and the player is entitled to a new shot.

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<string name = "comoPlay3"> If the last part of a ship will respond "sunk" in the box, the number of remaining ships will be updated and it is also entitled to a new shot.

</string>