Battleship10x10 rules

The object of Battleship is to try and sink all of the other player's before they sink all of your ships.

1. In the console gamers create their ship's placement by writing the index of the map cell (From A1 to J10), and also in this way they can attack their enemy.
2. Gamers have two maps, which first map is ships placement, and the second is shots placement on enemy’s map.
3. There are 10 ships on the map, which –

* Ship lengths of 4 – 1
* Ship lengths of 3 – 2
* Ship lengths of 2 – 3
* Ship lengths of 1 – 4

1. Example of what the map look likes:

Изображение выглядит как доска

Автоматически созданное описание