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/01

The seagoing airbase



While the first ship-launched takeoffs, and subsequently airborne attacks, were made in the early 20th century, the then-immature development of heavier-than-air aircraft prevented them from having any major influence in World War I

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/01

The seagoing airbase



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## Carrier



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/02

The large armored warship



Battleships have traditionally been the flagships of a given nation's navy, originating from the Age of Sail's ships-of-the-line, to World War I's dreadnoughts, to modern day battleships sporting longer ranges, higher speeds, and advanced equipment

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/03

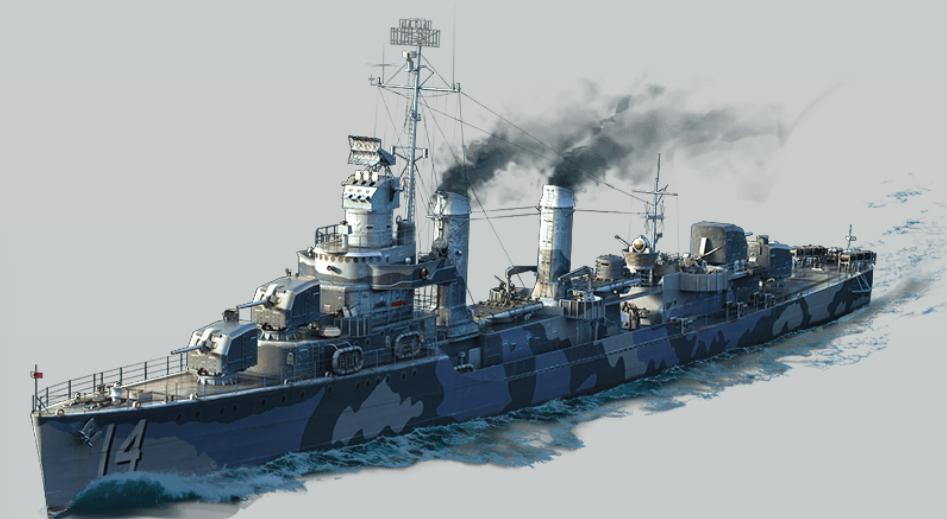
The modern battleship



Cruisers are often called upon to hunt down enemy destroyers, perform quick response duties, escort and protect merchant shipping or larger vessels like battleships and aircraft carriers from various threats, provide an additional layer of defense

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## Cruiser



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/04

The modern battleship



Although experimental submarines had been built before, submarine design took off during the 19th century, and they were adopted by several navies. Submarines were first widely used during World War I

[Know more →](#)

## Submarine

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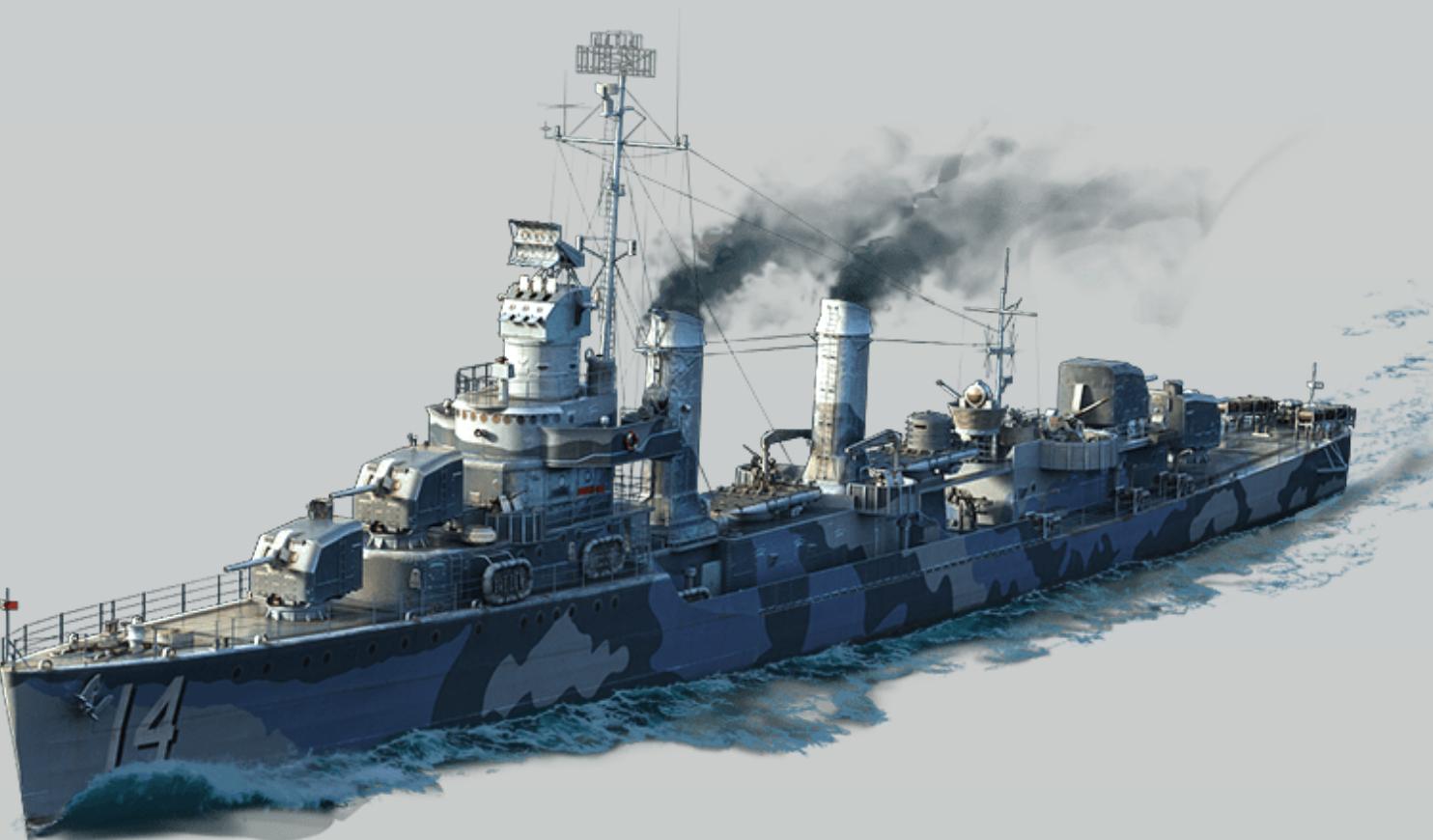


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/05

The defender against short range



Developed in the late 19th century to combat torpedo boats (hence their original name "torpedo-boat destroyer"), they gradually took over the role of the torpedo boats themselves, but lacked speed and operating range

[Know more →](#)

## Destroyer



# BATTLESHIP

# THE GRID

# THE SHIPS

# SHIP PLACEMENT

# GAMEPLAY



# BATTLESHIP

THE GRID

THE SHIPS

---

SHIP PLACEMENT

Carrier

Battleship

Cruiser

Submarine Destroyer

GAMEPLAY



5 squares

4 squares

3 squares

3 squares

2 squares



# BATTLESHIP

THE GRID

THE SHIPS

SHIP PLACEMENT

GAMEPLAY



## SHIPS



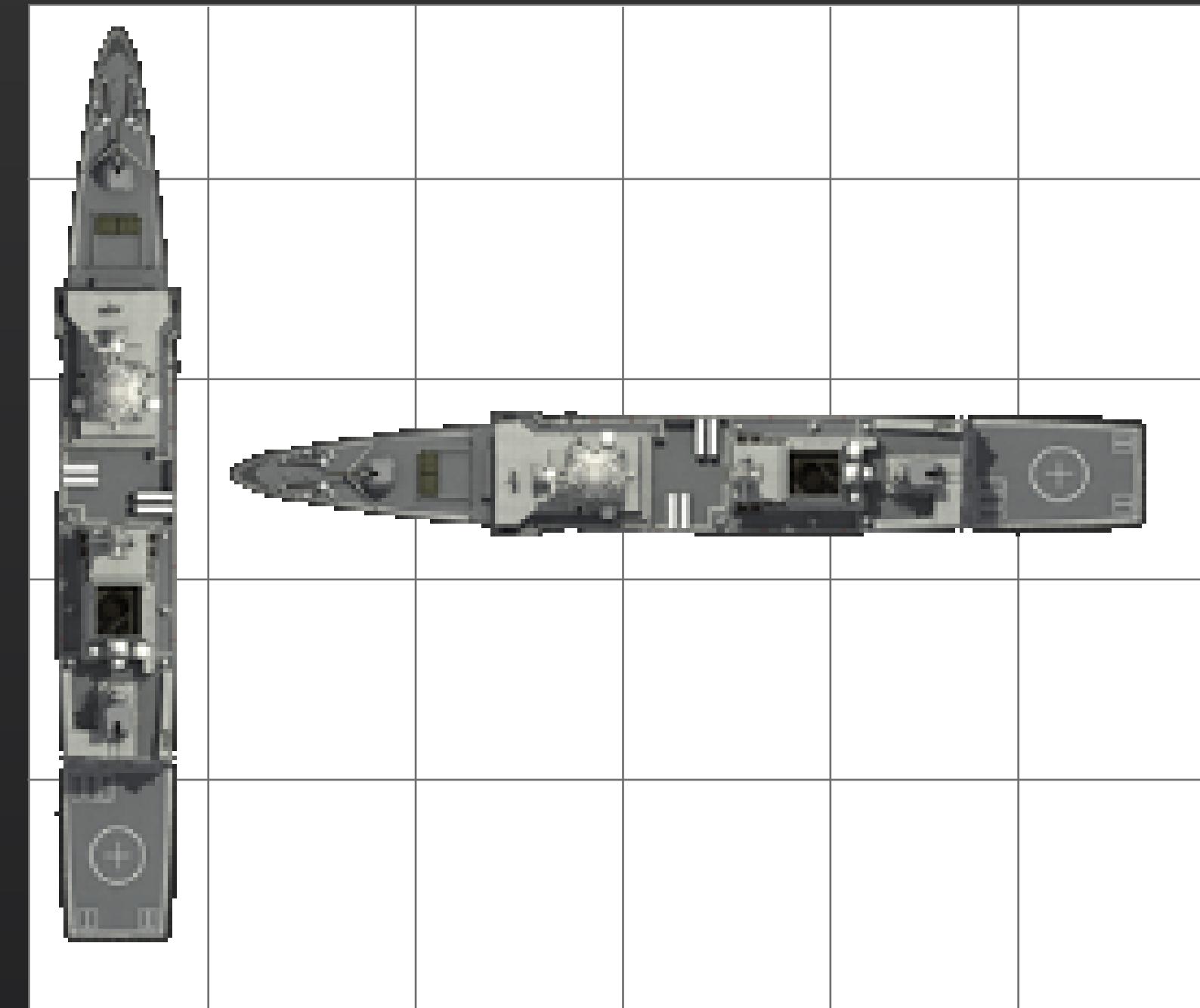
...



## DRAG-A-SHIP

You can drag a model from the "SHIPS" section (Hold <Left mouse button>) and place it horizontally or vertically on the grid, between two line/ column delimiters.

After placement, a ship can still be replaced and rotated, by pressing the rotate (diamond with arrow) button.



## SHIP ROTATION

From horizontal to vertical:

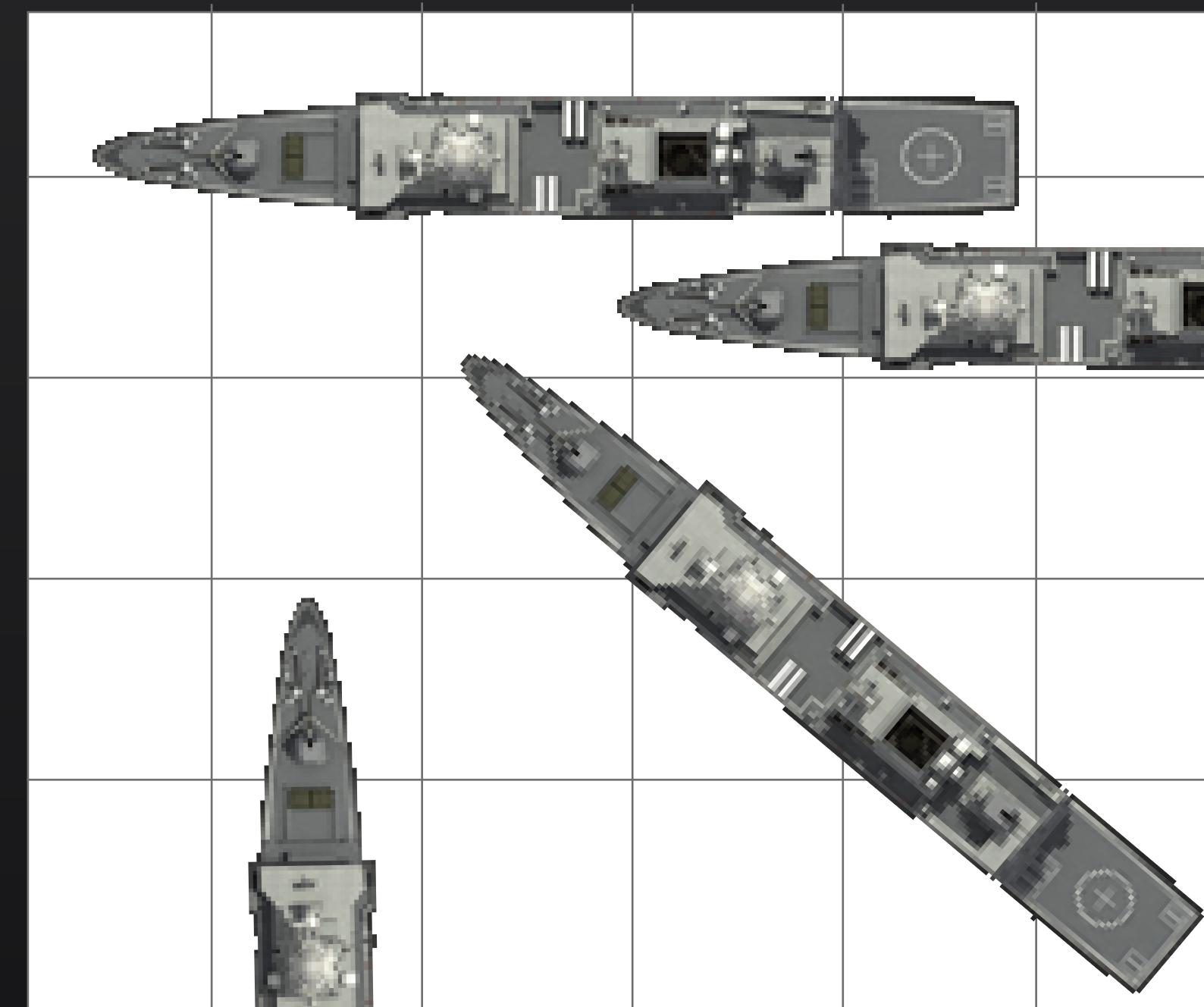
Ax: left-most square;

Direction: 90 degrees clockwise.

From vertical to horizontal:

Ax: upper-most square;

Direction: 90 degrees counter-clockwise



## NOT PERMITTED

Diagonal, on-the-delimiters, or out-of-bounds placement will automatically place the model back in the "SHIPS" section.



The rule also applies on the result of a rotation (say, in the upper grid, the bottom line is nr. 10, and you want to rotate the horizontal Carrier, the new placement will not be accepted).

# BATTLESHIP

THE GRID

THE SHIPS

SHIP PLACEMENT

GAMEPLAY



## TURN SYSTEM

This game is a turn-based strategy (TBS). This means that you and your opponent will take turns. A turn will end when the player presses the ("END TURN") button, or when 60 seconds have passed.

## HIT-OR-MISS

A player's goal is to sink all the opposing ships. A ship sinks when all the squares it is placed on are HIT. During its turn, a player can mark a square on the opponent's grid (it will be colored in yellow). When the turn ends, the color of the square changes: if part of a ship is placed on that square, that square will be colored in red, and marked with an X. However, if that square is empty, it will be recolored in blue.

NOTE: A player's ships are only visible TO THAT PLAYER.

## ENDGAME

The game ends when all your opponent's occupied squares are HIT; afterwards, you will be declared WINNER (or if you fail, the game will call you a LOSER), and you will return to the main menu, where you can see your wins and losses.

Name  
email

BATTLESHIP

PLAYER VS. PLAYER

Compete against another player

PLAYER VS. AI

Compete against computer

Disconnect

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/01

The seagoing airbase

# Carrier



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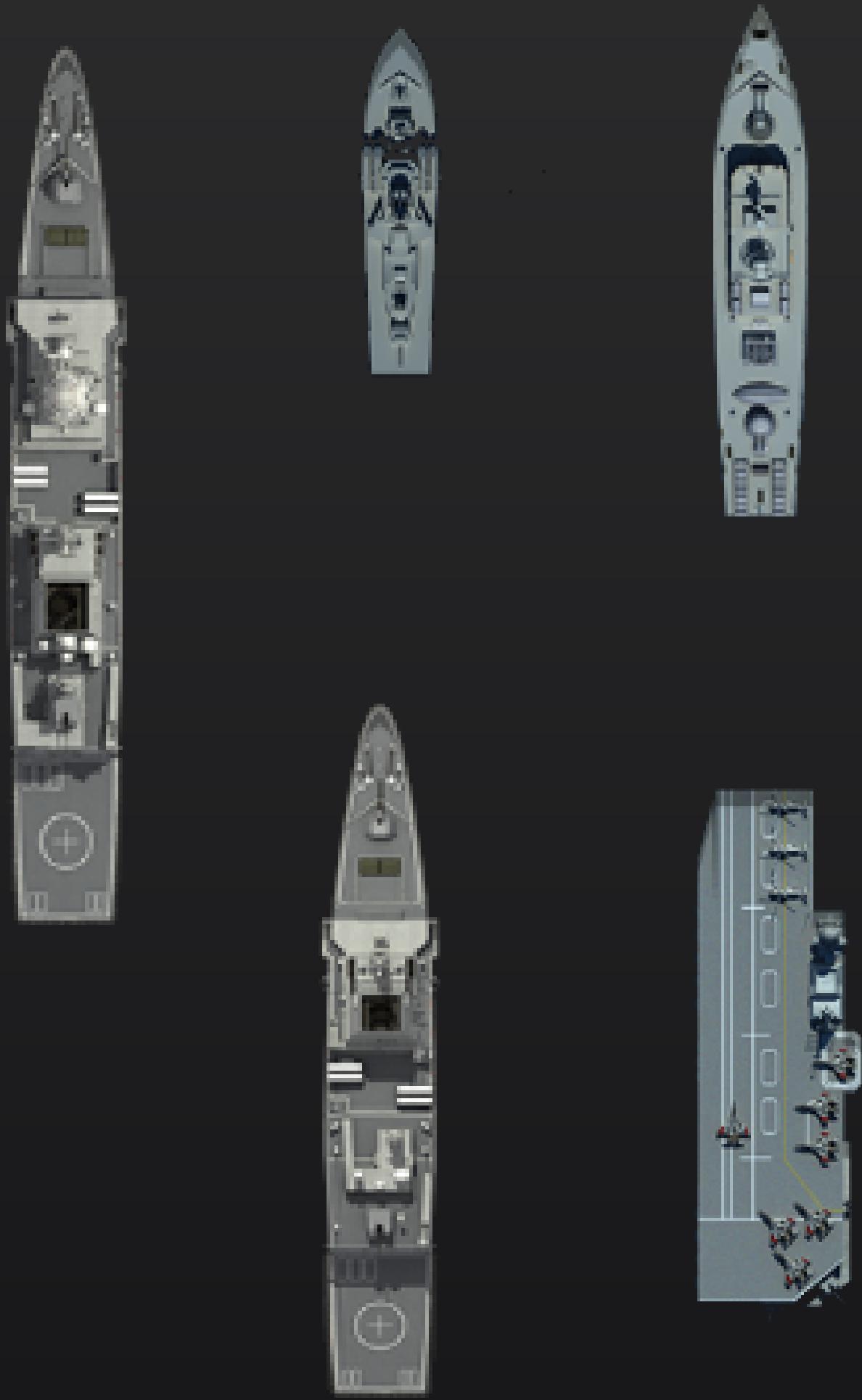


# SHIPS

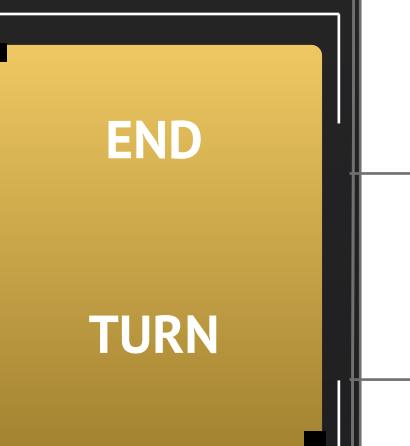


# START

# Start the game!



	A	B	C	D	E	F	G	H	I	J	Turn timer: <X> sec.		A	B	C	D	E	F	G	H	I	J
1												1										
2												2										
3												3										
4												4										
5												5										
6												6										
7												7										
8												8										
9												9										
10												10										



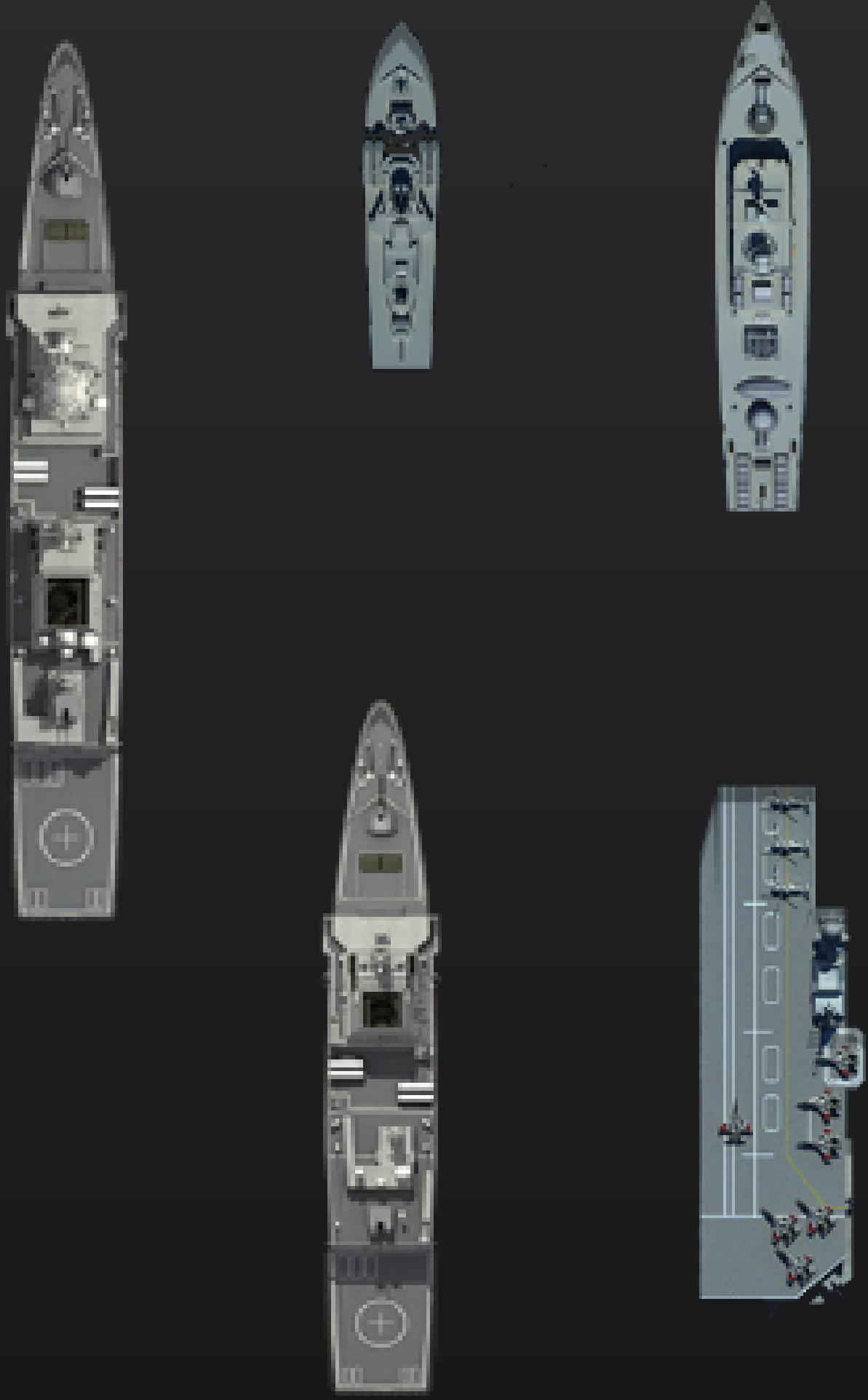
End your turn.

# SHIPS



# START

# Start the game!



	A	B	C	D	E	F	G	H	I	J	Turn timer: <X> sec.		A	B	C	D	E	F	G	H	I	J
1												1										
2												2										
3												3										
4												4										
5												5										
6												6										
7												7										
8												8										
9												9										
10												10										

END  
TURN

End your turn.