

Game Overview: In this game two players play against each other on a 5x5 board containing six ships; three for each player. The goal is to get your ships across the board before the opponent.

Setup: Player 1 has three ships at the beginning of the second, third and the fourth row, and player 2 has three ships at the beginning of the second, third, and the fourth column, as illustrated below:

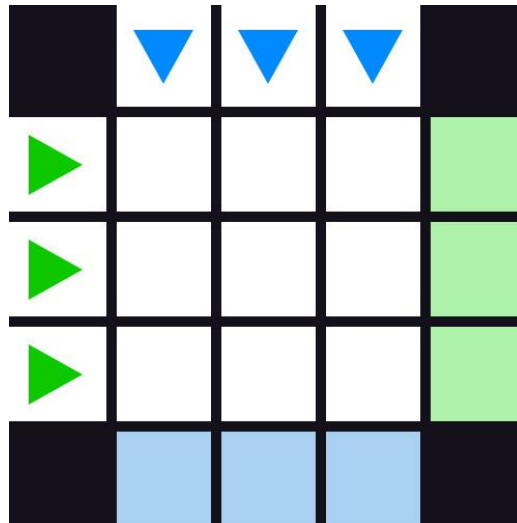
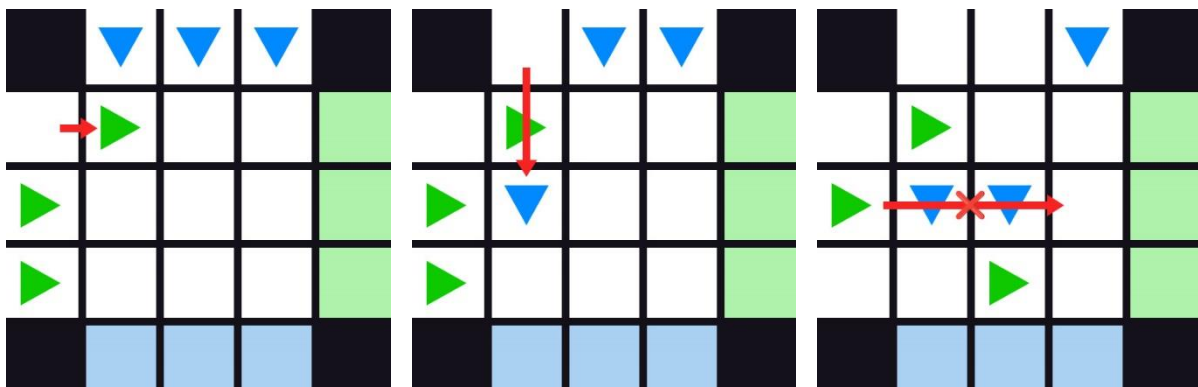


Figure 1 - Player 1 is represented by green, player 2 is represented by blue

Turns: At each turn, a player can move one of their ships. The ships can advance on their existing row/column by one square. If one of opponent's ships is located in front of one of our ships, we can jump over that ship and advance by two squares, but if that square is also occupied by an opposing ship, we can't advance in that row/column, and must move another ship.



Free Turn: If all of your opponents moves are restricted, their turn is lost and you get to play again.

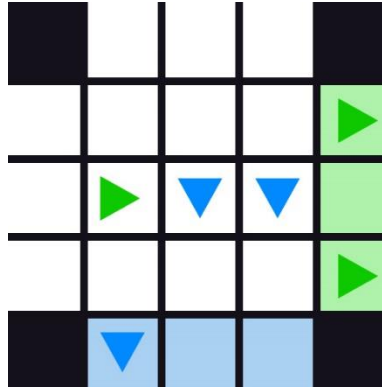


Figure 2 - In this situation, player 1 can't move so the turn is lost and given to player 2

Game Progression & Winning Condition: Each player moves one ship at their turn, until a player has all of their ships placed on the opposite side of the board.

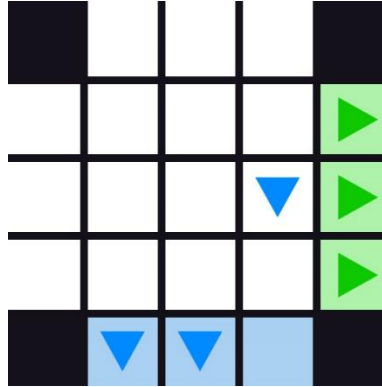


Figure 3 - Player 1 has won