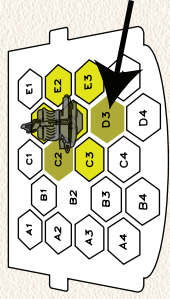# Yo~Ho
Ships in the Night

Start by placing each ship on a random spot, and reset the shots-taken counters.
Take turns. Take one of the following actions per turn ...
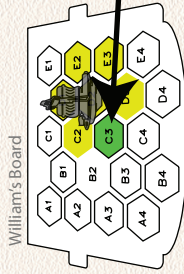
"Move"

You can only move to a space that is adjacent to your current position and is not an island.

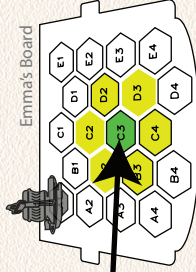Your boat must stay on water spaces. Islands are land, and can be used for listening but not for boat positions.

"Listen"

You can "Listen" on an adjacent space or the space that you are on.

William's Board

-William says-
"Listen on C3"

Emma's Board

Notice the how Emma's "Listen" zone partly exposes William's position.

-Emma replies-

"Silence"   OR   **"Yo-Ho"**
If her ship is not in the zone | If her ship is in the zone

"Fire"

You can "Fire" on any space on the board, five missed shots and you lose.

William's Board

-Emma says-
"Fire on D2"

Emma's Board
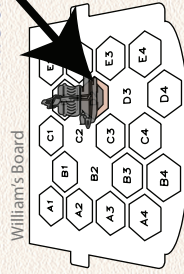
-William replies-
"It's a Hit"

Emma flips one indicator on her top panel. for each "fire" attempt taken.

And Emma wins the game!

-William replies-
"AGAIN!"

Yo~Ho
Ships in the Night