## **DESCRIPTION:**

## Rules:

This is the classical Sea Fight Game. There are two Players, You and the Computer. Ships are first placed on the Game boards and then shot at. The one that sinks the opponents ships faster wins the game.

## **Placing Ships:**

Placing Ships is done by left-clicking with the mouse. Before placing a Ship, you can rotate it by right-clicking with the mouse. The default heading of a Ship is always North. There is a status window between the boards, which shows the size and orientation of the current Ship. You can place Ships only on your own Gameboard, the Ship has to fit in the board boundaries and ships may not overlap or be placed right next to each other. The Game starts automatically after You have placed all your Ships (1x length 4, 2x length 3, 3x length 2 and 4x length 1).

## Playing the Game:

You can start shooting Computer's Ships after You have placed your own Ships on your Game board. Shooting is done by left-clicking a Coordinate on Computer's Game board. The Game boards follow the Game status and display the current status of each square after a change has occurred.

When either Player has sunk all of the opponents Ships, a Game Over message will be shown indicating the winner. The squares which were still not shot at, will also be shown. You can start a new Game by reloading the webpage.

