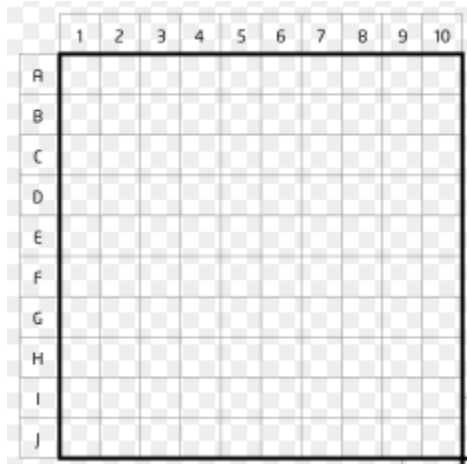


**Game:** Battleship

**Purpose:** it is a guessing game and one player needs to shoot another player's ship before his/her own ship sinks

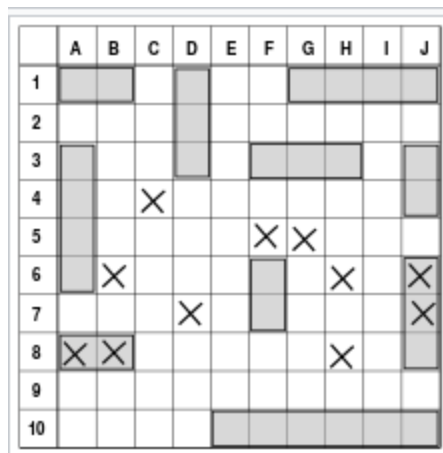
**Player:** 2 players



**Playing field:** 10x10 squares, two fields (see picture 1), each player has one field



**Rules:**

1. Each player has one field and the other one can't see how the other player places the ship
2. 5 types of ships: 5-square long (1 ship), 4-square long (2 ships), 3-square long (3 ships), 2-square long (4 ships), 10 ships in total for each player(see picture 2).



3. Each player has one shoot each time(one click), one shoot can only sink one square of one ship(e.g. one 5-square long ship needs to be shot 5 times so the ship can be sunk)
4. One player starts to shoot where the other player places his/her ship, if he/she shoots the right position, he/she can continue to shoot, the right position will be marked as ; if he/she shoots the wrong position, the wrong position will be marked as , and the other player starts to shoot. The winner is the one who can firstly sink all 10 ships of the other player.
5. When one ship is sunk, the ship will be shown in the field and both players can see it.
6. One ship can't be placed next to another ship.