Object of the Game

Be the first to sink all 5 of your opponent's ships.

You have 5 ships in order:

- Carrier: 5 unit size
- Battleship: 4 unit size
- Cruiser: 3 unit size
- Submarine: 3 unit size
- Patrol boat: 2 unit size

In order to play you have to place each ship in any horizontal or vertical position. After placement is done, press ready button.

How to Play

On your turn, pack a target square on your right side target grid and press to the "SHOOT" button. Each target square has a letter-number coordinate that corresponds with the same coordinate on your opponent's ocean grid. When you choose a target square, its coordinates will be shown below target grid. Selected squares are shown with orange color.

If a ship on your opponent's ocean grid occupies your target coordinate, your shot is hit. You will see a red square appears on your target grid, which indicates as a ship segment that took a shot. If you miss your target, a gray square will appear, as indicating there is no any ship on that coordinate.

On your opponent's turn if you take a shot, an icon will appear on your ship indicating as a hit. Otherwise, a light blue square will be shown as your opponent's target coordinate on your ocean grid, which is a miss.

If any of your ships takes all of the shot, it will be considered as sunk. The player who sinks a ship will be informed which opponent's ship he / she sank. If any player's all ship has sunk, the game ends in favor of the player who sank the last ship of the opponent.

Connecting and Playing

To start to the game, one of the players should be the host and then other player should join into the host. Both devices have to be in the same local area network in order to see each other. Guest player can join by selecting the host device name on the available host device list. When a guest device joins into the host, host device will see the connected guest device on its list. After that host can start the game by pressing to the start button.