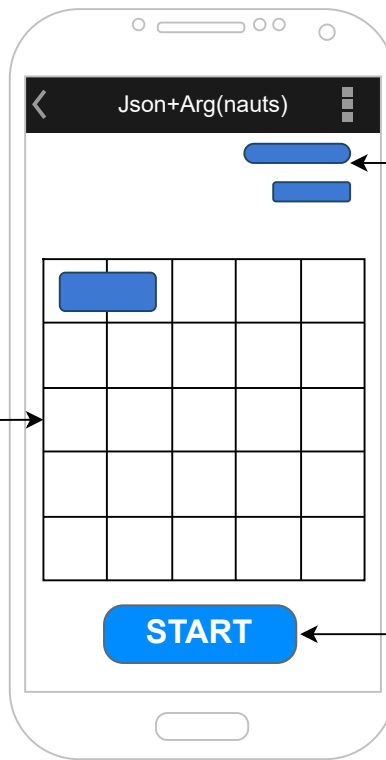


Welcome to the Start Screen!

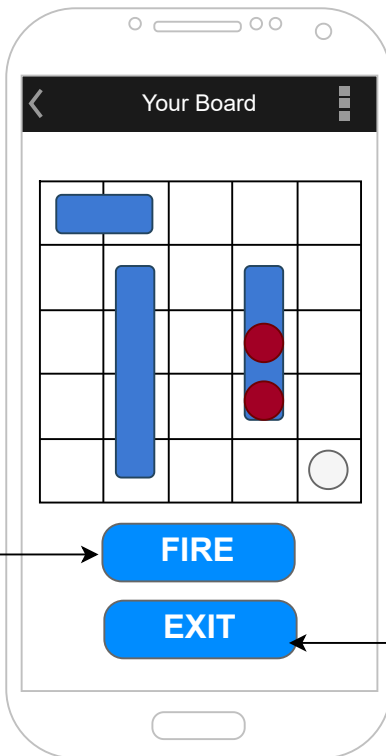
The board is where the ships go and the game is played.
This one is yours!



Start the game by placing your ships on the board and then hit the start button.

The button will not be active until the player moves all ships from the ship pool to the board. This will initiate a loading animation on the button while the player waits for an open lobby

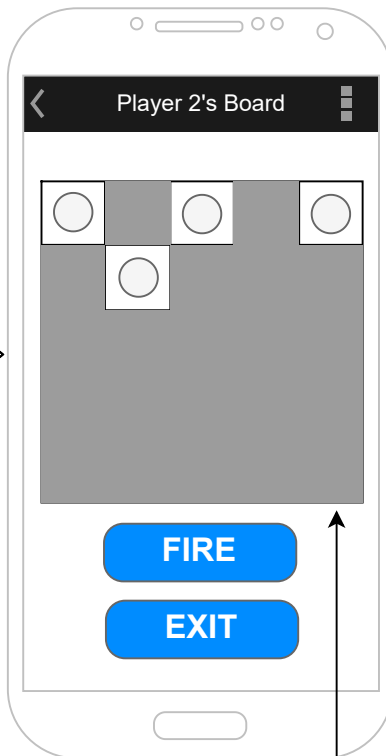
When the player's lobby is full, the game begins.



To fire a volley, the player must place all their shots before the button becomes active. Press this button to fire, and yes, we will allow you to target yourself.

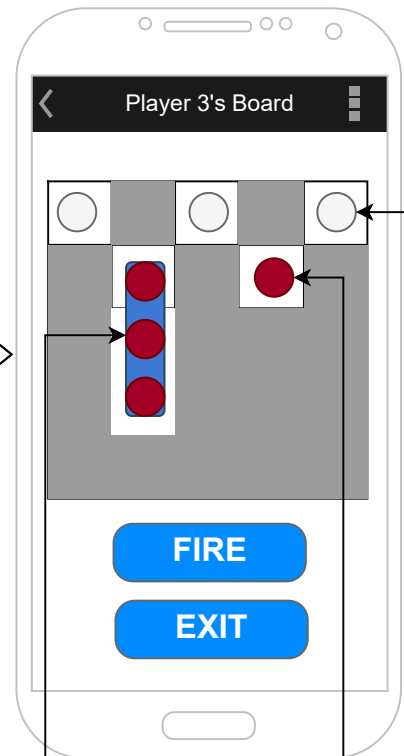
Press this button to leave the game. It will take you back to the Start Screen.

Swipe left or right.



Fog of war only allows players to see places on the board that have been hit, unless a player is looking at their own board.

Swipe left or right.

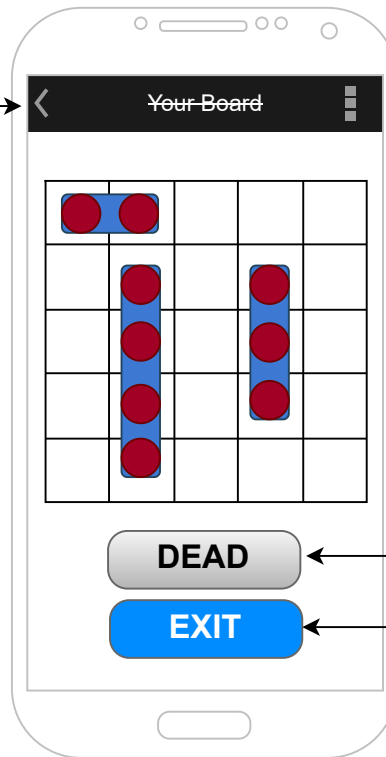


Sunk

Hit

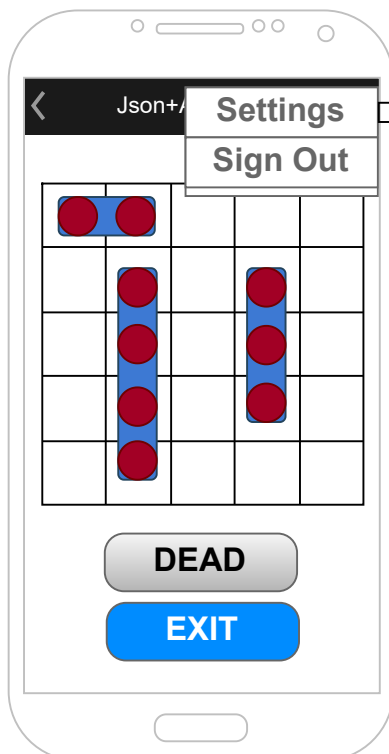
Miss

As players are eliminated, their display names will be struck out on the action bar.



When a player is eliminated, the FIRE button goes inactive. The dead player may swipe to other players' boards and watch the game play out...

... or they may leave and find a new lobby.



Tap the meatballs to open the drawer and go to settings.

You can also sign out from there... but what's the fun in that?

Choose the size of your board. The number and types of ships available in the pool will be decided by the board size.

Choose the number of players in your game (up to 6).

Back button will take you to back to whatever screen you were on.

