

## **BATTLESHIP**

Battleship is a war-themed board game for two players in which the opponents try to guess the location of their opponent's warships and sink them.

The gameplay is straightforward. Each player hides ships on a grid containing vertical and horizontal space coordinates. Players take turns calling out row and column coordinates on the other player's grid in an attempt to identify a square that contains a ship.

The game board each player gets has two grids: an upper and lower grid. The lower grid is used by the player to "hide" the location of his own ships, while the upper grid is used to record the shots fired toward the opponent and to document whether those shots were hits or misses.

### **Setting up the Game**

Each player receives a game board and five ships of varying lengths. Each ship has holes where the "hit" pegs are inserted and a supply of hit and miss markers (white and red pegs). The five ships are:

- Carrier, which has six holes
- Battleship, which has four holes
- Cruiser, which has three holes
- Submarine, which has three holes
- Destroyer, which has two holes

### **Basic Gameplay**

Players take turns firing shots (by calling out a grid coordinate) to attempt to hit the opponent's enemy ships.

On your turn, call out a letter and a number that identifies a row and column on your target grid. Your opponent checks that coordinate on their ocean grid and verbally responds "miss" if there is no ship

there, or "hit" if you have correctly guessed a space that is occupied by a ship.

Mark each of your shots or attempts to fire on the enemy using your target grid (upper part of the board) by using white pegs to document your misses and red pegs to register your hits. As the game proceeds, the red pegs will gradually identify the size and location of your opponent's ships.

On your turn, pick a square from the grid labeled "ENEMY FLEET" and call out its location by letter and number. The other player will tell you whether the shot is a hit or a miss. If your shot is a miss, mark the square with "X" and if the shot is a hit mark the square with a "O".

The first player to sink all five of their opponent's ships wins the game.