

BATTLESHIP

BATTLESHIP (Continued)

Indoor

Even though this game has gone commercial with prepared "oceans" ready for the players, I find it a wonderfully challenging game for a quiet time. Rumor has it that Lord Nelson played this game when plotting naval strategy for the Battle of Trafalgar. Whether or not this is true, young and old will enjoy pitting their wits against each other in an effort to "sink" the other player's fleet. Recommended for ages 7 and up.

Equipment

Paper and pencils. Graph paper with large boxes (at least $1/4"$) speeds up the outlining of "oceans" and the disposition of "fleets."

Formation

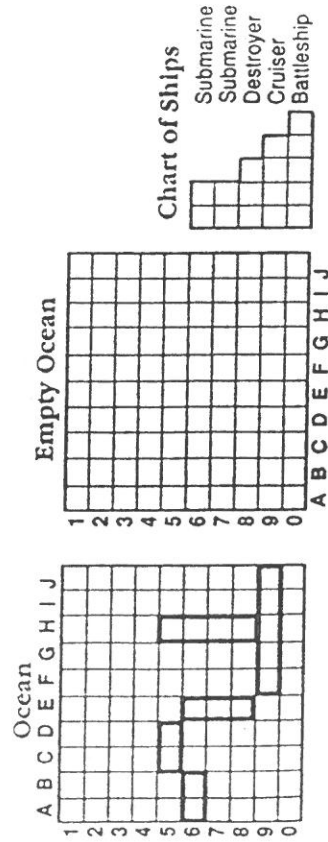
Players sit at a table or on couches or cushions—anything comfortable. They need only a firm base on which to place their paper.

Action

On his paper each player outlines two oceans. Each ocean has ten boxes across and ten boxes down. Across the top of each ocean, each column is headed by a letter of the alphabet, A through J. Down the left-hand side each column is numbered 1 through 10.

On the same paper each player makes a chart of his fleet: a battleship is five boxes, a cruiser is four, a destroyer is three, and two submarines are two boxes each. The chart of the fleet is needed in order to keep track of the hits on the other fleet.

Each player outlines his fleet in one of his two oceans. (See illustration.) The ships may be outlined horizontally or vertically. No more than one box of any ship may touch the outside rows of boxes. No ship may touch more than one box of another ship. The players must conceal their fleets from each other.



If two are playing, the game commences with each player in turn firing a salvo at the opposing player. If three are playing, the salvo is fired at the player to the left.

A salvo consists of five shots. A shot is identified by citing the letter and number of the box to be hit, for example, B-3. The player firing his first salvo enters a 1 in the appropriate box of his empty ocean for each shot in the salvo. The player fired at enters a 1 in the appropriate box in the ocean in which he has outlined his fleet. On the conclusion of a salvo both players have five 1s entered in their oceans.

After the salvo of five shots, the player fired at informs the other player whether any shot hit a ship. All that he reveals, however, is, "You got a shot in my destroyer," or "You got one hit in my cruiser," or "All the shots were in the ocean." He must not identify exactly which shot hit which ship.

If any ships were hit, the player who fired the salvo enters a 1 in a box of the appropriate ship on his chart of ships. He also records each shot in the salvo with a 1 in the appropriate boxes in his empty ocean. By keeping track of the hits scored, each player is attempting to locate the enemy fleet. After a player has hit all the boxes of an enemy ship, that ship is sunk and the player is so informed at the end of the salvo. For each ship sunk, the player sinking the ship loses one shot in his salvo.

The winner is the player who not only sinks all the ships of another player but also outlines that player's fleet correctly in his empty ocean.

Variations

The player whose ship is sunk, rather than the player sinking the ship, loses a shot in his salvo.

Some versions of the game permit a ship to be outlined diagonally. Other versions also allow more than one box to touch the outside border as well as other ships.

Empty Ocean

1										
2										
3										
4										
5										
6										
7										
8										
9										
0										
	A	B	C	D	E	F	G	H	I	J

