Welcome to BattleShips !!

BattleShips is a two player game, suitable for ages 7 and over.

Introduction: There are just two pages in this file. This page has the rules and the next page has the Battle Ships grids. Read this page, print off four copies of the next page (the grids) and that's it……you're ready to play!

How to play: Give each player a pen and two battleship grids. Players will use one grid for their own fleet and the other grid to guess the location of their opponent's fleet.

Each player should decide where to hide his or her fleet within their grid. A fleet is made up of one Battleship, two Cruisers, three Destroyers and four Submarines. Each ship covers a different number of boxes in the grid and can only appear vertically or horizontally on the grid (not diagonally).

To place a ship on your grid, check how many boxes are covered by the ship (this is shown at the bottom of the grid) and then write the first letter of the name of the ship in the boxes it covers. For example, a Cruiser covers three boxes so you would pick any three adjacent boxes and put the letter C in each box. When each player has marked their fleet on their grid, it's time to play.

Players take turns to "shoot" at their opponents' fleet by calling out the number of a certain box (e.g. "A1" or "H4" or whatever they happen to choose). The opponent must say whether the shot has missed or hit and if so, what it has hit ("you've hit a submarine" for example. If a player misses, it's the end of their turn. If a player hits then they are allowed to "shoot" at another box. Players can use their spare grid to mark down the boxes that they have shot at and to see what they have hit.

Play continues until one player wins by successfully hitting the whole of the opposing fleet.

Super BattleShips !!

Super BattleShips is played as above except that each player calls out two boxes per turn and the opponent responds simply by saying "two misses" or "one cruiser hit, one miss" or whatever it might be. However the opponent does not say which shot was the hit and which was the miss. This adds an extra element of guesswork to the game which is great fun when people tire of the basic form of the game.

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	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

BATTLESHIP
Covers 4 squares
1 Allowed

DESTROYER
Covers 2 squares
3 Allowed

CRUISER
Covers 3 squares
2 Allowed

SUBMARINE
Covers 1 square
3 Allowed

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