

Battleships

Instructions

Equipment needed (per player):

- 1 pen or pencil
- 1 red pen or pencil (any other colour will work too. If you don't have a coloured pen or pencil, it's still possible to play without one)
- A print out of the Battleships board (download and print out)

Players:

2

(can alternatively be played in 2 teams)

Tip:

Sometimes, a practice game can help players understand the rules of the game!

Before playing:

Make sure each player has a Battleships playing sheet (download and print out).

Assign each player a Battleships grid (one person takes the blue grid and the other person takes the green grid), and write your names above them. This will help avoid confusion when playing.

Player 1: **Name**

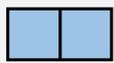
| | A | B | C | D | E | F | G | H | I | J | K | L |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | |

Player 2: **Name**

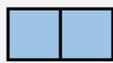
| | A | B | C | D | E | F | G | H | I | J | K | L |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | |

Before starting the game, each player will need to place their ships on their grid (don't tell your opponent where!). You can place your ships on your board by lightly colouring in the spaces with a pen or pencil.

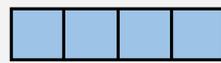
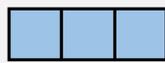
Each player has five ships of different sizes, ranging from two to five spaces long. The five ships are:



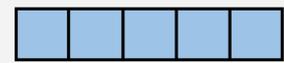
two 2-er ships



one 3-er ship

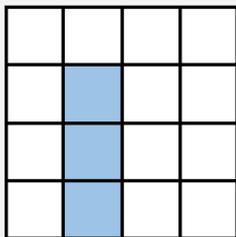


one 4-er ship

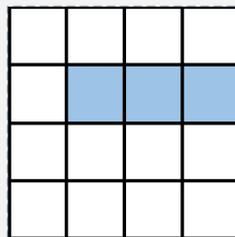


one 5-er ship

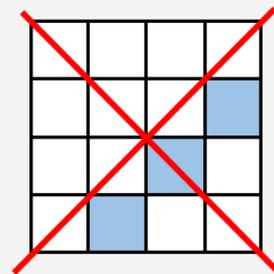
Ships can be placed vertically or horizontally — but not diagonally!



vertical

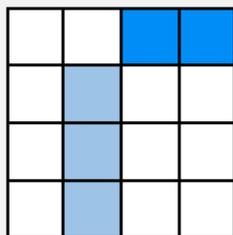


horizontal

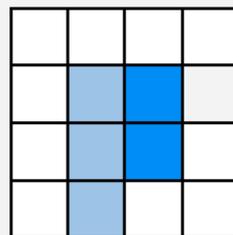


diagonal

Ships can be placed with their corners touching, but not their sides!



✓ corners touching



✗ sides touching

Once you've placed your five ships on your board, you're ready to start playing!

Aim of the game:

The aim of the game is to be the first to sink all your opponent's ships!

How to play:

Player 1 will start by taking a guess at where Player 2 has hidden their ships. To do this, they will guess a specific space, using the letters and numbers around the edges of the grid to tell Player 2 which space they are guessing. For example, Player 1 might say “B2”. Player 2 will then check their grid, to see if there is a ship in the “B2” space.

If there is **no** ship in that space, Player 2 will say “miss” and both players will mark that space with a cross on Player 2’s board with a pen.

| | A | B | C |
|---|---|---|---|
| 1 | | | |
| 2 | | X | |
| 3 | | | |

If there **is** a ship in that space, Player 2 will say “hit” and both players will mark that space with a cross on Player 2’s board, using a **red** pen (if you don’t have a coloured pen to help you distinguish between the hits and the misses, you can also, for example, draw a circle to mark a hit).

| | A | B | C |
|---|---|---|---|
| 1 | | | |
| 2 | | X | |
| 3 | | | |

It will then be Player 2's turn to guess a space on Player 1's board to try and find their ships. In the same way, Player 2 will use the letters and numbers around the edge of the grid to tell Player 1 which space they want to guess, for example, "G7". If there is no ship in that space, Player 1 will say "miss" and both players will mark that space with a cross on Player 1's board. If there is a ship in that space, Player 1 will say "hit" and both players will mark that space with a red cross on Player 1's board.

If you hit a space that is part of a ship, it is smart to then start aiming for the squares around that space, to try and hit all parts of that ship — because only once you have done so will you have sunk the ship.

Once — for example, Player 1 — has hit every part of one of Player 2's ships (for example, they have hit the three spaces of the 3-er ship), Player 2 will tell Player 1 "you have sunk my ship", to let them know that that ship has been sunk.

| | A | B | C | D |
|---|---|---|---|---|
| 1 | | | | |
| 2 | X | X | X | |
| 3 | | | | |
| 4 | | | | |

Example: All the spaces of this ship have been hit, therefore it has been sunk.

The first player to sink all the other player's ships wins!

Extra tips for effective game play:

- Certain letters, especially when said over the phone, can sound very similar (for example C, D, E, G, or A, K, J). Therefore, it can sometimes help to clarify which letter you mean by saying, for example, “C for cat” or “E for elephant”.
- Have patience! When playing games over the phone, it’s inevitable that at some point, confusion can occur and people are no longer sure which space everyone is on. Taking the time to solve the problem will mean you will have more fun in the long run!