

How to Play Paper Battleship

Players: 2 to 6

Object: Players take turns guessing the locations of the other player's ships on a grid. The goal is to be the last remaining player with ships that have not been sunk.

The Fleet:

Each player's fleet consists of the following ships:

- Aircraft carrier (A) - 5 squares
- Battleship (B) - 4 squares
- Cruiser (C) - 3 squares
- Destroyer (D) - 2 squares
- Submarine (S) - 1 square

Before The Game Starts:

Each player secretly labels the grid on his/her sheet with their ships by drawing the letters of the ships in the squares. It helps to draw the letters in the top right corners of the squares to leave room for the numbers that will be used later. The ships can be placed horizontally, vertically or diagonally.

Pro tip: use one color of pen to place your ships in the grid and then switch to another color pen to write numbers as the rounds proceed (this helps make it easier to see when your ships have been hit).

Example of how ships can be placed on a grid (every players' grid will look different - and no one should see each other's filled out grids):

BATTLESHIP											
	1	2	3	4	5	6	7	8	9	10	
Alpha		A									A
Bravo			A								B
Charlie				A					C		C
Delta					A				C		D
Echo						A			C		E
Foxtrot											F
Golf			B	B	B	B					G
Hotel								S			H
India		D									I
Juliette		D									J
	1	2	3	4	5	6	7	8	9	10	

Write your own name in the first spot below the grid followed by all other players (going clockwise).

<p>Name: <i>Your own name</i></p> <table border="1"> <tr><td>A</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>B</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>C</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>D</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	A						B						C						D						S						<p>Name: <i>Name of player to your left</i></p> <table border="1"> <tr><td>A</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>B</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>C</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>D</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	A						B						C						D						S						<p>Name: <i>Next player to the left</i></p> <table border="1"> <tr><td>A</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>B</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>C</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>D</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	A						B						C						D						S					
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To Play:

The game happens in successive rounds. Round #1, Round #2, etc.

One player calls out coordinates and numbers in each round. They get as many guesses in their round as the number of ships they still have in play (i.e. if two of their ships have been sunk, they will only guess three coordinates).

When the coordinate and numbers are called, EVERY player writes the number of that round in the corresponding square on their own grid.

At the end of the round, players go around one-by-one and indicate if any of their ships were hit during that round.

Play continues clockwise (so the player to the left will be the next one to call out coordinates and numbers).

Example:

Player #1 starts. For their coordinates, they call out:

- "Alpha 10 is a 1" (everyone, including them, writes down the number 1 in the Alpha 10 square)
- "India 5 is a 1" (everyone, including them, writes down the number 1 in the India 5 square)
- "India 6 is a 1" (everyone, including them, writes down the number 1 in the India 6 square)
- "Echo 3 is a 1" (everyone, including them, writes down the number 1 in the Echo 3 square)
- "Juliette 8 is a 1" (everyone, including them, writes down the number 1 in the Juliette 8 square)

After all five coordinates have been called out, one-by-one players tell everyone else whether or not any of the 1's hit their ships.

If so, they would say "my aircraft took one hit" or my "battleship took two hits." **They DO NOT tell the other players which specific square took the hit** (for instance, the player would *not* say: my aircraft took a hit with a number 1 on Alpha 10). They simply say "my aircraft took one hit."

When a player indicates one of their ships took a hit, all players (including the player whose ship took a hit) write the number down below under that players name on their corresponding ship.

Example: after player #1 calls out the coordinates in round #1, if player #2 had one hit on their aircraft and one hit on their destroyer and player #3 had one hit on their battleship, the player grids would look like this:

Name: <i>Player #1</i>					
A					
B					
C					
D					
S					

Name: <i>Player #2</i>					
A	1				
B					
C					
D	1				
S					

Name: <i>Player #3</i>					
A					
B	1				
C					
D					
S					

In the second round, player #2 would make five coordinate guesses, **for example:**

- “Delta 3 is a 2”
- “Golf 10 is a 2”
- “Bravo 2 is a 2”
- “Echo 4 is a 2”
- “Juliette 9 is a 2”

Everyone writes down a #2 in the corresponding coordinates. At the end of the round, players indicate which of their ships, if any, were hit with a #2 (again, they don’t share the specific coordinate they were hit on) and all players catalog the hits down below in the player section.

Play continues in this manner.

As more numbers fill up both on the grid and below where players’ ships have been hit, players can study the grid and start to make more educated guesses at where a players’ ships might be based on the numbers that have already been hit.

The game ends when there is only one player remaining with active ships. He/she is the winner!

Additional Rules:

- Players get as many guesses in their round as the number of ships they have that are still in play.
 - For instance, if Player #1’s aircraft carrier has been hit all five times and is sunk, but the rest of their ships are still in play, they will get four guesses when it is their turn to call out coordinates.
- It often happens where players unintentionally end up placing ships on the same coordinate(s) as each other.
- It might be necessary at times to sacrifice one of your own ship’s square (i.e. hit one of your own ships) in order to take out someone else’s ship. ***If you hit one of your own ships, you must disclose that at the end of the round when everyone is indicating if their ships have been hit.***

Name: <i>Player #1</i>					
A	4	6	6	8	9
B	3	6			
C					
D	8				
S					