TRAVEL BATTLESHIP

Game Rules

OBJECT OF THE GAME
To locate and sink your opponent's hidden fleet of five ships.

CONTENTS
• 2 playing trays  • 2 runners of red pegs
• 10 ships  • 4 runners of white pegs

HOW TO PLAY THE GAME
1. Players secretly place their ships anywhere on their ocean grid, either horizontally or vertically. Ships must not overhang the sides of the grid (see Figure 3).

FIGURE 3

2. Pick a player to go first. Alternate turns. On a turn, call out one shot aimed at one position on your opponent's ocean grid. Call out a letter and number to indicate the position of your shot. For example, C5 or F7 (see Figure 3).

3. When fired at, immediately announce whether the shot hit or missed one of your ships. If it is a hit, mark the position on your ship with a red peg and declare which ship was hit; if it is a miss, mark the position on the ocean grid with a white peg.

4. When firing, record your shot in your target grid...a red peg for a hit; a white peg for a miss.

5. SINKING A SHIP: when all of a ship's holes are filled with red pegs, it is sunk. Announce which ship is sunk and keep it on the ocean grid.

HOW TO WIN THE GAME
Be the first player to sink all of your opponent's ships (17 hits) and win the game!