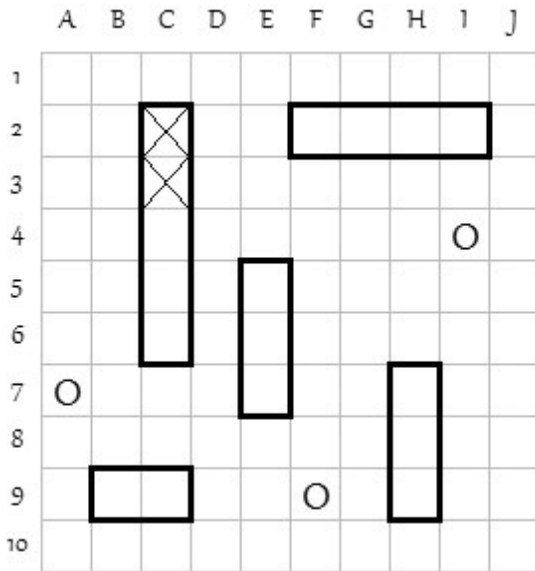


Pirate Battle Ship

2 Player Game

Game Play

Players draw the outlines of their pirate ships on the grid. (See example below.) Place the following pirate ships: Sloop of War – 2 squares, Brigantine – 3 squares, Merchantman – 3 squares, Frigate – 4 squares, Treasure Galleon – 5 squares.



Keep in mind:

- All ships must be kept within the 10 by 10 grid.
- After the game has begun, no ships can be moved.
- All ships must be plotted either horizontally or vertically on the grid. (Ships may not be placed diagonally.)
- Ships may not overlap.

Take turns looking for your opponent's ships by calling out plot points (such as I-8).

When it is your opponent's turn, check your grid marked "My Ships." If you have a ship on that point, answer by saying, "Hit." If you have no ship on that point, answer by saying, "Miss." Mark an X on your "My Ships" grid if your opponent hits a ship, and mark an O if your opponent misses.

On your turn, call a plot point and mark an X on your "Opponent's Ships" grid if you hit a ship, and mark an O if you miss.

Objective

Sink all of your enemy's pirate ships first to win the game.

Alternative Play

Play as above except place a "Sunken Treasure" on one plot point on the grid. To win, be the first to either find your opponent's Sunken Treasure or sink all of your enemies ships.