



VIKING BATTLESHIP



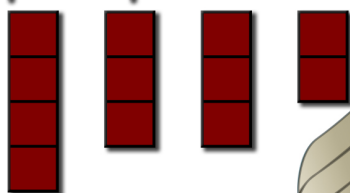
Enemy's Fleet

My Fleet

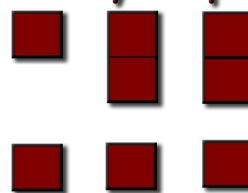
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My ships to place



My ships to place



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HOW TO PLAY

You and your enemy have a 10-ship fleet each:

- One 4 squares long
- Two 3 squares long
- Three 2 squares long
- Four 1 square long

Secretly place your ships on your battlefield. The ships may be placed horizontally or vertically, but not in diagonal.

The second battlefield is blank at the beginning of the game. It represents your enemy's fleet.

Determine who will go first. That player will attack by picking a square at random (call it by its column and row number (example: B7)). The other player will tell them whether they have hit a ship ("hit") or missed. The attacking player will place an "X" on their blank grid to show a hit, and a dot to show a miss. After each hit, the attacking player is allowed another guess. After a miss, the tables are turned, and the other player attacks in exactly the same way.

The winner is the player who successfully locates and hits their opponent's ships first.



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