# Battleship
A Game of Tangy Terminology

Decades before Milton Bradley's version with the plastic pegs, Battleship made its first mark as a pencil-and-paper game. "With the new game a new terminology has hit the country," raved one newspaper. "It is tangy and nautical, picturesque and amusing. 'Your salvo,' 'Hit me amid-ships,' 'Got me in the cruiser,' 'I've got your range,' and many other like phrases lend zest to the game."

Anyway, of the many ways to tweak the rules, here's my preferred way to play:

1. Each player draws a **10-by-10 grid**, and **secretly places five "ships"** (of lengths 2, 3, 3, 4, and 5) by shading in consecutive squares within a row or column.
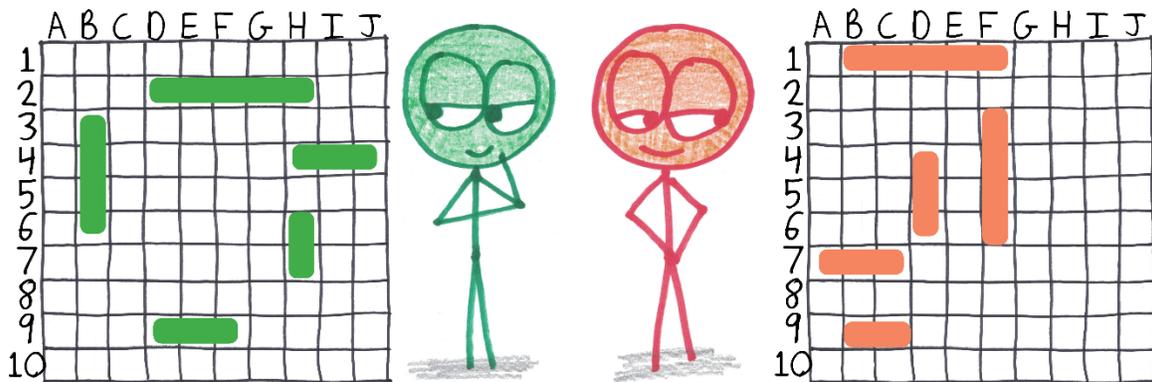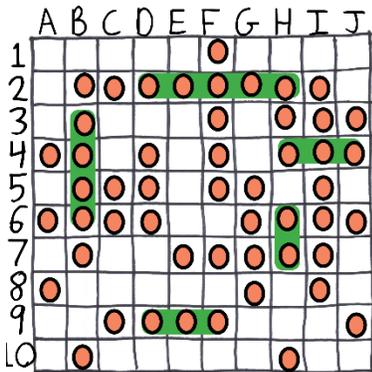

2. Take turns **"firing missiles"** at each other's grids by naming three squares. Your opponent will report **how many of these three were hits, but not which ones**. Chart the feedback you receive on a blank 10-by-10 grid.
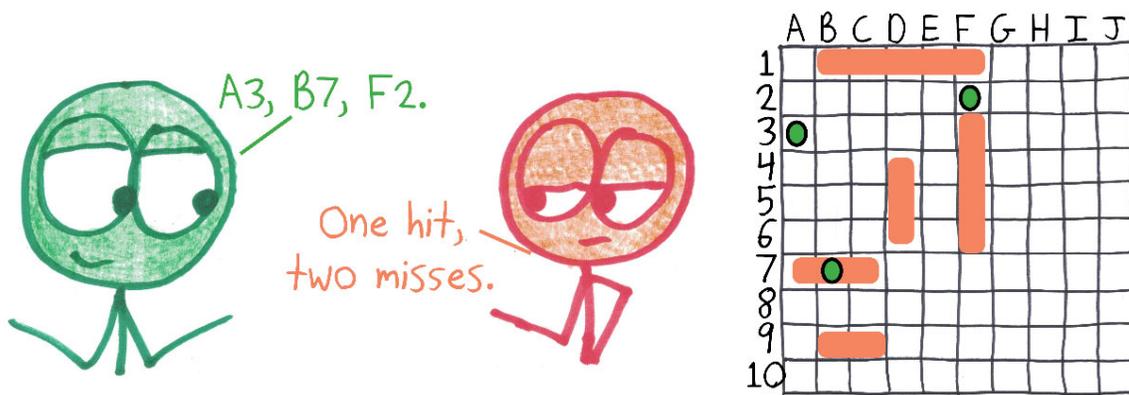
3. When all squares of a ship have been "hit," it sinks. You must **report when each of your ships is sunk**, mentioning its length as you do so.

E9, D9, C9.

Two hits, one miss. You sunk a 3.
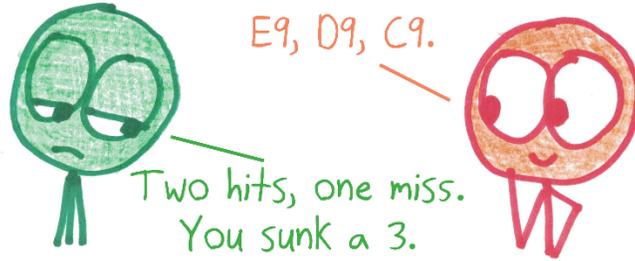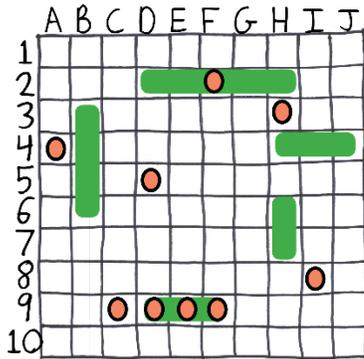
4. First to **sink all of their opponent's ships** is the winner.

CHAMPION