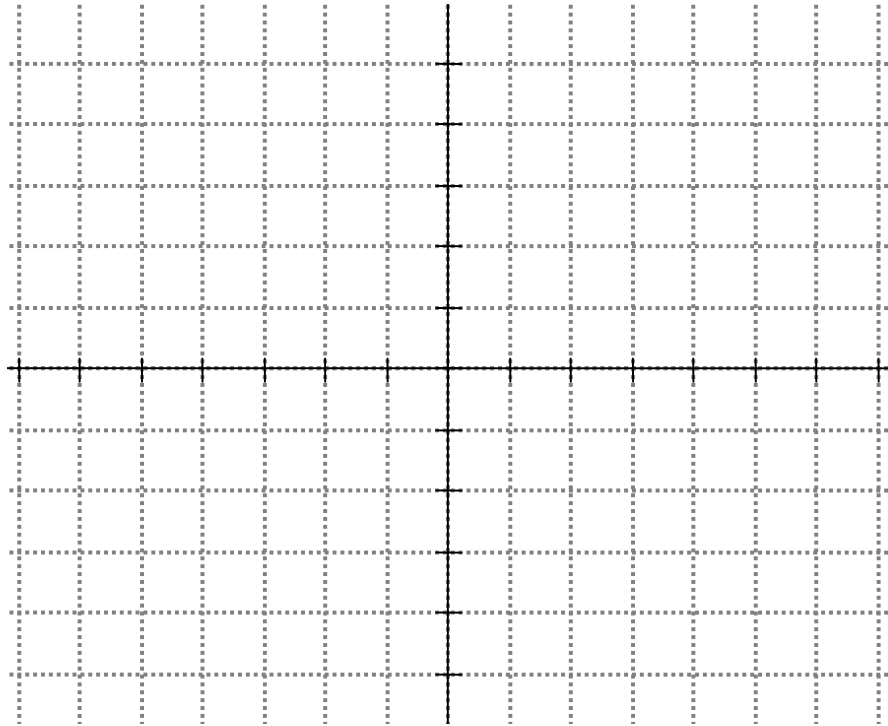


GAME OF BATTLESHIP:



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Type of Ships: (Only one of each ship is allowed)

Carrier (6 units long)

Submarine (3 units long)

BattleShip (5 units long)

Destroyer (4 units long)

Rules:

1. All ships must be placed horizontally or vertically within the size of the grid
2. All ships must be placed on the intersections of the lines
3. Players can not relocate the ships once the game has begun
4. Players must indicate if anyone one of his ships is "hit" or "sunk"
5. First person to sink all of his/her opponent's ships wins the game
6. It is recommended that you record all your moves to prevent other players from cheating