

Enemy Lines

2 players

Aim: To get your ships behind the enemy lines.

Set up:

- On your first play, cut out the *ships* and *anchors*.
- One player plays from the blue end with all the blue ships. The other from the red end with all the red ships.
- Randomly decide which player will go first.
- Beginning with the starting player and alternating, players place all five of their own ships in their home area. The 4-ship should be placed on the back row (marked 4). The 3-ships should be placed on the second row (marked 3). The 2-ships should be placed on the third row (marked 2). Ships may not be placed along columns straddling multiple rows.

How to play:

The starting player takes the first turn. Then turns alternate between the two players.

On your turn, choose a ship to move that is not currently anchored. The ship moves according to the movement rules below. Then place the anchor on the ship you have just moved.

Movement Rules

- A ship may either 'travel' or 'rotate'.
- When travelling, a ship may move along a row or column up to the same number of spaces as is displayed on the ship. For example, a 4-ship may move up to 4 spaces, while a 2-ship can move a maximum of 2 spaces.
- When rotating, a ship rotates around either one of its ends. One end stays in the square it is currently in and the ship swings around so it is perpendicular to its starting position. In other words, if it was lying along a row, it will now be lying along a column.
- A ship may not travel or rotate into another ship.
- Ships may never move diagonally or be left in a diagonal position.

Game End:

The game ends when one player has got three ships in enemy lines lying along the rows (not straddling rows). If the starting player ends the game, the other player may have another turn.

Scoring:

Each ship that is lying along a row in enemy lines is scored. To score, multiply the ship number by the row number. For example, a 3-ship in row 2 will score 6 points, while a 4-ship in row 4 will score 16 points.

The player with the most points is the winner.