



Battleship

A game designed to be strategic, challenging with a bit of luck.

Time to Play	Complexity		
	Low	Med	High
Quick (5 to 20 min)			
Average (20 to 35 min)		X	
Long (35+ min)			

Objective

The goal of Battleship is to be the first player or team to “sink” all of your opponent’s ships.

Players

2 players; 4 or more players on two teams

Components

- 8 – Blue Cups
- 8 – Red Cups
- 8 – Green Cups
- 2 – Silver Cups
- 1 – Custom Die (1x, 2x, 3x ...)

Throw Rule

It is recommended that some of the cups are placed near the back edge of the table. As a result, players can throw from the opposite edge of the table (body touching the edge when throwing).

Filling the Cups

We recommend using the cups just to shoot at and NOT to drink from. Also, we recommend filling the

cups with water about 1/3 of the way full.

Please use your own personal drinkware so as to avoid the exposure to any transmittable viruses that sharing cups could potentially introduce (such as COVID-19 or the common cold).

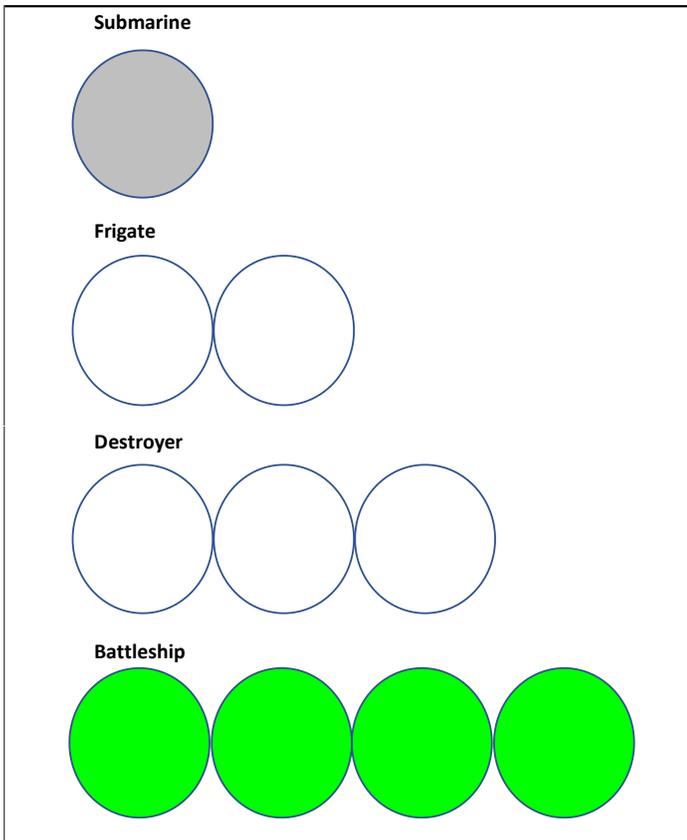
Definitions

Turn - When each player or each player on a team has had an opportunity to have one throw. Note: A turn may be more than one throw; but, only in games where a custom die may be involved.

Round - When each player or team has completed their turns.

Team – Consists of two or more players.

Types of Ships in your Navy



Each player or team gets the following ships for their navy:

- 1 – Submarine
- 1 – Frigate
- 2 – Destroyers
- 1 – Battleship

Set-up

One player or team will use 8 Red cups, 4 Green cups, and 1 silver cup. The other player or team will use 8 Blue cups, 4 Green cups, and 1 silver cup. Each side will take these cups and create ships as noted in Diagram 1.1 and Diagram 1.2.

These ships can be placed anywhere on your team's side of the center line at any angle you wish so long as the ships themselves stay in a straight line (See Diagram 1.1 or 1.2 as examples).

The navy set-up for each side can be done however each player or team decides (Diagram 1.1 and 1.2 are examples only). Note: There must be a slight gap

between ships and at least one ship needs to have at least one cup within a few inches of the back edge of the table.

After the ships are set-up and each player or team has communicated that they are done with their set-up, place the Custom die (1x, 2x, 3x ...) in the center of the table.

After each navy is set-up and the die has been placed at the center of the table, the set-up is complete.

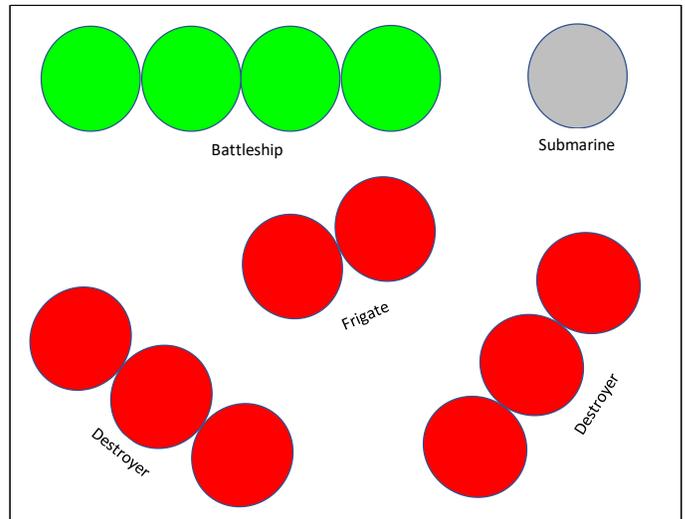


Diagram 1.1

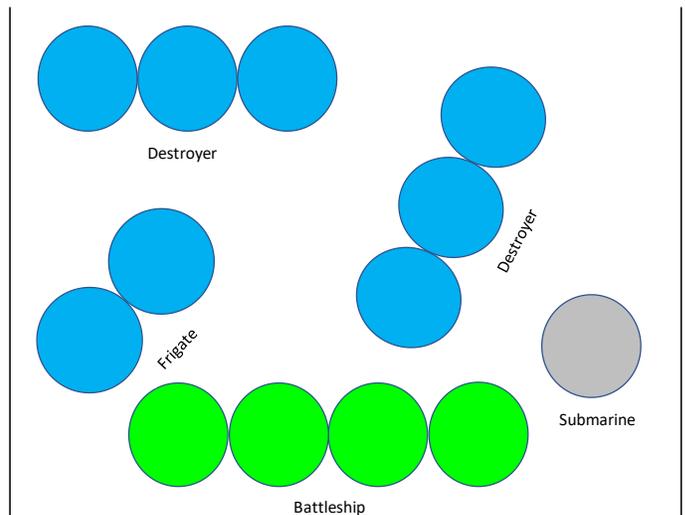


Diagram 1.2

Winning The Game

The game ends when all of your opponent's ships have been sunk. The first team to do this is declared the winner. No rebuttals.

Starting The Game

Flip a coin to see who starts or you can roll one of the mini dice to determine who starts (higher number rolled).

The winning player (high roll) or team starts their turn by rolling the multiplier die to see how many shots a player or team gets (1X, 2X, 3X or War Pong). Note: At the start of every turn, a player or team will roll the multiplier die (1X, 2X, 3X). Refer to **Custom Die Rules** for details.

Each player gets one turn to throw a ping pong ball into one of the opposing player's ships (cups). Each made cup will have the water in the cup poured out (ideally into a pitcher) and then the cup will be placed upside down in the same spot the cup was in prior to the shot being made.

Note: The cups are emptied and placed upside down in the same spot as they were made in order to maintain the integrity of the ship visually.

After the first player or team has completed their throws for their turn, the opposing player or team gets their turn(s). Once both sides are done, the first round has been completed.

The Second Round and Beyond

The player or team order from round one is maintained for the second round and beyond.

The play continues until a player or team has sunk (eliminated) all of their opponent's ships.

At the beginning of each turn, a player will roll the multiplier die to see how many shots they get for that turn (refer to the **Custom Die Rules** section for details).

As cups are made, cups are emptied and placed upside down in the same position as they were when they were originally made.

First player to sink all of their opponent's ships (their navy) wins the game.

The Battleship Rule

The least number of shots it takes to sink a Battleship is two when a War Pong is rolled when all four green cups remain unmade.

If all four cups remain for the Battleship, a player rolls a War Pong and makes one of the four cups in the Battleship, three of the cups will be poured into a pitcher and turned upside down – leaving one unmade cup. This cup will still need to be made to sink the Battleship.

If three or less cups remain for the Battleship, a player rolls a War Pong and makes any one of the remaining cups for the Battleship, the Battleship is sunk.

Custom Die Rules

The custom die is used at the start of each player's turn.

- | | |
|----------|---|
| 1X | A player or team gets one throw (current turn). |
| 2X | A player or team gets two throws (current turn). Note: Even if a cup is made, each player or team will continue until they have completed their two shots (meaning multiple cups can be made in one turn). |
| 3X | A player or team gets three throws (current turn). Note: Even if a cup is made, each player or team will continue until they have completed their three shots (meaning multiple cups can be made in one turn). |
| War Pong | A player or team gets one shot to make a cup in any of their opponent's ships. If a cup is made, the entire ship related to the made cup is "sunk" and all cups are poured out, turned upside down in the same position as where they were in order to maintain the integrity of the ship (view during game). For the Battleship (refer to The Battleship Rule for details). |

Alternate Rules

For any War Pong game, players are always welcome

to create variations in game play.

There are two rules for variations in Game Play:

1. The changes have to be communicated before the game starts.
2. Both players or teams must agree in advance to the changes in game play.

Credits

The following people made this game possible.

Game Concept: Scott Smith and Greg Lauckner

Game Testing: Scott Smith
Greg Lauckner

Legal

The War Pong® version of the game of Battleship is ©2022 War Pong, LLC. All rights reserved.

Find Out More

For more information about this game or any of our other great games, check out our website at:

www.warpong.com/game directions