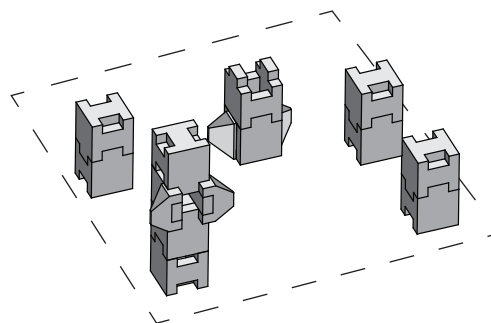
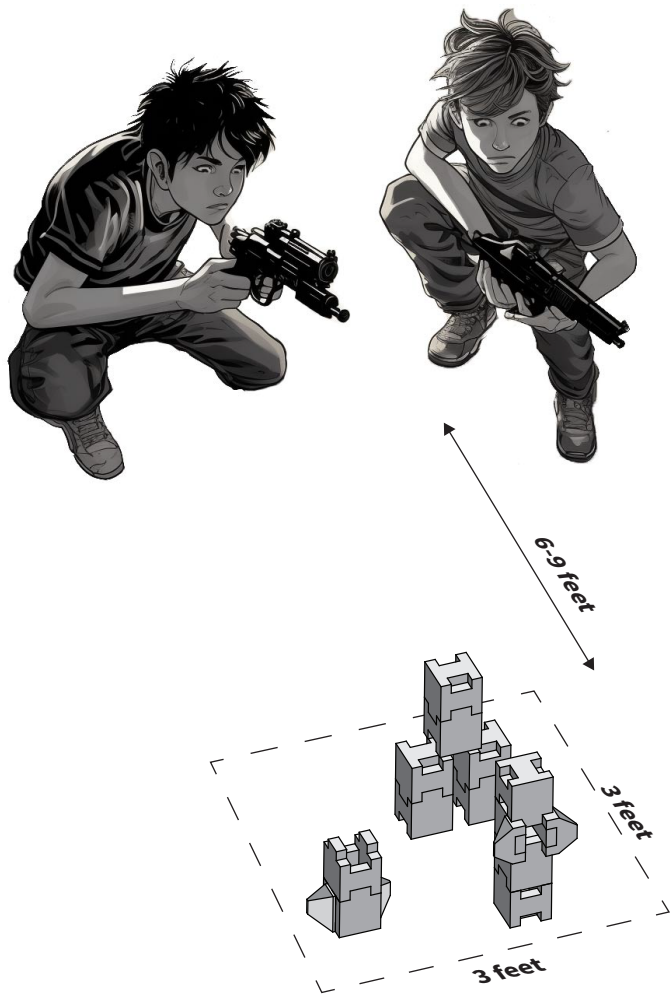


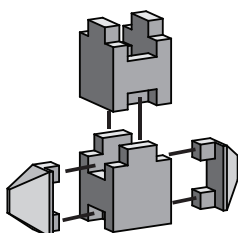
BATTLESHIP

A battle is raging in space between two opposing drone fleets. Defensively position your fleet, and then destroy your opponent's fleet before they destroy yours!

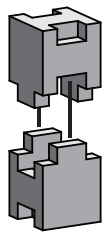


1) BUILD YOUR FLEET

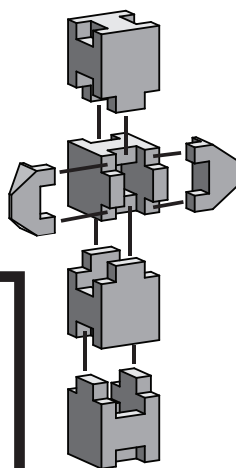
1 ATTACK SHIP



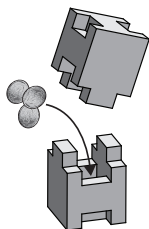
2 SUPPORT SHIPS



1 FLAG SHIP



1 NUKE SHIP: Using the same design as the Support Ship, hide a few of coins in the middle. Don't show your opponent which one you hid it in.



2) ARRANGE YOUR FLEET

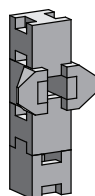
Stand each ship on its end (instead of lying on its side) in a 3 foot square in any arrangement. Decide who fires first by stand across from your opponent, and dropping a nerf dart from head height. Whoever the Nerf dart is pointing closer to, fires first.

3) TAKE TURNS BLASTING

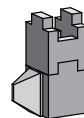
Stand 6-9 feet away from your opponent's fleet. During each turn, you'll fire one dart, and you have to always fire from the same direction (no circling around their fleet to find the best shot). Whoever destroys (knocks down) their entire opponent's fleet first, wins!

4) SPECIAL SHIPS

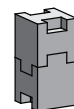
When destroyed (knocked down), these ships do the following:



Flag Ship: You lose a turn when your Flag Ship is destroyed.



Attack Ship: When your attack ship is destroyed, you can only fire from the prone position (lying down, with the base of your blaster touching the ground when firing).



Nuke Ship: When your opponent's Nuke Ship is destroyed, to avoid the radiation, you have to move twice as far away from their fleet when firing at it.



PRO TIP: You can fire on your own fleet (if you want to push your opponent back by hitting your own Nuke Ship).