

My ships Round:1 Opponent ships

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Aircraft carrier hits <input style="width: 100%;" type="text"/> Battleship hits --> <input style="width: 100%;" type="text"/> Cruiser hits ---> <input style="width: 100%;" type="text"/> Destroyer hits --> <input style="width: 100%;" type="text"/> Submarine hits -> <input style="width: 100%;" type="text"/>	Aircraft carrier hits <input style="width: 100%;" type="text"/> Battleship hits --> <input style="width: 100%;" type="text"/> Cruiser hits ---> <input style="width: 100%;" type="text"/> Destroyer hits --> <input style="width: 100%;" type="text"/> Submarine hits -> <input style="width: 100%;" type="text"/>
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Battleships and cruisers – 5 shot version

I used to play this game when I was a kid with pen and paper. It is a lot more challenging than the simple single shot version that is floating around these days.

Basically each player places their ships and the opponent takes 5 shots each round at the other player.

Shots are noted by the round number and damage is reported by round number

By using this information it helps you work out where the other players ships are.

The 1st player to sink all the other players ships wins.

This version is a single player version. Ie Human vs Computer although I am considering releasing a Human vs Human version in the future (depending on the popularity of this version)

NOTE: There are possibly a few bugs in this although I've ironed out most of them. Let me know if you find any.

This version doesn't require installation. Just unzip all the files to a folder and click on the application.