

Battleships!

Tier 6 Competition for Alliance of the Key

Just like the nostalgic 1967 board game, the goal is to sink your opponent's ships before they sink yours!

Each person competing will register a team of 13 people on the pre-registration form before each event. These 13 people will create your ships. Two (2) people are the Submarine, Three (3) people are the Carrier, Three (3) people are the Cruiser, and Five (5) people are the Battleship.

You may place your ships anywhere on the grid, people forming the ship must be next to each other. You cannot "split your ship", Ships cannot be placed diagonally. Each person of a ship must be hit in order to sink the ship.

How to Play:

Each opponent stands facing their grid, backs to each other. Grids are labeled A-J, 1-10. Once all ships have been placed, a coin is flipped to see who goes first. On your turn, call out a grid coordinate, example A-1. The referee will throw a water balloon at that spot. If it hits a person your opponent will call out "HIT", if there is not a person in that spot they will call out "MISS". Then it is the other players turn. When all people of one ship have been hit, that boat is sunk.

The winner advances to Tier 6 once all other requirements have been met.

The Game ends when all opponent's ships are sunk or if the Battleship is sunk.

When your battleship is sunk you must declare "**ARRG! YOU SUNK ME BATTLESHIP**"