

PLAYER GUIDE

START OF TURN: Draw 3 cards (+1 if 1 or more islands controlled)

TAKE ANY NUMBER OF ACTIONS:

1. Play any ship from hand face-down left/right/on your country
2. Discard a card to move a ship.

ATTACKING (by moving onto enemy ship [the target])

1. Defender may retreat (discard 1, Attacker moves defender to empty adjacent square that the attack did not come from, attack ends)
2. Attacker declares supports (attacker can add attack of their ships adjacent to the target by discarding 1 card per support)
3. Defender declares supports
4. Battle occurs (flip face-down ships involved face up, higher attack wins. If defense loses, the target sinks. If Defense wins, attacker moves back to where it was. Defense wins ties.)

WIN THE GAME IN ONE OF TWO WAYS:

1. Have a ship on the opponent's country at the end of their turn.
3. Sink 7 ships in total.

SUNK ships are removed from the game permanently.

DISCARD ships face-down and shuffle them into deck when empty.

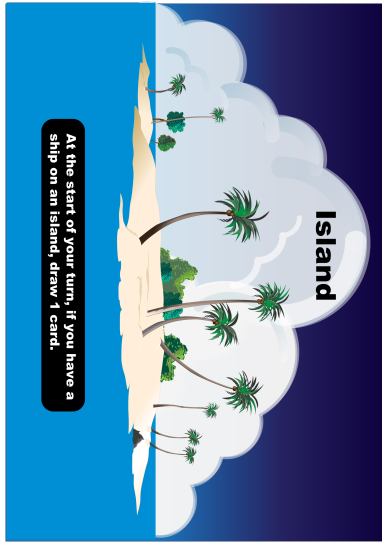
ADJACENT is orthogonal, not diagonal.

FACE DOWN units cannot use abilities, but can be flipped up anytime.

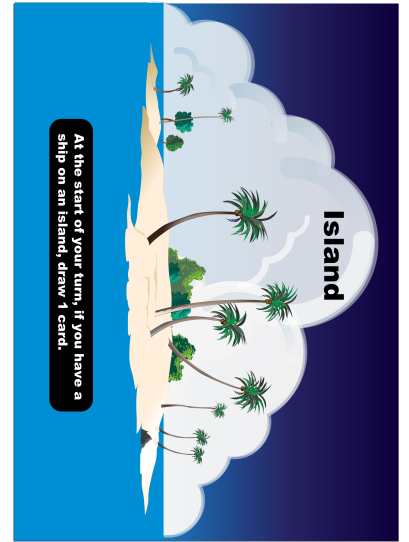
There can never be 2 ships in the same space.

Read more about this game here:

<https://www.jorgezhang.com/2021/09/naval-combat-game/index.html>



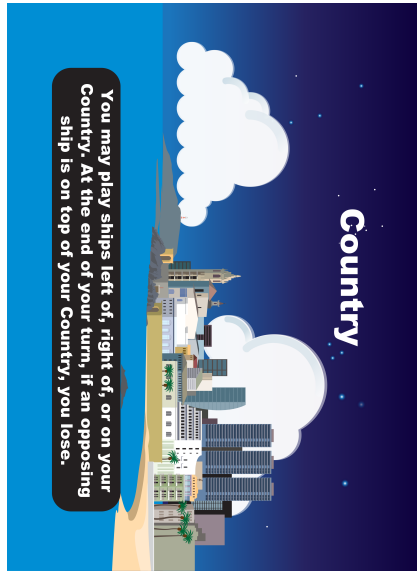
At the start of your turn, if you have a ship on an Island, draw 1 card.



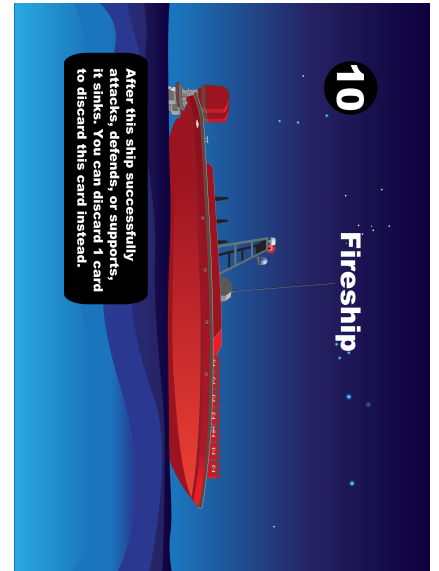
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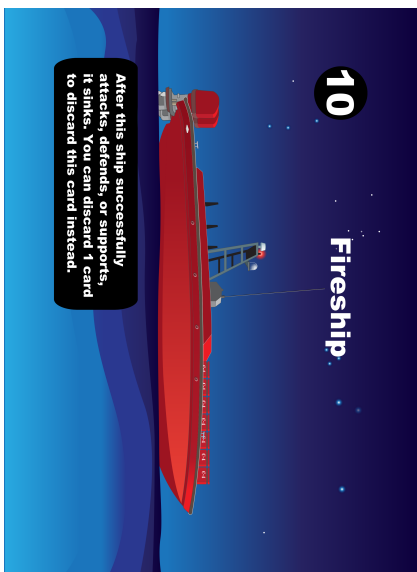
You may play ships left of, right of, or on your Country. At the end of your turn, if an opposing ship is on top of your Country, you lose.



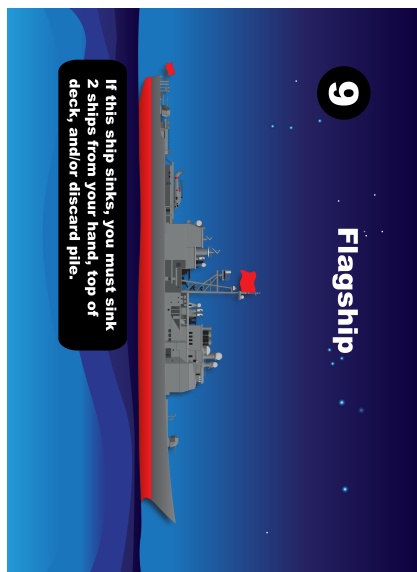
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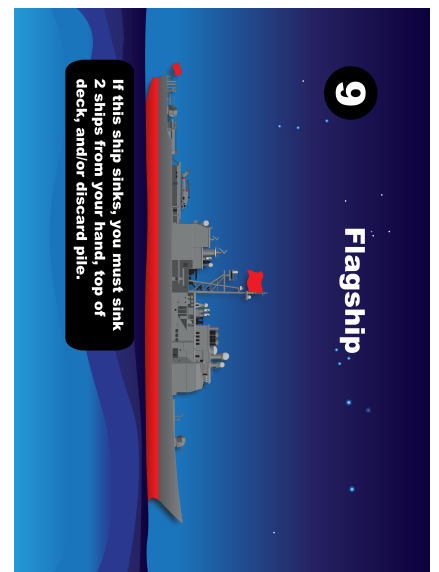
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