

Name \_\_\_\_\_

## Battleship: A Strategic Naval Battle at Sea

### Short Answer Key

1. In a game of Battleship, each player uses two grids—an upper grid for tracking shots and a lower grid for hiding their fleet. The fleet consists of five ships: one aircraft carrier (5 spaces long), one battleship (4 spaces long), one cruiser (3 spaces long), one submarine (3 spaces long), and one destroyer (2 spaces long). Players take turns positioning their ships on the lower grid.
2. Players mark hits with one marker and misses with another on their upper grid. When they successfully sink an opponent's ship, they announce "sunk," and the opponent places a marker on the sunken ship's silhouette on their lower grid.
3. Battleship originated from various pen-and-paper naval combat games and was developed into its modern version by Milton Bradley. It was first published as "BroadSides, the Game of Naval Strategy" in 1931 and later released as "Battleship" in 1967. The game has maintained popularity over the years.
4. The aircraft carrier in Battleship is the largest ship in the fleet, measuring 5 spaces long. It stands out due to its size and the challenge it presents in terms of placement and concealment compared to the other, smaller ships.
5. Strategies in Battleship involve deductive reasoning and adapting to the opponent's moves. Players use their opponents' hits and misses to narrow down ship locations, make informed shots, and maximize their chances of sinking ships while protecting their own.

