Lodičky: dohoda pred prvým ťahom

Dvaja hráči. Každý má dve mriežky: Moje lode a Moje otázky. Vlastná flotila je tajná; otázky sú postupný záznam odpovedí súpera.

5 × 5: jedna loď dĺžky 3, jedna 2 a jedna 1. Spolu tri lode, šesť obsadených políčok.

8 × 8: jedna loď dĺžky 4, jedna 3 a dve 2. Spolu štyri lode, jedenásť obsadených políčok.

Riadky A–E / A–H idú zhora nadol. Čísla stĺpcov idú zľava doprava. B4 je druhý riadok, štvrtý stĺpec; značka patrí do políčka.

Lode sú rovné, vodorovné alebo zvislé, celé v ploche. Nesmú sa prekrývať. Dotyk bokom aj rohom je dovolený. Po začiatku sa nehýbu.

Jedna otázka → odpoveď → zápis → striedanie, aj po zásahu. Voda = O. Zásah = X. Potopená = zasiahnuté všetky časti jednej lode; oznámte aj jej dĺžku.

Posledná časť poslednej súperovej lode ihneď ukončí partiu. Žiadna vyrovnávajúca otázka. V ďalšej hre vymeňte začínajúceho.

Stranu 2 alebo 3 vytlačte dvakrát. Strana 4 je verejný príklad na vysvetlenie, nie tajný plán. Pravidlá tejto sady sa môžu líšiť od iných vydaní.

Kontrola 100 mm. A4, 100 %, jedna strana na hárok.

Hráčsky hárok 5 × 5

Meno / označenie hráča: ..... Dátum: .....

Flotila: 3 + 2 + 1 = 6 políčok. Rovné lode, bez prekrytia, dotyk dovolený.

Moje lode

	1	2	3	4	5
A					
B					
C					
D					
E					

Moje otázky

	1	2	3	4	5
A					
B					
C					
D					
E					

O = voda. X = zásah. Prázdne = zatiaľ neznáme.

Jedna otázka, zápis, potom ide súper aj po zásahu.

Potopenie: všetky časti konkrétnej lode. Oznámte dĺžku.

Potopené lode (každú vyškrtnite iba raz): 3 2 1

Moja ďalšia poznámka: .....

Kontrola 100 mm. A4, 100 %, jedna strana na hárok.

Hráčsky hárok 8 × 8

Meno / označenie hráča: ..... Dátum: .....

Flotila: 4 + 3 + 2 + 2 = 11 políčok. Rovné lode, bez prekrytia, dotyk dovolený.

Moje lode

	1	2	3	4	5	6	7	8
A								
B								
C								
D								
E								
F								
G								
H								

Moje otázky

	1	2	3	4	5	6	7	8
A								
B								
C								
D								
E								
F								
G								
H								

O = voda. X = zásah. Prázdne = zatiaľ neznáme.

Jedna otázka, zápis, potom ide súper aj po zásahu.

Potopenie: všetky časti konkrétnej lode. Oznámte dĺžku.

Potopené lode (každú vyškrtnite iba raz): 4 3 2a 2b

Moja ďalšia poznámka: .....

Kontrola 100 mm. A4, 100 %, jedna strana na hárok.

Verejný príklad: čítajte odpovede

Otvorený nácvik 5 × 5. Nie tajná flotila pre oboch hráčov.

Tri lode, spolu šesť políčok

	1	2	3	4	5
A	L3	L3	L3		
B					
C					L2
D					L2
E		L1			

B2 → voda

A2 → zásah

A1 → zásah

A3 → potopená 3

C5 → zásah

D5 → potopená 2

E2 → potopená 1

A1–A3: trojka. C5–D5: dvojka. E2: jednotka.

Sedem otázok jednej strany: jedna voda, šesť zásahov. Medzi nimi by súper dostával svoje vlastné ťahy. Nie sedem otázok jedného hráča bez striedania.

Okolie potopenej lode nevyhlasujte automaticky za vodu: dotyk iných lodí je v tejto sade dovolený.

Kontrola 100 mm. A4, 100 %, jedna strana na hárok.

Kontrola a záznam partie

Pred začiatkom: rovnaká veľkosť aj flotila, všetky lode v ploche, rovné, bez prekrytia. Dotyk dovolený.

Veľký platný príklad: B2–B5; D7–F7; F2–G2; H5–H6. Je verejný, nie predpísaná tajná zostava.

Neplatná súradnica alebo známe opakovanie: opravte pred uzavretím ťahu podľa dohody. Príklad mimo malej plochy: F1 alebo A0.

Neznáme miesto ostáva prázdne. Predpoklad nie je potvrdená voda. Po omyle zastavte a overte poslednú zhodnú otázku.

Začínal: ..... Verzia: 5 × 5 / 8 × 8

Výsledok: ..... Nedokončená: áno / nie

Pri prestávke je na rade: .....

Jedna vec, ktorú si vysvetlíme nabudúce:

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