

# BATTLESHIPS JUNIOR

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Attention kids (and Battleships novices): The six puzzles on this page are kid-level solitaire versions of the classic paper-and-pencil game of Battleships. Here's how to play: Imagine that each grid is a section of ocean in which a fleet of six ships is hiding. In the first four puzzles, this fleet consists of one cruiser (three grid cells long), two destroyers (two cells each), and three submarines (one cell each). The last two puzzles have one battleship (four cells), two cruisers, three destroyers, and four submarines. The ships may be positioned either horizontally or vertically, and no two ships can occupy adjacent grid cells, not even diagonally. The numbers along the outside of the grid tell you how many cells in the corresponding rows and columns are occupied by ships.

You'll notice that some parts of the oceans have already been mapped out for you. The wavy lines stand for water—unoccupied water, that is. Water in a grid cell means that no part of a ship can occupy that cell. Other clues given may be a complete submarine (a circle) or the end of a ship (a rounded-off square). You can cross off ships below the grids as you locate them. An example of a solved puzzle is shown at right.

**EXAMPLE**

2 4 0 0 1 1 2

3 1 1 1 1 2

CRUISER

DESTROYERS

SUBMARINES



Water



Submarine



End of ship (will continue in the direction of the flat side)



Middle of a ship (will continue either left and right or up and down)

## 1-SEAMAN

4 0 4 0 1 1

0 3 1 1 2 3

CRUISER

DESTROYERS

SUBMARINES

## 2-PETTY OFFICER

4 0 4 0 0 2

3 2 1 0 2 2

CRUISER

DESTROYERS

SUBMARINES

## 3-ENSIGN

1 1 1 4 2 1

3 0 3 0 3 1

CRUISER

DESTROYERS

SUBMARINES

## 4-CAPTAIN

2 1 1 4 0 2

4 1 1 2 2 0

CRUISER

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## 5-COMMODORE

3 1 3 1 5 0 0 3 0 4

2 0 0 1 0 4 2 5 4 2

BATTLESHIP

CRUISERS

DESTROYERS

SUBMARINES

## 6-ADMIRAL

6 0 4 0 3 1 2 2 2 0

1 1 0 5 1 2 0 1 6 3

BATTLESHIP

CRUISERS

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