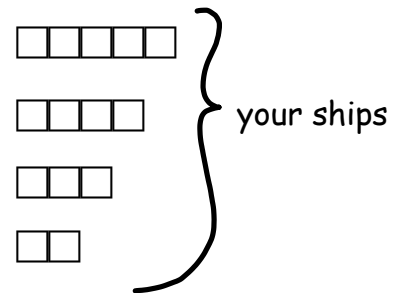


# Your team



	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
J										

Mark your ships in your field with circles (o) from left to right or top to bottom. The ships are not supposed to touch each other.



# The other team

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
J										

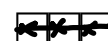
Try to find the ships of the other team. Ask like this:

"A4?"

If the answer is "Yes", mark the field A4 with a cross (x). Ask again for another field (for example A3 or B4)

If the answer is "No", mark the field with a minus (-). It's the other team's turn to ask you.

After finding a complete ship, mark it with a line from the left to the right.



The winner is the team that finds all the other team's ships first.

Originally the game is called „Battleships“ (the ships are sinking). According to the situation in Europe (and the rest of the world) it is probably not the nicest way having these thoughts while playing the game and connecting with each other.

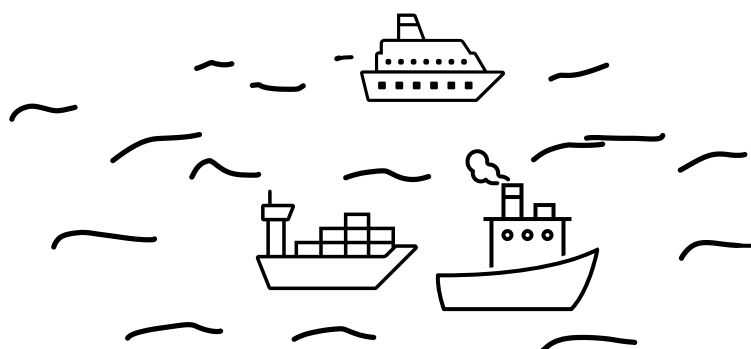
The accident command in Cuxhaven monitors the German maritime areas against marine pollution. The German navy provides planes, the "DO 228 LM", for this purpose. The Naval Aviation Squadron 3 "Graf Zeppelin" in Nordholz (a town between Langen and Cuxhaven) has two of these planes which are specially equipped for their mission as "oil hunters". Because of their special equipment they can track marine pollution during the day or at night. The naval aviators forward the data directly and immediately to the emergency command.

The constant presence of the Navy's DO 228 LM over the German North Sea and Baltic Sea deters the crews of ships and boats from marine pollution (for example, flushing their tanks at sea or even disposing of toxic waste). The oil hunters' aircrafts fly without armament or a military mission. But protecting the seas is very important for the German Navy.

So, perhaps while playing this game, we think about ourselves as pilots of the DO 228 LM who protect the North Sea and the Baltic Sea from pollution and by finding all the ships of the other team we help the sea to stay clean.



<https://www.bundeswehr.de/de/ausruestung-technik-bundeswehr/luftsysteme-bundeswehr/oelaufklaerer-dornier-do228-lm>



Example to mark the boats in your fields:



# Your team

	1	2	3	4	5	6	7	8	9	10
A			O							
B			O				O			
C			O				O			
D			O				O			
E			O						O	O
F										
G										
H										
J							O	O	O	O

Diagram illustrating the marking of boats in a 10x10 grid. The grid is labeled with columns 1-10 and rows A-J. The grid is shaded green. The letters 'O' are placed in the following cells: (A,3), (B,3), (C,3), (D,3), (D,7), (E,3), (E,9), (E,10), (J,7), (J,8), (J,9), (J,10). To the right of the grid, there are four horizontal bars representing boat lengths: a bar of length 5, a bar of length 4, a bar of length 3, and a bar of length 2. Arrows point from these bars to the corresponding 'O' marks in the grid: the length 5 bar points to (A,3), the length 4 bar points to (D,7), the length 3 bar points to (E,9), and the length 2 bar points to (E,10). A large curved arrow also points from the top right towards the (A,3) cell.

# The other team

	1	2	3	4	5	6	7	8	9	10
A	-									
B	-	-	-	-	-					
C	X	-	-	X	-					
D	X		-	X	-					
E			-	X	-					
F			-	-	-					
G										
H										
J										

Diagram illustrating the marking of boats in a 10x10 grid. The grid is labeled with columns 1-10 and rows A-J. The grid is shaded blue. The letters 'X' are placed in the following cells: (C,1), (D,1), (D,4), (E,4). The letters '-' are placed in the following cells: (A,1), (B,1), (B,2), (B,3), (B,4), (B,5), (C,2), (C,3), (D,3), (E,3), (F,3), (F,4), (F,5).