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Battleship planes (a Romanian board game)

Erasmus+ 'Different but together'

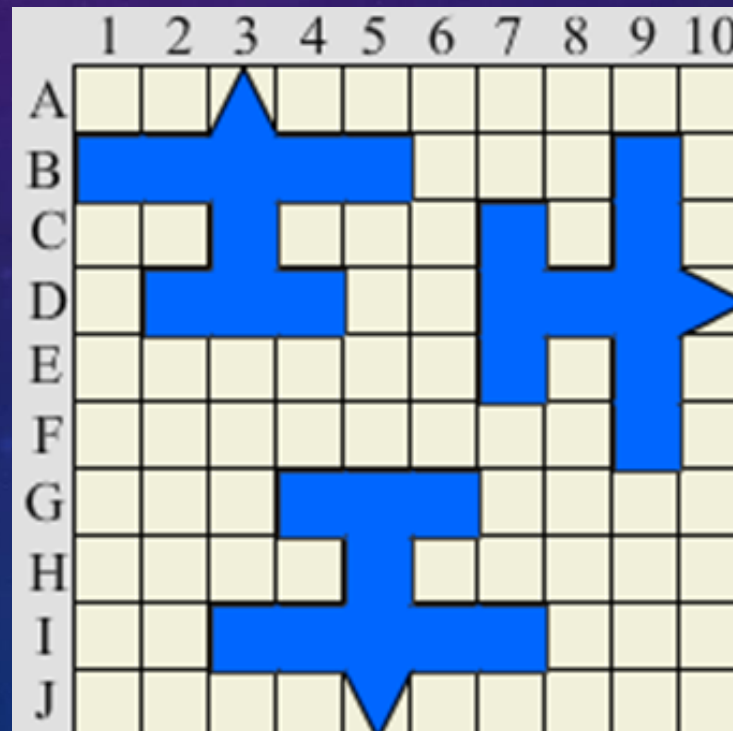
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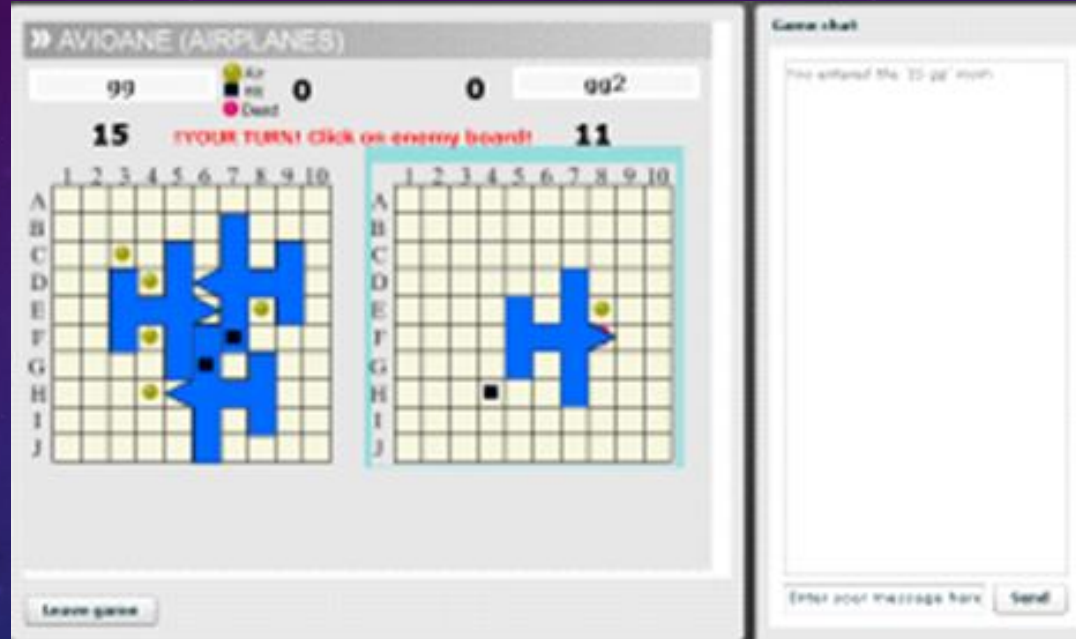
The creator of the Battleship Planes game is George Munteanu. He created the online multiplayer game, because when he was in high school, he played a lot with his friends.



How to play: We start with a math paper where two identical borders are drawn, usually 10x10 squares. Each box is identified by a number on the X and Y axes. In one square 3 planes are drawn without the opponent seeing their position:

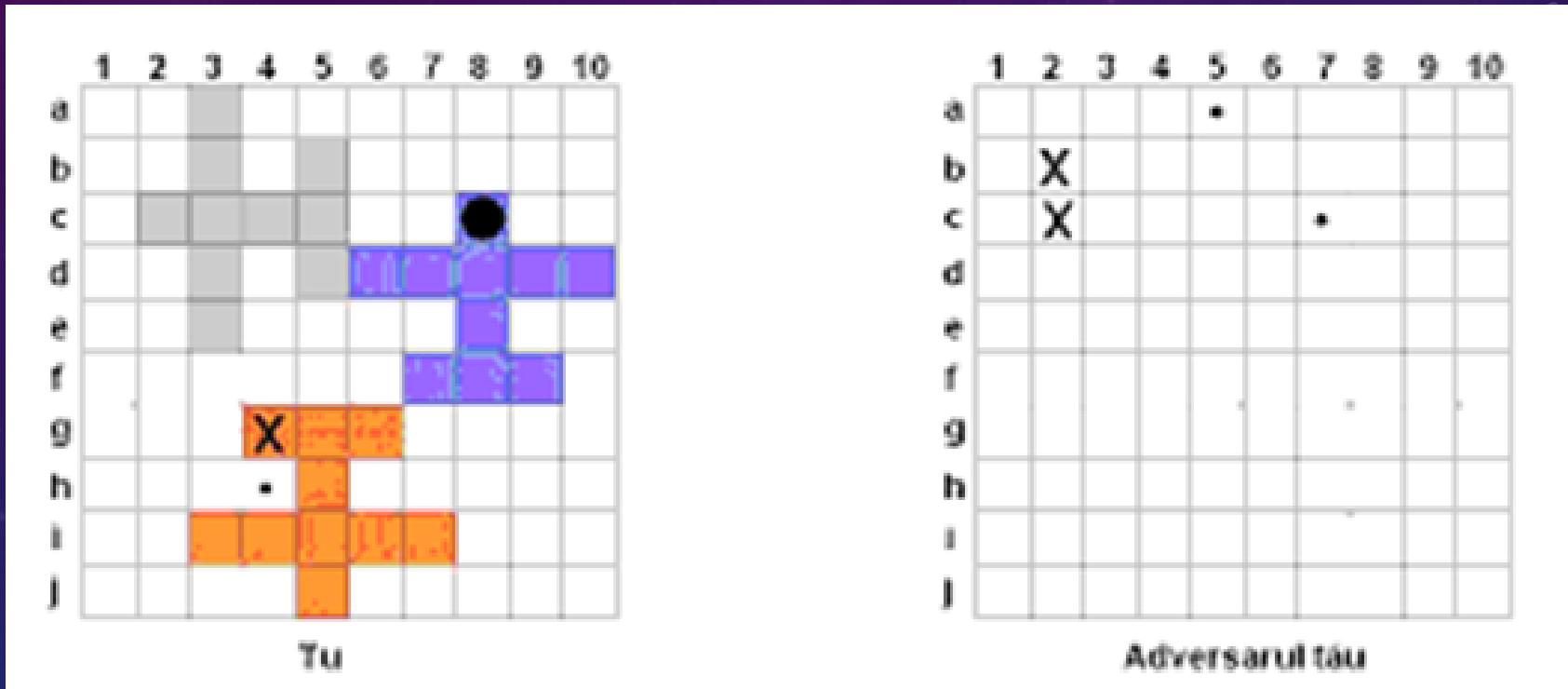


The planes are not allowed to overlap or go outside the frame, each player will try to guess where the other player's planes are.



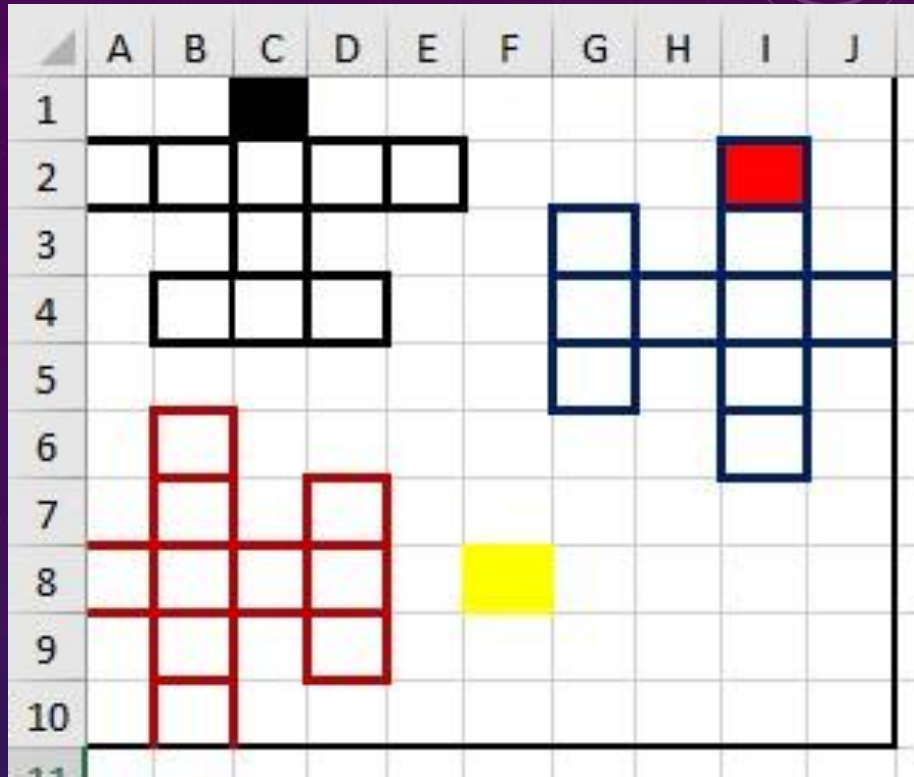
This game is quite similar to the "Battleship" game, but it is a bit different due to the fact that you have to guess where the cockpit of the opponent's plane is, this being the only way to destroy his plane.

It begins with one player announcing for example "C3"
and the opponent looks on his board.



YOUR PLANES

YOUR OPPONENT PLANES



(yellow square) = The player has missed the plane

(red square) = the player has hit the plane although didn't find the cockpit

(black square) = the player has shot a cockpit so that plane is now dead.

The first player that hits all 3 cockpits wins the game!

This game can be played on airplanes.ro

The future?

The games developer says that he works on a mobile port of the game.

Looking forward to play this game together !

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