

Solo Salvo: Battleship for One

A Solitary Confinement game for the piecepack by Eric Witt

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1 player, 10 minutes

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Equipment: 1 piecepack & 1 Quarter

Background

This Game is modeled after the public domain game “Salvo”, most commonly known in the US by the name “Battleship”. If you understand Battleship then this game will have virtually no learning curve.

Goal

Predict the surviving suit after warfare and you win.

Setup

Board Setup

Take all four ace tiles and set them aside.

Take 12 more tiles and turn them face down in a 4 row 3 column layout.

This layout forms the sea.

Put the 4 aces next to this layout so a 4 by 4 square is formed, with all the aces in one column.

Pick one suit, and turn that suits coins number-side up. Put these coins in order (Null, Ace, 2 – 5) in a line above the board. This should denote 6 half columns, 2 per tile. All dice rolls will equate to a number denoting one of these half columns.

Coin Setup

Coins form “ships” in this game.

Each suit (of the remaining 3) will have a one coin dingy, a two coin submarine, and a three coin cruiser. All ships start out with their coins orientation facing away from the player. Ships must be placed in a straight line, horizontal, vertical or diagonal.

Play

Before play begins predict a suit that will survive the naval warfare about to ensue.

Calling the Shots

Roll all 4 dice at once, and then flip your quarter. Heads indicate the upper half of a tile, Tails signify the bottom half.

This process of rolling and flipping forms the co-ordinates of a shot fired. For example pretend you rolled a Sun-5 with a flip of Tails. Move to the Tile on the sun row, to the column half found under the 5. Once there, move to the bottom of that tile, if a coin is there, you have shot it. Mark the coin by turning its orientation towards you. (This signifies that the coin is sunk or shot). If there is no coin in the coordinates given, it is a miss. (No action is taken on a miss) Then follow through on the shots for the other dice rolled, using the same quarter flip.

After you have marked these 4 shots repeat this process of calling and marking shots. (Re-roll all 4 dice, and re-flip the quarter.)

Continue playing the game until only one suit's coins remain "afloat". (Only one suit has coins that point away from you.)
If this suit is the suit you predicted, you win.

Variation

Wumpuses and Dingies-

Instead of building ships of varying length, simply have 18 dingies on the board. Play is as usual otherwise.

Version History

09/24/03 - V 1.0 Main Game

09/25/03 - V 2.0 Shot Calling simplified, Ship laying rules removed. Turn Sequence shortened.

11/24/03 - V2.5 Wumpuses and Dingies added.