

	1	2	3	4	5	6	7	
MIS -								A
IM -								B
IL -								C
DIS -								D
IR -								E
IN -								F
UN -								G

1 ships with 3 decks

2 ships with 2 decks

3 ships with 1 deck

	1	2	3	4	5	6	7	
MIS -								A
IM -								B
IL -								C
DIS -								D
IR -								E
IN -								F
UN -								G



Each player secretly arranges their 6 ships (words with corresponding prefixes) on the grid. For example:

	1	2	3	4	5	6	7	
MIS -				mistrust				A
IM -		imma- ture					immoral	B
IL -		illegal					illegal	C
DIS -				discou- rage			disad- vantage	D
IR -				irres- pon- sible				E
IN -	insecu- rity							F
UN -					unkind			G

- The ships cannot occupy squares next to each other.
- When a ship is hit, the player who the ship belongs to gives a definition of the word on the square.
- If the other player cannot guess the word, the ship does not "sink".