**Schiffe versenken**

**Spielanleitung nach Ausdruck der Spielvorlagen.**

**Regeln:**

Die Kreise werden so auf die Kreuzpunkte der Linien gesetzt, dass sie nicht diagonal, sondern nebeneinander senkrecht oder waagerecht verbunden sind. Um eine Figur herum müssen immer freie Kreuzpunkt sein.

Jeder Spieler trägt in das obere Raster ein:

**Beispiele:**

**5 Einer, 4 Zweier,**

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**3 Dreier, 2 Vierer**

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**und 1 Fünfer.**

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**Schiffe versenken**

Spieler 1 trägt seine „Schiffe“ ein.

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Spieler 1 trägt die „Schiffe“ seines Mitspielers ein.

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**Schiffe versenken**

Spieler 2 trägt seine „Schiffe“ ein.

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Spieler 2 trägt die „Schiffe“ seines Mitspielers ein.

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