



3. BATTLESHIP

Usurpers were always after Olav's crown. Especially Knut the Great, the Danish King, was a threat to Olav. As it happens, in 1028 Olav actually had to flee the country when Knut the Great attacked Norway.

Usually Olav tried to capture valuable enemy ships undamaged, but sometimes he was forced to sink them. Choose your side and find out, which one of you will be the winner of this battle!



PREPARATIONS

You both need two grids (King Olav's fleet and Knut the Great's fleet) to play the game. Place your ships into your grid. The ships are not allowed to touch each other, not even from their corners. Do not show your grid to your friend!

- 4 x Rowing boat 
- 3 x Fishing boat 
- 2 x Battle ship 
- 1 x Cargo ship 

SEA BATTLE

Take turns shooting at each other's fleet. Tell your opponent the coordinates of the square (e.g. C-7) you want to shoot at. The opponent says whether the bullet hits or misses. If you hit a ship, you will get an extra turn. When you have hit all the squares in one boat, the opponent tells you that the ship has sunk. The winner of the sea battle is the one who first manages to sink all the opponent's ships.

MARKINGS

When your bullet hits a ship, you mark that square with an X on your opponent's grid. A missed bullet is marked with an O. It is also worth marking your opponent's hits into your own grid!

KING OLAV'S FLEET

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

KNUT THE GREAT'S FLEET

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