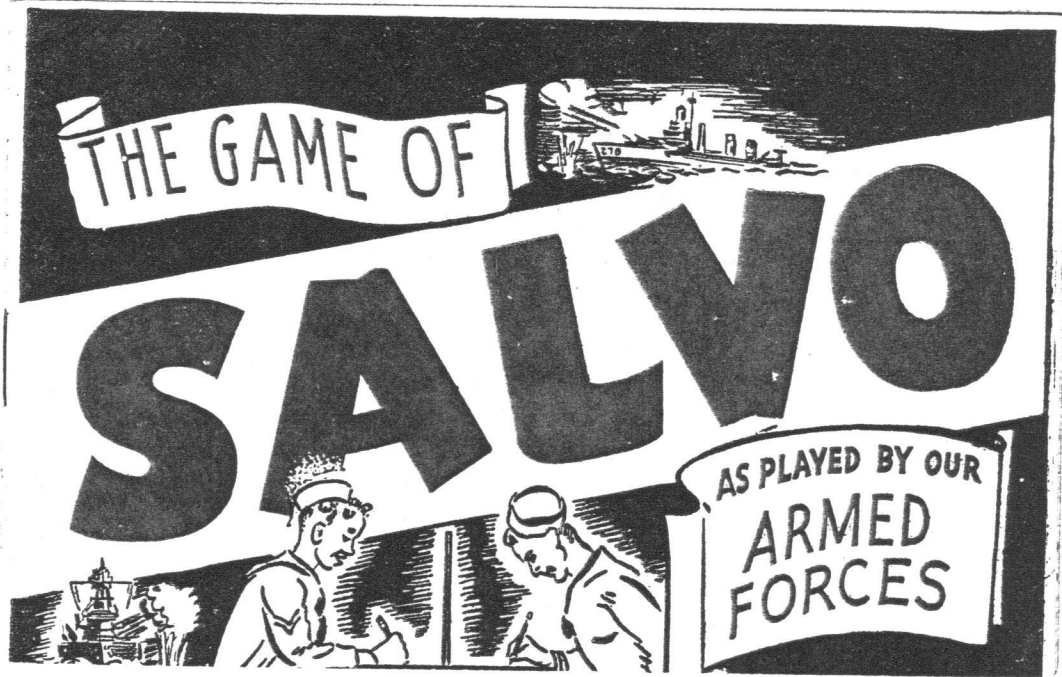


W. H. Harper
booklet

consists mainly
of blank
firing charts

(AGCA has
original
booklet)



FLEET CHART

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

FIG. 1.

Example: Fleet Commander No 1 calls thus: 2-D, 8-H, 9-A, 5-F, 6-J, 3-C, 1-D, 7-G, 10-I, 4-B. He records each shot on his Firing Chart (Fig. 2).

FIRING CHART

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

FIG. 2.

As the first Commander fires, the other player marks a figure 1 in the corresponding squares on his Fleet Chart, where his fleet is displayed

HIT CHART

| | | | | | | | | | |
|------------|--|--|--|--|---------|---|---|---------|-----------|
| I | | | | | I | I | I | I | I |
| Battleship | | | | | Cruiser | | | Cruiser | Destroyer |

FIG. 3

(See Fig. 1).

After Commander No. 1 has ceased firing his 10 shots, Commander No. 2 announces what hits have been made, if any, and the type of ship hit. Commander No. 1 records the hits on his Hit Chart (Fig. No. 3). Each hit for that Salvo is recorded by placing a figure 1 in one of the squares representing the ship hit.

In the case illustrated hits were scored by shots 8-H, 5-F, and 3-C. Commander No. 2 gives the hits but does not tell which shot scored the hit.

Commander No. 2 now starts firing. As he calls his shots, he places a figure 2 in the corresponding

square on his firing chart. Commander No. 1 places a figure 2 in the corresponding square on his Fleet Chart. Each Salvo is recorded with the figure corresponding to its order in the series.

As the rounds fired begin to group on each player's Firing Chart, he can plan his next shots by consulting his Hit Chart. For instance when he sees that he has scored a hit on a battleship in round 1 and again in round 3 he can pretty well place his next shots so as to sink the battleship.

A ship is declared sunk when hits have been scored in each of its squares. As ships are sunk the Commander loses shots according to the size of the destroyed ship, as follows:
 Battleship Loses 4 shots; Cruiser Loses 2 shots; Destroyer Loses 1 shot. The Commander who sinks all of his opponents ships first wins.

HOW TO PLAY SALVO

Salvo is a fascinating two-person game. Each player has his own book, each page of which contains charts for his part of a complete game. Each player is a Fleet Commander, having at his disposal a fleet composed of 1 battleship, 2 cruisers, and 2 destroyers. The Fleet Chart represents the sea. Each Fleet Commander displays his fleet on his own fleet chart by placing an "X" in a number of adjoining squares according to the size of the ships, as follows:

Battleship 4 squares
 Cruisers 3 squares each
 Destroyers 2 squares each

The squares for each ship must be in a straight line, either horizontal, vertical, or diagonal. Figure 1 shows the fleet chart and the method of placing the fleet. Never let your opponent see your fleet chart or he will know the position of your ships.

After each Fleet Commander has displayed his fleet, the one previously agreed upon to be first starts firing. He has 10 shots which he fires by calling both the number and letter of a square for each shot.

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FLEET CHART

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

FIRING CHART

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

HIT CHART



Battleship



Cruiser



Cruiser



Destroyer



Destroyer

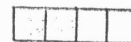
FLEET CHART

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

FIRING CHART

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

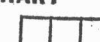
HIT CHART



Battleship



Cruiser



Cruiser



Destroyer



Destroyer