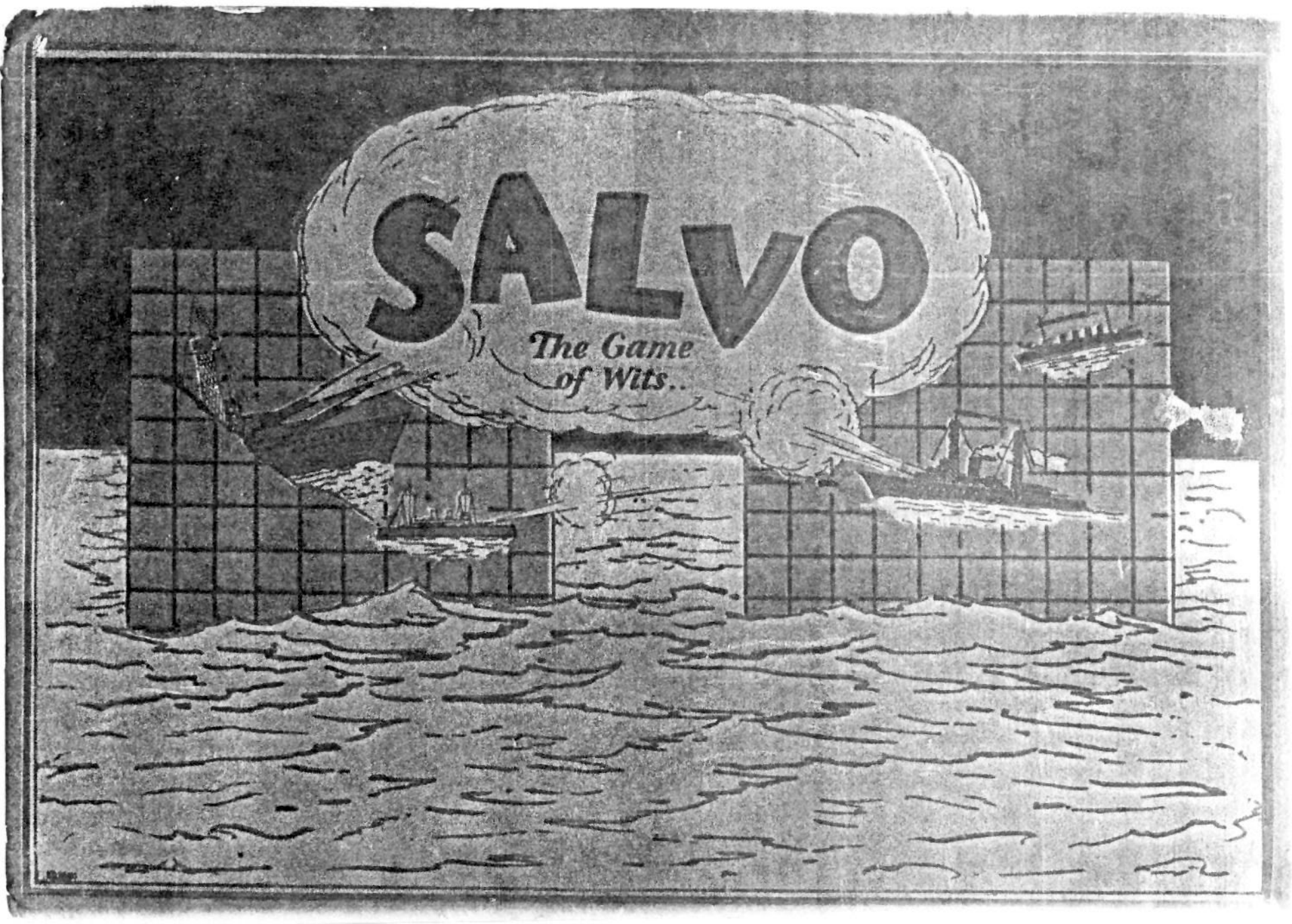
SALVO
The Game
of Wits..

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# "SALVO"

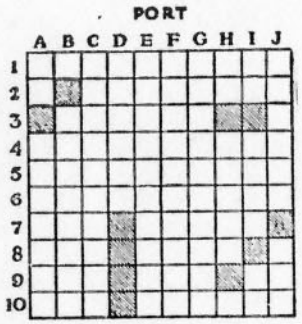



Fig. A.
Possible arrangement of fleet at start of game.

## Object of Game and Arrangement of Fleet

SALVO is a game of competitive skill designed to be played by two people or two groups of people. The object of the game is to sink your opponent's fleet before he sinks your fleet. Each player, or group, is given a SALVO sheet on which are two charts —PORT and STARBOARD. This sheet is concealed from the view of opponent. In the PORT chart you place your four ships: a Battleship, occupying four boxes; a Cruiser, occupying three boxes; two Destroyers, occupying two boxes each. Each boat must be in a straight line—horizontal, vertical or diagonal—but the boats may be grouped in any manner deemed most strategic. The boats are designated by lightly shading in boxes or marking boxes with crosses. (See Fig. A.) When you have your fleet arranged to your satisfaction you are ready to start play.

Fig. B
Appearance of chart showing Battleship sunk and one hit on one Destroyer

## THE ROPES

ROPE 1. Toss a coin to decide starter.

ROPE 2. Starter fires a SALVO of six shots at his opponent's fleet. That is, he calls out six boxes such as E1, B6, C4, D7, and so on, attempting to locate the position of opponent's boats. Starter records these shots in his STARBOARD chart by putting the figure 1 in each box covered by his first SALVO. (Second SALVO should be recorded with the figure 2, third SALVO with the figure 3, and so on.)

ROPE 3. As starter calls his shots, opponent records each in his PORT chart by placing the figure 1 in boxes called. (The figure 2 for second SALVO, the figure 3 for third SALVO, and so on.)

ROPE 4. A hit is made when a shot falls on a box which has been designated (by shading or crosses) as the location of a boat.

ROPE 5. After all the shots of each SALVO have been fired, opponent must designate name of boats hit, if any, and number of hits made on each boat.

ROPE 6. Second player then fires his first SALVO, recording the shots in his STARBOARD chart with the figure 1. Starter records these shots in his PORT chart, announcing, after the SALVO is complete, the nature of the hits made, if any. From then on,

(Continued on last page)

SALVOS are exchanged until one player's boats are all sunk.

ROPE 7. It takes four hits to sink a Battleship—one in each of the boxes it occupies (See Fig. B); in the same way, it takes three hits to sink a Cruiser; and two hits each to sink Destroyers.

## PENALTIES

Although each player starts with six shots, he loses two shots on all SALVOS following the one in which he has lost a Battleship; two shots after his Cruiser goes down, and one shot for the loss of each Destroyer. (See Rope 7.) For example, if one player on the fifth SALVO should sink opponent's Cruiser, the opponent's next SALVO would be cut to four shots. If for instance, a player has lost all his ships with the exception of one Destroyer, he obviously has only one shot left in each SALVO.

ROPE 8. If a mistake in recording shots is discovered after completion of any SALVO, game is cancelled and must be replayed.

END OF ROPES. The player who sinks opponent's boats with the fewest SALVOS wins the game.

## RECORDING HITS

Under the PORT chart are four sets of boxes representing your four boats. They are to help you keep straight the number of hits your opponent has made on each of your boats and the SALVOS on which the hits were made. The boxes under the STARBOARD chart are for recording your hits on opponent's boats; for instance, if you hit a Battleship on the third SALVO, put a "3" in one of the boxes representing your opponent's Battleship. When every box has been filled with a SALVO number, the boat is, of course, sunk.

IMPORTANT: Never tell your opponent whether or not he has hit you until every shot in his SALVO has been fired.
Never disclose box number of hit made.
Always be sure to conceal your sheet from view of your opponent.

## SCORING

Stakes are agreed upon before first SALVO is fired.
If, at the end of the game, all the winner's boats were hit: original stakes prevail.
If, at the end of the game, winner has Destroyer untouched: stakes are doubled.
If, at the end of the game, winner has Cruiser untouched: stakes are tripled.
If, at the end of the game, winner has Battleship untouched: stakes are quadrupled.

It follows from the above that, if, at the end of the game, the winner has all his fleet untouched, the stake becomes eleven times greater than original stake decided upon.

# SALVO

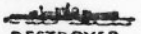
PORT

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

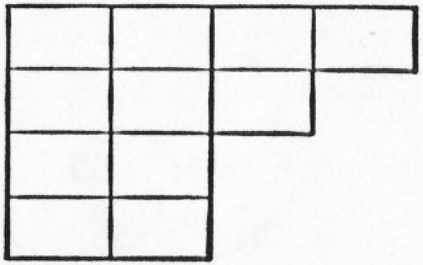
BATTLESHIP

CRUISER

DESTROYER



DESTROYER



STARBOARD

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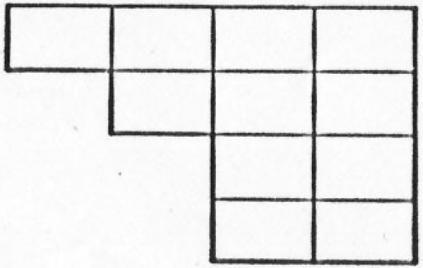

BATTLESHIP

CRUISER

DESTROYER

DESTROYER

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