Naviplouf

A naval battle for young children with simplified coding (blue/whale instead of B3).

Age : from 5 years
Number of players : 2
Duration : 10 minutes

Game contents:

2 magnetic boards, 2 sets of 5 boats, 22 blue pawns,
18 red pawns, 16 model cards and 2 wooden stands.

Object of the game

Be the first to sink your opponent's boats.

Rules of the game

Players put a magnetic board and a model card that shows
the location of the boats that their opponent has to find in front
of them.

The red and blue pawns as well as the boats remain in the box.

Each player at their turn asks questions.

The youngest player starts.

Player A asks «blue/whale» of player B,
player B looks at their card and answers:

– **To the water...** Player A puts a blue
  pawn in the blue/whale square and its
  up to player B to ask a question,

– **hit...** Player A puts a red pawn in the
  blue/whale square and asks again
  for a combination,

– **hit, sunk...** Player A puts the boat
  of one or several squares that have just been sunk on the blue/
  whale square and asks again a combination.

Who wins?
The first player to sink their opponents 5 boats.