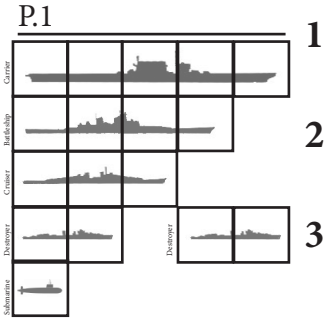
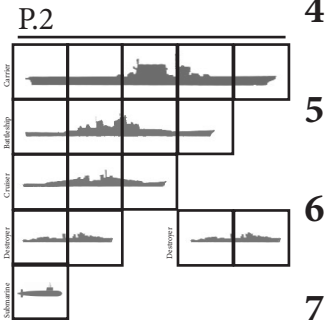


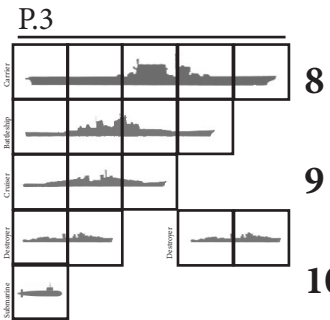
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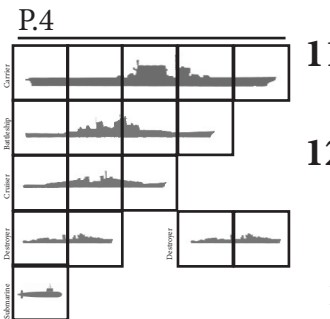
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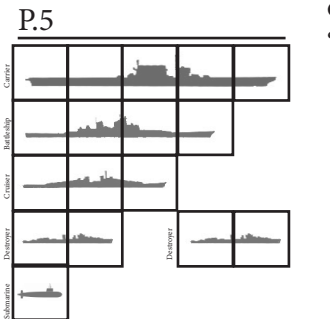
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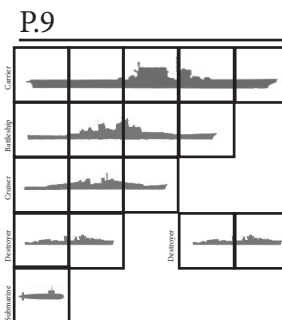
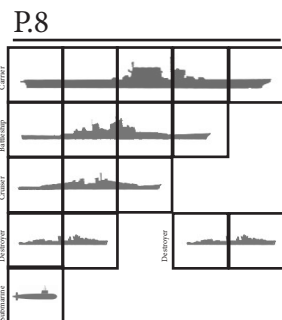
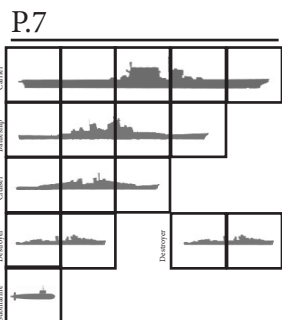
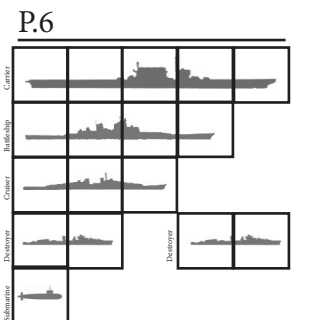
8



11



12



Naval Battle compiled and built by Alien Graphics [www.AlienGraphicsNow.com](http://www.AlienGraphicsNow.com)  
 1. Ships must be placed in individual straight lines on ocean grid (vertical, horizontal or diagonal). 2. One shot per ship afloat per turn. 3. Ship is sunk when all spaces have been "hit". 4. Opposing fleets may be on like squares. 5. Winner is last admiral with floating ships.