

- D. If a quadrant has no more active ships and only ones that have been blown up, they say "Quadrant __ all clear." Once a quadrant is cleared, the attacker can cycle through the remaining ones on subsequent turns. The round ends here.

For example, if you blow up a ship in Q1 and no other ship is there, you only cycle through Q2, Q3 and Q4.

If you blow up a ship in Q1 but another ship overlaps, it's still an active quadrant until the other ship is destroyed.

Scoring the game: All players need to keep track of their 5 battleships, which are equivalent to lives. Once they destroy a ship, a life is taken away until all ships are destroyed

Winning the Game: To win the game, your opponent must destroy all the ships first on your plane first.