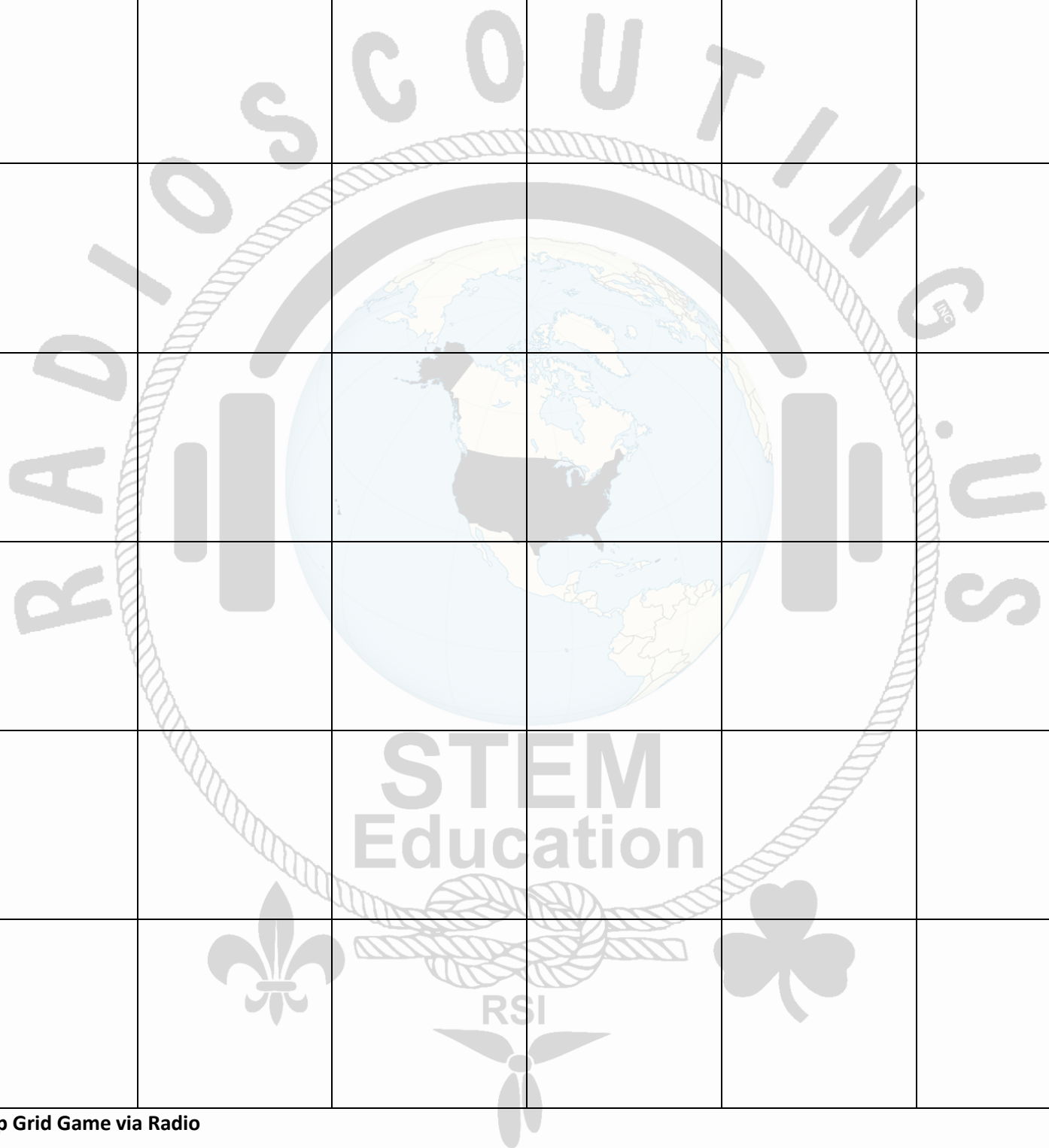


A	B	C	D	E	F	G	H
1							
2							
3							
4							
5							
6							



Sink the Kraken (A Twist on the Game Battleship)

Test your communication and strategy skills while battling other teams to Sink the Kraken navy.
25 points for successfully sinking 3 ships. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.
Games uses CB radio, which teaches emcom procedures and radio etiquette. Bonus clues sent by morse code.
Grand prize is an RC car.

Long description (for staff/helpers)

3-5 tables are set up with two board grids. (each table is a color team)

One grid is their own ship's locations and they mark hits using poker chips.

Their second grid is the whole game where they mark the hits of other teams, and use that to strategize their next move.

One CB radio with battery & mic is on each table along with a Morse Code cheat sheet.

Teams are named by color, red, green, blue, etc. and take turns in round robin format.

First team would call out A1 and then green would say "Green - Miss", followed by blue team stating "Blue - Hit".

Then Red would answer their own call after all the other teams, hit or miss of their own boat. (so it hurts them if they call their own ships position and no one else gets a hit)

Red, Green and Blue would mark their big grid A1 as a hit, and Blue would also mark their own ship grid A1 as a hit.

If all teams say Miss, then using a different color chip is used on the big grid to mark that area as open (no ships from anyone are there).

Then Green (next team) would go and the process repeats. Before the next go around (to Red) the Kraken (black team) [may] give out one or more hit locations of the teams in morse code.

If the teams keeps track and decode it, they get a free hit clues, if they miss it then they may waste a turn guessing a different coordinate. (The Kraken knows where everyone is on the high seas.)

Game ends when only one team still has ships afloat. Each team has 5 ships (2-3 holes), and once they each have sunk 3 of the others they qualify for the 25 points.

The Kraken sinks everyone faster by giving hits to everyone, if they decode it, they win faster.

Game time can be adjusted by reducing or increasing the number of ships, the first game usually starts at 3 ships to gauge how fast it will proceed.

Objectives:

This game teaches Press-to-talk and Simplex communications where you have to wait for someone to finish speaking before you can reply.

This is how most radio systems work in the world, from Air-Traffic controllers to police and fire, to simple walkie-talkies.

FCC rules are covered at the beginning explaining how to use the radio, its functions, emergency channel and what speech is not allowed in the public air (i.e. TV Beeps)

By going in a round-robin they learn how to share time equally, the longer they take to get their message out clearly, the lower their score.

The Kraken ensures no team wins easily or unscathed as all will get hit equally, even if the other teams constantly miss by chance.

73 & YIS (*yours in scouting*),

Ken Lyons, KN4MDJ

USER GUIDE

Sink the Kraken (A Twist on the Game Battleship)

First table calls out a grid location i.e. A1...

Each table then calls out an answer if there is HIT or MISS

All tables note the hit or miss on their second grid using chips.

Next table takes a turn.

Before repeating the cycle, the Kracken may announce some HIT squares for all using morse code.