

Carronade is a pencil-and-paper game for two players.

Setup:

The game is for two players.

Begin by folding a sheet of paper to divide it in half. Each player then traces five pirate ship outlines in ink on his or her side of the page. Players should use roughly the same five ship outlines. In our sample game, Grogg's ships are on the left and Winnie's are on the right.

Attack!

Step 1:

Players take turns firing cannonballs. In the example, Grogg goes first by making a small, dark pencil mark on his side of the paper as shown. Here, Grogg is firing a cannonball at Winnie's smallest ship.

Step 2:

Grogg folds the paper in half. The dark pencil mark can be seen through the paper. Grogg scribbles over the mark, pressing on the back of the sheet to transfer his pencil mark to Winnie's side of the page.

Step 3:

Grogg unfolds the paper to see where the cannonball landed. In the example shown, Grogg's shot was a miss. If the transferred mark touches your opponent's ship, the ship is sunk and marked with an X.

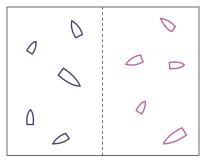
Victory!

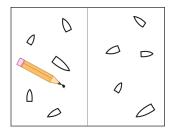
The first player to sink all five opponent ships is the winner. Grogg is the winner of the game shown on the right.

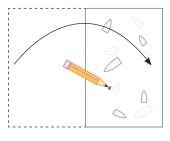
Variations

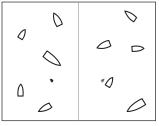
For a trickier game, fold the paper on a slight diagonal.

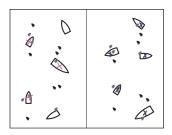
Sample game boards and ship outlines can be found on the following pages.

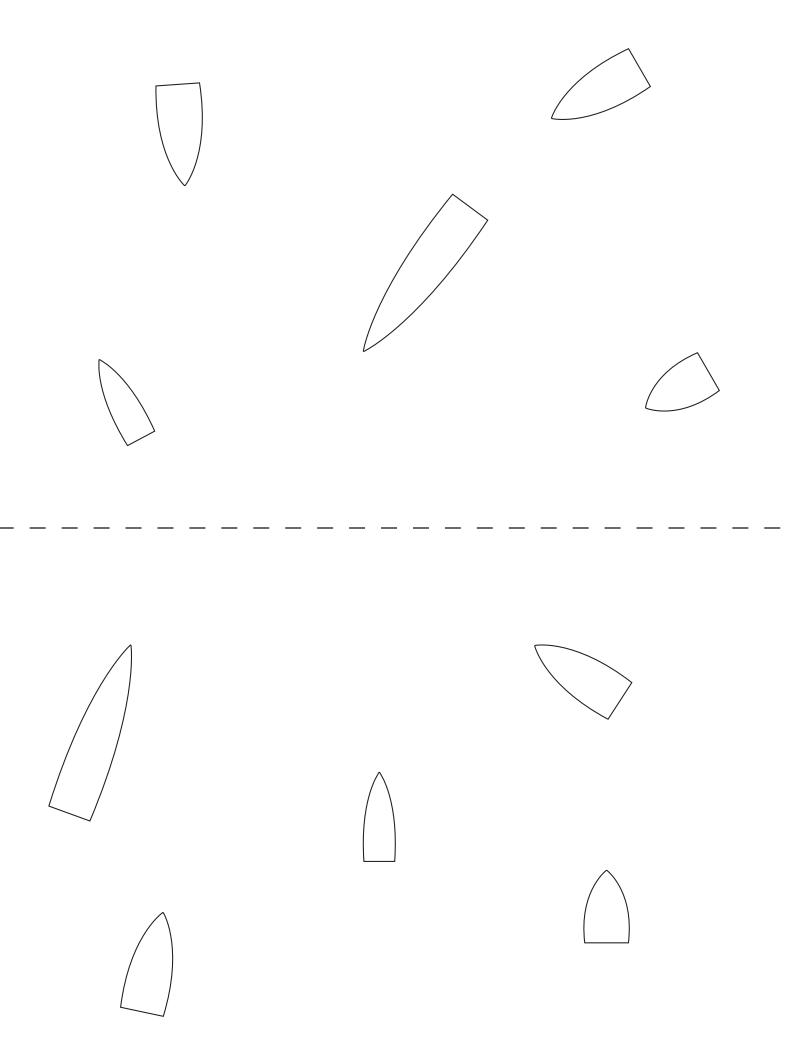


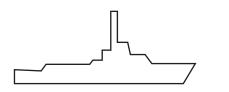


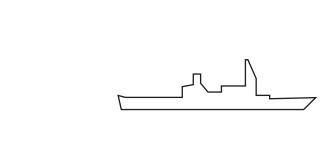




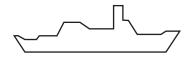




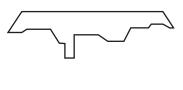


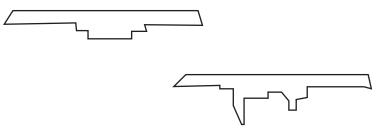


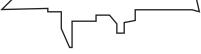




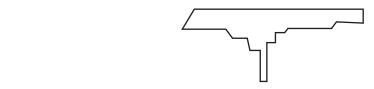


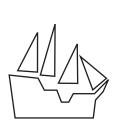










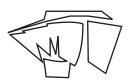


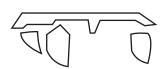




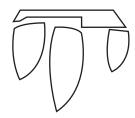
















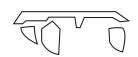


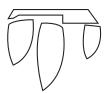














Carronade Guide 4A: Chapter 1, page 38

Traceable Silhouettes

