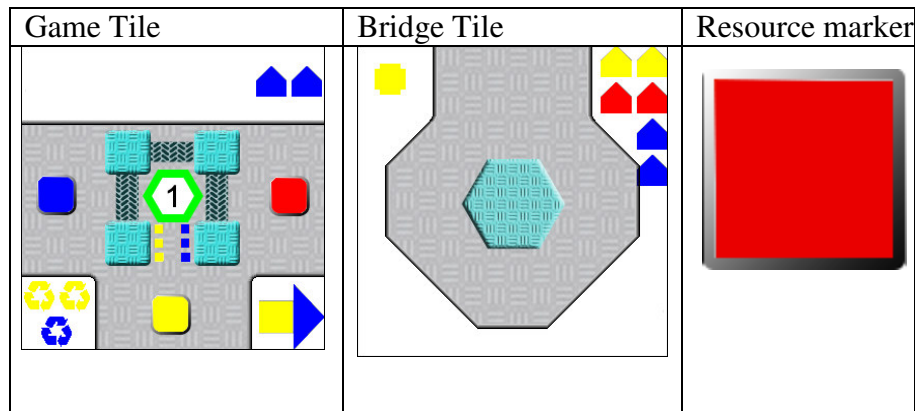


## Preparing the Game

### 1. The Tiles and Resource Markers:

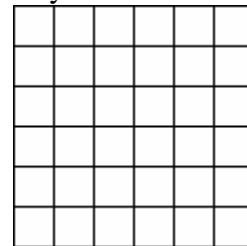
- Print the 3 component pages, and paste them on a thick cardboard. This can be done by printing on a label page or printing on a normal paper and gluing using spray adhesive.
- Cut all the tiles and resource markers.
- Mark on the back of the Bridge tile for easier identification (this is not a must).



### 2. The Play Area:

- Print TWO copies of the play area. As before, paste those on a thick card board. Glue the two pieces together in order to get a 6x6 grid play area.

Play area



### 3. Ship markers

There are two ways for making the ship markers:

- The simple way is to take the flat marker (on the right) and glue it to a thick card board.
- Making a 3D ship using the other 4 markers in the page.
  - Take every two identical pieces and glue them on both sides of a thick cardboard.
  - Make a cut for the slot, one in the upper section and one in the lower section, as indicated on the parts (see left picture).
  - Slide the two parts together (see right picture).

