

## Important Information

In order to personalize their game, before starting the game, players must ensure that they have checked all the available configuration parameters. The rules described in this section conform to the default game configuration, named "Default".

*In this text, the masculine includes both genders and is used for brevity.*

# NAVAL BATTLE BILLIARD



## Specific vocabulary

- Armor: unit protection.
- Strike force: destructive power of units.
- Attack: damage units.
- Break / Miss / Fire button: button at the top of the screen that alternates between break, missed and fire according to context, as indicated by the blue arrow below:



- Destroy: the unit remains pocketed because it has no armor left.
- Submerge: pocket unit. Used only for the submarine.
- Spot: one of the 7 positions on the table where units not completely destroyed are spotted after a shot.
- Repair: increase the armor value of damaged units.
- Units: submarines, ships and aircraft, represented by balls 1 to 15 and the cue ball.
- Attack Unit: the unit used to make the shot (the one that causes the damage).

## **General description**

**Naval Battle Billiard** is a turn-based strategy game, played on a pool table, with the cue ball, standard triangle rack and the 15 balls (solids and striped).

It can be played one on one, in a team of two, or even one against two.

The goal of the game is to destroy (permanently pocket) all the opponents' units (balls) in order to win the game. Note that the winner always completes the game with a score of 100.

One player plays the solids: the balls numbered from 1 to 7 and also the 8-ball. The other player plays the striped: the balls numbered from 9 to 15 and the cue ball.

Shots do not have to be called to be considered legal.

## Subdivision of units:

The units of each player constitute his army:

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### Submarines



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### Cruisers



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### Destroyers



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### Aircraft carriers



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### Aircraft



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### Repair ships



Each unit has a strike force, which can destroy the opponent's units, and armor to protect against attacks. For example, the aircraft carrier class has a strike force of 1, and an initial armor's value of 3.



- Players play turn by turn. After a shot, whether there is a unit or not pocketed, it is the other player/team to play.
- After each shot, the units that still have armor are put back on the table, on a specific spot, determined by Naval Billiard application.
- Units whose armor is completely destroyed remain pocketed. A destroyed unit is clearly indicated on the screen:



- If player miss, simply tap the yellow "MISSED" button indicated by the blue arrow below.



## Legal move

- To be considered legal, the shot must first be executed with one of the 8 units of the player's own army.
- Combinations are allowed, as long as the unit used to make the shot belongs to the player.
- The player must have at least one foot on the floor.
- The player is not required to call any shot.
- The units pocketed "luckily" are considered legal.

## Breaking

- The break's purpose is to set up the game, the initial positioning of the units on the table. There is no damage for pocketed units at this time of the game. Pocketed units are spotted, as determined by Naval Battle Billiard application) and the player stay at the table. However, this setting can be changed.
- The lag, flip, or others can be used to determine which player will break.
- All units are randomly placed in the triangular rack.
- The player uses his repair ship to break.
- Player who breaks is always the first to play afterwards, regardless of whether he has pocketed a unit or not, and even if he has pocketed one of his own units.
- If the unit was not behind the head string, then the player loses his turn, balls are placed back in the triangle and it is the opponent's turn, who proceed with the break shot again.

## **Common features to all units**

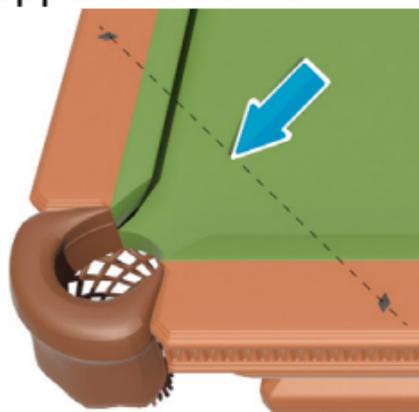
- Destroy the opponent's units based on their strike force.
- After a shot the units are spotted as long as they have armor.
- When units no longer have armor, they remain pocketed and cannot be repaired.
- If a player pockets one of his units with one opponent's units on the same shot, his unit will be destroyed based on the value of the opponent's unit's strike force. For example, unit 2 strikes unit 11, and both are pocketed, so unit 2 receives damage from unit 11. Unit 11 is not damaged.
- If the player pockets one or more of his units on the same shot, the pocketed units receive damage from the one used to make the shot. For example, the unit 15 pockets the units 14 and 10, then units 14 and 10 receive the damage caused by the unit 15. It is considered as a 'friendly fire'.
- If a player pockets one of his units, but also the unit used to make the shot, then the attacked unit receives damage from the unit used to make the shot. For example, unit 2 hits unit 3 and both are

pocketed, so unit 3 receives damage from unit 2. Unit 2 is not damaged. It is considered as a 'friendly fire'.

### **Characteristics of the submarine class units (units 1 and 9)**

- Players may submerge their submarine at any time and as often as they wish during the game.
- The submarine can be hit and submerged alone without using any other unit to hit it.
- If the submarine hit an opponent's unit and does not pocket that unit, and only the submarine is pocketed, the submarine remains pocketed because it is considered submerged. For example, the unit 9 is pocketed alone, then the entry is made as follows: unit 9 and again unit 9.
- If the submarine is pocketed with the opponent's unit on the same shot, the submarine is damaged by the strike force of the opponent's unit. The submarine can unfortunately be destroyed.
- The player cannot submerge his submarine if it is his only unit still available on the table.

- When the player takes his submerged submarine out of the pocket, he can place it in front of one of the 4 corner pockets, and behind the imaginary line formed by the two diamonds in each corner, to attack an opponent's unit:



- If the submarine is already submerged and the player has no more unit left on the table, it must be put back on the table in front of the pocket where it is pocketed and inside the first two diamonds. If he is in front of a center pocket, he must be put directly in front of this pocket at a maximum distance of 5 centimeters (2 inches).

## **Characteristics of cruiser class units (units 2 and 10)**

- Units with the greatest strike force.

## **Characteristics of the destroyer class units (units 3, 4, 5, 11, 12 and 13)**

- The only class with more than one unit.

## **Characteristics of the aircraft carrier class units (units 6 and 14)**

- Used to keep players' aircraft. Every time an aircraft is destroyed, an aircraft takes off from the aircraft carrier to replace it until it has no more, or the aircraft carrier is destroyed.
- Even if the aircraft carrier is destroyed, aircraft still on the table stay until it is destroyed.

## **Characteristics of aircraft class units (units 7 and 15)**

- When aircraft are hit, they are automatically destroyed and replaced by one of the aircraft still available on the aircraft carrier.

## **Characteristics of the units of the repair ship class (8 units and the cue ball)**

- Used to repair units in their fleet that are not fully destroyed and may also attack opponents units.
- A repair on a damaged unit is possible by pocketing this unit with the repair ship unit of its army. For example, pocketing unit 14 (which is damaged) by using the cue ball makes it possible to repair unit 14 by a value 1 (+1 to its armor).
- Repair to a damaged unit is possible by pocketing the repair ship unit with the unit to be repaired. For example, pocketing unit 8 with unit 2 (which is damaged) allows unit 2 to be repaired with a value of 1 (+1 to its armor). The ability to repair from the damaged unit is a configurable parameter.
- The repair ship unit has no effect on a unit that is not damaged.
- A unit that is completely destroyed cannot be repaired.
- The repair ship unit cannot repair itself.
- Repair ship unit causes damage to the opponent's units like all other units.

## Special cases

- Unit comes to rest off the table: this situation is a miss for the player. If one or more units have been pocketed, they are all spotted on the central spot with the projected unit.



- Accidentally touching a unit on the table or shooting while any unit is moving, shooting out of turn or if the cue tip strikes the unit twice on the same shot: this situation is a miss for the player. If a unit is pocketed on this shot and it is an opponent's unit, the opponent can put back his unit where he wants on the table. However, if the pocketed unit belongs to

the player who made the shot, then the unit is spotted on the central spot (spot 4).

- Occupied spot: If a unit has to be spotted and a unit is already on this spot, then the unit is placed as close as possible to that spot.
- Strategic positioning: Naval Battle Billiard is a strategy game that allows players to reposition their units without touching any other units. For example, a player could strike his unit 2 without touching any other unit. The shot is recorded as a miss.
- Assignment of damage during a combination: when a combination is made to pocket one or more units, damage is awarded by the unit that was hit first. For example, if unit 1 strikes on unit 2 that pockets unit 14, unit 14 is damaged by unit 1. For input, tap 1 and then 14 (unit 2 is not inputted).
- Another example of combination involving three units: during this move unit 1 strikes on unit 2 which in turn strikes unit 14 and units 2 and 14 are pocketed. In this case, units 2 and 14 will take damage from unit 1.