

SALVO

for 2 voices

PROPERTIES (each)

2 – 10x10 game-matrix
2 – 10-sided die (hereafter, “d10”)
Pen/pencil/etc.

SET-UP

Before play, each player secretly marks 5 “ships” on 1 game-matrix (hereafter, “battle map”). Each ship should comprise the following number of consecutive cells (horizontal or vertical) on the battle map.

Carrier: 5
Battleship: 4
Destroyer: 3
Patrol: 2
Submarine: 1

No 2 ships should overlap; only 1 ship will occupy any given cell. Each player’s fleet should contain 1 of each ship. In addition to own fleet’s secret coordinates, battle map also serves to record coordinates of opposing fleet’s shots fired throughout the course of play

The other, unmarked game-matrix (hereafter, “tactical map”) will be used to record coordinates of own fleet’s shots fired. Though most any symbol system works, X’s for shots fired & circled X’s for shots hit seems intuitive enough. Perhaps one may decide to incorporate different colored pens for misses & hits.

(NOTE: players need not use same game-matrix pairings for tactical & battle maps (e.g., Player 1 might use Game-Matrix #1 as battle map, Game-Matrix #2 as tactical). In fact, because (x, y) coordinates on a common grid communicate target locations, Player 1’s tactical map need not be same game-matrix as Player 2’s battle map. This sonic variance may even prove desirable.)

PLAY

After each has arranged his ships, roll d10 die for highest number to determine which player fires first.

- Player 1 rolls d10 dice
 - 1 die corresponds to x axis, 1 to y (to be determined by player)
 - d10 face values correspond with numeric position of X-axis letters in English Alphabet (e.g., F = 6, G = 7, etc)
- Player 1 announces rolled target coordinates (x, y) & sounds phone found at target cell on tactical map
- Player 2 locates target cell on battle map using (x, y) coordinates, then sounds phones in x row from left or right to target, then sounds y column from top or bottom to target
- Player 2 announces whether shot was "hit" or "miss" & marks shot on battle map
- Player 1 marks shot on tactical map & rolls dice again, repeating process, firing 5 consecutive shots in first round

Then Player 2 takes turn rolling dice, announcing target coordinates & phones, also firing total of 5 shots in first round.

Freely pitch, elongate, morph, de/accent, repeat, etc. when sounding phones. See Pronunciation Key for assistance interpreting International Phonetic Alphabet graphemes.

If shot rolled has already been fired, player selects any open cell along the rolled X-axis. If no cell along X-axis is open, player selects from rolled Y-axis. If neither axis contains an open cell, no shot is recorded and player rolls again.

Any player who, during course of play, receives hits on all coordinates of a ship must announce that ship as "sunk" & will have 1 less shot to fire next round. In each subsequent round, player will fire only as many shots as he has ships afloat at start of that round (i.e., loss of ship equals subsequent loss of shot).

Game ends when one player loses all his ships (or at end of any consensually determined duration).

VARIATIONS

- Invite others to play simultaneously, or round-robin
- Increase fleet sizes (ergo carnage)
- Hum vague anthems or shanties, make sonar sounds between plays
- Play without dice, reclaiming ego-strategy

	A	B	C	D	E	F	G	H	I	J	
1	j	i	u	u	i	p	j	u	p	j	1
2	i	j	j	p	j	u	u	p	u	i	2
3	u	p	j	j	u	j	i	i	u	p	3
4	j	i	p	j	u	u	u	p	i	j	4
5	p	u	j	u	j	j	i	u	p	i	5
6	j	u	u	j	p	j	p	i	i	u	6
7	p	u	i	u	p	i	j	j	j	u	7
8	u	j	p	i	u	i	u	j	j	p	8
9	i	j	u	i	j	p	p	u	j	u	9
10	u	p	i	p	i	u	j	j	u	j	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	f	r	f	r	f	f	f	r	f	r	1
2	f	f	r	f	r	r	r	f	f	r	2
3	f	r	f	f	f	r	r	f	r	f	3
4	r	f	f	f	f	r	f	f	f	r	4
5	r	f	f	r	f	f	f	r	r	f	5
6	f	f	f	f	r	f	r	r	f	r	6
7	r	f	f	f	f	r	f	r	f	f	7
8	f	r	r	f	r	f	f	f	f	f	8
9	r	f	f	r	f	f	r	r	f	f	9
10	f	f	r	f	r	r	r	f	r	f	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	t	t	æ	t	r	r	æ	æ	æ	t	1
2	t	t	r	t	æ	æ	æ	æ	r	t	2
3	r	æ	t	æ	t	t	æ	r	t	æ	3
4	æ	æ	t	t	t	æ	r	æ	r	t	4
5	æ	r	t	æ	t	t	r	æ	t	æ	5
6	æ	r	æ	r	æ	t	t	t	t	æ	6
7	t	t	r	æ	æ	æ	t	t	æ	r	7
8	t	t	æ	r	r	æ	t	t	æ	æ	8
9	r	æ	æ	æ	æ	t	t	t	t	r	9
10	æ	æ	t	t	t	r	æ	r	æ	t	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	u	b	u	i	i	i	i	m	i	m	1
2	i	u	i	u	i	m	m	i	b	i	2
3	i	i	u	b	i	m	m	i	u	i	3
4	m	i	i	u	m	i	i	b	i	u	4
5	i	u	b	i	u	i	i	m	i	m	5
6	u	i	i	m	b	u	i	i	m	i	6
7	b	i	i	m	u	i	u	i	m	i	7
8	i	m	m	i	i	b	u	u	i	i	8
9	m	i	i	i	m	i	i	u	u	b	9
10	i	m	m	i	i	u	b	i	i	u	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	p	b	p	b	p	p	au	p	p	au	1
2	p	p	p	p	au	au	p	b	p	b	2
3	p	b	p	p	au	p	b	au	p	p	3
4	p	p	b	p	p	p	au	au	p	b	4
5	b	p	au	au	p	b	p	p	p	p	5
6	p	au	au	b	p	p	p	p	b	p	6
7	au	p	p	p	p	b	p	b	au	p	7
8	au	p	p	au	b	p	p	p	b	p	8
9	b	au	b	p	p	p	p	p	p	au	9
10	p	p	p	p	b	au	b	p	au	p	10
	A	B	C	D	E	F	G	H	I	J	

GAME-MATRIX #5

ppppbaubaupp

	A	B	C	D	E	F	G	H	I	J	
1	w	m	w	a	a	a	a	m	m	w	1
2	a	w	w	a	w	a	a	m	m	m	2
3	w	a	w	m	m	m	w	a	a	a	3
4	m	m	a	w	a	a	m	w	w	a	4
5	w	w	a	m	w	m	m	a	a	a	5
6	m	w	a	m	a	w	m	w	a	a	6
7	m	m	a	a	a	a	w	m	w	w	7
8	a	a	m	a	w	w	a	w	m	m	8
9	a	a	m	w	m	w	a	a	w	m	9
10	a	a	m	w	m	m	w	a	a	w	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	u	au	au	o	o	au	o	o	o	u	1
2	au	u	o	u	o	au	o	o	o	au	2
3	u	o	u	o	au	au	au	o	o	o	3
4	o	au	o	u	o	o	o	au	u	au	4
5	o	o	au	o	u	u	au	o	au	o	5
6	au	u	au	o	au	u	o	o	o	o	6
7	o	o	u	o	au	o	u	au	au	o	7
8	o	o	o	au	o	o	u	u	au	au	8
9	o	o	o	au	u	o	au	au	u	o	9
10	au	au	o	au	o	o	o	u	o	u	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	z	ə	dʒ	ə	dʒ	θ	dʒ	θ	θ	θ	1
2	θ	z	ə	θ	dʒ	dʒ	θ	ə	θ	dʒ	2
3	ə	θ	z	θ	ə	dʒ	dʒ	θ	dʒ	θ	3
4	dʒ	dʒ	θ	z	dʒ	θ	θ	ə	θ	ə	4
5	θ	ə	θ	dʒ	z	ə	dʒ	θ	θ	dʒ	5
6	θ	θ	ə	θ	θ	z	ə	dʒ	dʒ	dʒ	6
7	dʒ	θ	θ	dʒ	ə	θ	z	θ	dʒ	ə	7
8	ə	dʒ	dʒ	θ	θ	dʒ	θ	z	ə	θ	8
9	dʒ	θ	dʒ	ə	θ	θ	ə	dʒ	z	θ	9
10	θ	dʒ	θ	dʒ	θ	ə	θ	dʒ	ə	z	10
	A	B	C	D	E	F	G	H	I	J	

	A	B	C	D	E	F	G	H	I	J	
1	d	d	v	v	ai	v	d	ai	ai	d	1
2	d	d	d	v	v	v	d	ai	ai	ai	2
3	d	d	d	d	v	v	ai	ai	v	ai	3
4	ai	d	d	d	v	d	ai	v	v	ai	4
5	ai	ai	ai	d	d	d	v	v	d	v	5
6	ai	ai	d	d	d	d	ai	v	v	v	6
7	d	v	v	v	ai	ai	d	d	ai	d	7
8	v	v	ai	ai	d	ai	v	d	d	d	8
9	v	ai	ai	ai	d	d	v	d	d	v	9
10	v	v	v	ai	ai	ai	d	d	d	d	10
	A	B	C	D	E	F	G	H	I	J	

GAME-MATRIX #9

divedivedive

	A	B	C	D	E	F	G	H	I	J	
1	t	ε	ks	ε	t	ks	t	ks	ks	ks	1
2	ε	t	ε	ks	ks	t	ks	ks	ks	t	2
3	ks	ks	t	ε	ε	ks	t	ks	t	ks	3
4	ks	ks	ε	t	ks	ε	ks	t	ks	t	4
5	t	ks	ks	ks	t	ε	ks	t	ks	ε	5
6	ks	t	ks	ks	ε	t	ε	ks	t	ks	6
7	t	ks	t	ks	ks	ks	t	ε	ks	ε	7
8	ks	ε	ks	t	t	ks	ks	t	ε	ks	8
9	ε	ks	t	ks	ks	t	ks	ε	t	ks	9
10	ks	t	ks	t	ks	ks	ε	ks	ε	t	10
	A	B	C	D	E	F	G	H	I	J	

GAME-MATRIX #10

ehksktttkskseks

PRONUNCIATION KEY

t	~ Tas T e	i	~ w E Ed
d	~ D ee D	æ	~m A n
m	~ M ost	ɛ	~ b E t
w	~ W aste	ə	~ A bout
v	~ V eal	ɑ	~ f A ther
z	~ Z oo	u	~ z O o m
b	~ B ear	o	~ d O d O
r	~ R oast	au	~ d O wn
ʒ	~ a Z ure	ai	~ E Y E
f	~ F ish		
ʃ	~ S Hock		
j	~ Y ellow		
p	~ P re P		
ks	~ a X e		
s	~ S tre SS		
θ	~ T H i nk		
dʒ	~ J et		