

# *When I Win*<sup>™</sup>: Rules of Engagement

## **Official When I Win<sup>™</sup> Rules of Engagement**

This article includes the rules of engagement for playing **When I Win<sup>™</sup>**. These rules of engagement regulate all properties of gameplay incorporating how to setup/integrate the card decks, order of the turns, what constitutes the legal moves, and how to claim victory. Both contestants must follow these rules to enhance the games experience.

**Warning:** Contents of these cards will have explicit images. Game play is for consenting and willing players of 18+ in age, and it is rated for mature audiences only. Contestants' discretion is advised, as the game involves kissing, foreplay, and/or sexual activities between the players.

**When I Win<sup>™</sup>** will not be held liable for any acts performed by their partners that result in harm, self-harm, and/or death, as each player is responsible for their decisions.

### **1. Rules of Engagement's Objective and Potential Use:**

- 1.1. To start this game, both players will have to make a statement of what they desire if they win the game. This statement will need to be written down somewhere and placed in front of the other player. Both players will need to display their desired retribution in order for the other player to know what is at stake if they should lose.
- 1.2. These cards can be added to any of the following, but is not limited to these uses: board games, online app games that require the selection of picking an action card, battleship games where the players can select empty spaces to where the losing opponent has to select a **When I Win<sup>™</sup>** card to play out, card games where the opponents can create an action card that they have to select one of the **When I Win<sup>™</sup>** cards to perform their selected card games, coupon or task later cards to be handed to their partner for an action that will be performed later, and more.
- 1.3. If these cards are replacing the action/decision cards for already existing game board, follow the game playing rules for that game while spicing up the game to draw one of the cards from **When I Win<sup>™</sup>** to perform the assign task.
- 1.4. The cards can be held until the end of the game to perform all of the different chosen tasks that were selected during the game for some extra uninterrupted intimate moments and/or foreplay.
- 1.5. If the card's task has been performed during the turn of the chosen character, the card can then be added back to the deck of the cards that still remain in the pile or set aside to not be

reused. It is upon the selection of the players to choose what they will do with the performed card.

- 1.6. The cards' tasks will be changed depending upon the different seasons, different events and/or holidays as to when the purchaser acquires the cards.
  - 1.7. Each activity requires the players to understand each other's preferences for how to complete the said task. Some of the keys to performing the tasks are open communication, intimacy, a relaxed atmosphere, imagination, and fun. The illustrations are there to start imaginative thinking of how to perform the task listed on the cards.
  - 1.8. Depending on the level of spice, there will be 2 – 3 cards that will allow the players to choose what they want their opponent to perform for them. These cards can be written and erased depending on what medium the player used to write the activity. The players will have to make the selections in the beginning of the game play and then shuffle their cards back into the deck. Just remember that whatever is written on the cards could very well be the activity that the player who wrote it has to perform. So, choose wisely.
  - 1.9. Player may forfeit the game by not wanting to continue playing. Whoever forfeits the game, the other player automatically wins. The losing player will have to act out the terms of the winning player's written down note that was set at the start of the game. Forfeiting can look like, not wanting to resume the game but continue in the fore playing that was acquired during the game.
2. Description of the different levels of game play:
    - 2.1. There are three levels of spice that can be enjoyed or intermingled according to the players' preferences.
      - 2.1.1. Spice Level 1: This level is for players that want to enjoy game playing without the hardcore sexual activities that level 3 would call out for. The different activities are listed on the table below but are not all inclusive due to the tasks being changed depending upon which and when the sets of cards are purchased.
      - 2.1.2. Spice Level 2: This level is for players that want to enjoy game playing with a little more intensity than level 1 but not as hardcore sexual as level 3 would call out for. The timing for some of the activities has increased to allow longer moments of intimacy between the players. The different activities are listed on the table below but are not all inclusive due to the tasks being changed depending upon which and when the sets of cards are purchased.
      - 2.1.3. Spice Level 3: This level is for players that want to enjoy game playing with all out sexual intensity. The timing for some of the activities has increased to allow longer moments of intimacy between the players. The different activities are listed on the table below but are not all inclusive due to the tasks being changed depending upon which and when the sets of cards are purchased.

### Level 1 Spice

Action	Action
<i>Get out of Jail Free</i>	<i>Smack your opponent's bum</i>
<i>Go to jail and Jailer decides your punishment (one turn only)</i>	<i>Kiss your opponent's happy trail</i>
<i>Kiss your opponent for 30 seconds</i>	<i>Receive a kiss from your opponent on your happy trail</i>
<i>Strip one item of clothing off</i>	<i>Feed your opponent a treat</i>
<i>Strip one item of clothing off from your opponent</i>	<i>Be led by your opponent with one of a body chain for 30 secs</i>
<i>Do a strip tease for one item of clothing</i>	<i>Lead your opponent with one of a body chain for 30 secs</i>
<i>Perform a 30 second lap dance</i>	<i>Blank Card for desired option</i>
<i>Be handcuffed for one round</i>	<i>Blank Card for desired option</i>
<i>Use a feather to tickle your opponent for 30 secs</i>	<i>Blank Card for desired option</i>
<i>Be blindfolded and kissed for one turn</i>	<i>Whisper something sensual in your opponent's ears</i>
<i>Blindfold your opponent and kiss for one turn</i>	<i>Give a head massage for 30 secs</i>
<i>Kiss one body part of your opponent for 30 secs</i>	<i>Receive a head massage for 30 secs</i>
<i>Give a head massage for 2 minutes</i>	<i>Nibble on earlobe for 10 secs</i>
<i>Receive a head massage for 2 minutes</i>	<i>Flirt with your opponent</i>
<i>Share a fantasy</i>	<i>Let your opponent feed you a treat</i>

### Level 2 Spice

Action	Action
<i>Get out of Jail Free</i>	<i>Smack your opponent's bum</i>
<i>Go to jail and Jailer decides your punishment (one turn only)</i>	<i>Receive a kiss from your opponent on your upper portion of your private area</i>
<i>French Kiss your opponent for 30 seconds</i>	<i>Kiss your opponent happy trail then move to the upper portion of their private area</i>
<i>Strip two items of clothing off</i>	<i>Feed your opponent a treat</i>

<i>Strip two items of clothing off from your opponent</i>	<i>Be led by your opponent with one of a body chain for 40 secs</i>
<i>Do a strip tease for two items of clothing</i>	<i>Lead your opponent with one of a body chain for 40 secs</i>
<i>Perform a 45 second lap dance</i>	<i>Let your opponent grope you for 40 secs</i>
<i>Be handcuffed for one round</i>	<i>Blank Card for desired option</i>
<i>Use a feather to tickle your opponent for 45 secs</i>	<i>Grope your opponent for 40 secs</i>
<i>Be blindfolded and kissed for one turn</i>	<i>Blank Card for desired option</i>
<i>Blindfold your opponent and kiss for one turn</i>	<i>Blank Card for desired option</i>
<i>Kiss one body part of your opponent for 40 secs</i>	<i>Dry hump your opponent for 30 secs</i>
<i>Give a head massage for 2 minutes</i>	<i>Whisper something sensual in your opponent's ears</i>
<i>Receive a massage from your opponent for 2 minutes</i>	<i>Nibble on earlobe for 20 secs</i>
<i>Share a fantasy</i>	<i>Let your opponent feed you a treat</i>

### Level 2 Spice

<b>Action</b>	<b>Action</b>
<i>Get out of Jail Free</i>	<i>Smack your opponent's bum</i>
<i>Go to jail and Jailer decides your punishment (one turn only)</i>	<i>Lick your opponent's happy trail then move to the upper portion of their private area</i>
<i>French kiss your opponent while you are on their lap for 30 seconds</i>	<i>Receive a lick from your opponent on happy trail then move onto your upper portion of your private area</i>
<i>Strip clothing from one half of your opponent's body</i>	<i>Feed your opponent a treat</i>
<i>Strip clothing from one half of your body</i>	<i>Be led by your opponent with one of a body chain for 50 secs</i>
<i>Do a strip tease from clothing being removed from one half of body</i>	<i>Lead your opponent with one of a body chain for 50 secs</i>
<i>Perform a 60 second lap dance</i>	<i>Let your opponent grope you for 50 secs</i>
<i>Be handcuffed for one round</i>	<i>Perform cunniligus/fellatio on your opponent for 50 secs</i>
<i>Use a feather to tickle your opponent for 60 secs</i>	<i>Grope your opponent for 50 secs</i>
<i>Be blindfolded and French kissed for one turn</i>	<i>Receive cunniligus/fellatio from your opponent for 50 secs</i>

<i>Blindfold your opponent and French kiss for one turn</i>	<i>Ride your opponent for 10 seconds</i>
<i>Kiss one body part of your opponent for 50 secs</i>	<i>Thrust/Receive thrusting from your opponent for 15 secs</i>
<i>Give your opponent a massage for 2 minutes</i>	<i>Blank Card for desired option</i>
<i>Receive a massage from your opponent for 2 minutes</i>	<i>Blank Card for desired option</i>
<i>Share a fantasy</i>	<i>Whisper something sensual in your opponent's ears</i>

If you are playing the Battleship gaming rendition of this game, here are the rules of engagement with *When I Win™*'s adaption, as per <https://sinkships.com/rules> or any other website with rules that offer the same gaming experience:

## **Official Battleship Game Rules**

This document contains the complete official rules for playing Battleship at Sinkships and/or any other form of battleship gaming apparatus. The rules for playing the adaptation of **When I Win™** should incorporate the rules playing Battleship at Sinkships and/or any other form of battleship gaming apparatus and the rules listed above for **When I Win™** gaming. These rules govern all aspects of gameplay including setup, turn order, legal moves, and victory conditions. Both players (human and computer) follow these rules exactly with the exception that if you are using the cards there will only be humans.

### **1. Game Overview**

#### **1.1 Game Classification**

Battleship is a turn-based strategy game for two players featuring hidden information and deductive reasoning. Players attempt to sink their opponent's fleet by making calculated guesses about ship locations on a concealed grid.

#### **1.2 Game Duration**

A typical game lasts between 50 and 100 turns (25-50 turns per player) depending on player skill, strategy, and random variation. At Sinkships and/or any other form of battleship gaming apparatus, there is no time limit per turn or overall game duration.

#### **1.3 Required Components**

Each player requires:

- One 10x10 game grid for their own fleet

- One 10x10 targeting grid for tracking attacks
- Five ships of varying sizes (specified in Section 2)
- Markers to indicate hits and misses
- One joined deck of **When I Win™** cards
- Markers to indicate where the **When I Win™** cards will be placed

## 2. Game Setup

### 2.1 The Game Board

Each player receives a 10x10 grid consisting of 100 individual squares. Columns are labeled A through J from left to right. Rows are numbered 1 through 10 from top to bottom. Each square is uniquely identified by its column letter and row number (e.g., "A1", "J10", "E5").

### 2.2 Fleet Composition

Each player commands a fleet of exactly five ships and however many desired **When I Win™** markers/indicators:

#### Ship Type Size (Grid Squares) Quantity

Carrier	5	1
Battleship	4	1
Cruiser	3	1
Submarine	3	1
Destroyer	2	1

**Total Fleet Size:** 17 grid squares

### 2.3 Ship Placement Rules

Players must place all five ships and **When I Win™** markers/indicators on their grid according to these mandatory rules:

#### 2.3.1 Orientation

Ships must be placed either horizontally (along a row) or vertically (along a column). Diagonal placement is prohibited.

#### 2.3.2 Boundaries

Ships and **When I Win™** markers/indicators must fit entirely within the 10x10 grid. No part of any ship or **When I Win™** markers/indicators may extend beyond the grid boundaries.

### 2.3.3 Overlap

Ships may not overlap with each other nor the **When I Win™** markers/indicators. Each grid square can contain at most one ship segment or the **When I Win™** markers/indicators.

Attempting to place a ship or **When I Win™** markers/indicators on a square already occupied by another ship or **When I Win™** markers/indicators is illegal.

### 2.3.4 Adjacency

Ships and **When I Win™** markers/indicators may be placed adjacent to each other, including touching edge-to-edge or corner-to-corner. There is no minimum spacing requirement between ships and **When I Win™** markers/indicators.

### 2.3.5 Mandatory Placement

All five ships must be placed before gameplay begins. A game cannot start with an incomplete fleet.

### 2.3.6 Mandatory Placement of Markers for the **When I Win™** adaptation

All markers/indicators must be placed for when the other player lands on the **When I Win™** cards for selection prior to the game starting. Each player will need to have their final selections to ensure the fleets and markers are placed correctly.

## 2.4 Setup Procedure

The game follows this setup sequence:

1. Both players receive empty 10x10 grids
2. Players place all five ships and **When I Win™** markers/indicators according to rules in Section 2.3
3. Ship placements are concealed from the opponent
4. **When I Win™** markers/indicators are concealed from the opponent
5. Once both players confirm their placement, the firing phase begins
6. Ships and **When I Win™** markers/indicators cannot be moved after the firing phase starts

## 2.5 Random Placement Option of the Battleships for the Online Gaming Adaption is below

At Sinkships and/or any other form of battleship gaming apparatus, players may choose automatic random placement. The system will place all five ships in legal positions that comply with all rules in Section 2.3. This placement is entirely random and provides no strategic advantage.

### 3. Gameplay Rules

#### 3.1 Turn Structure (also includes the adaptation of **When I Win™** cards)

Battleship uses alternating turn order:

1. At Sinkships and/or any other form of battleship gaming apparatus (alternative route can be an offline version of this game), the human player always takes the first turn
  1. If the players are playing offline to incorporate the **When I Win™** cards, the players will have to decide who plays first
2. After the human player attacks, the computer opponent attacks
3. Turns continue alternating until one player's fleet is completely destroyed
4. Players cannot skip turns or pass

#### 3.2 Making an Attack

##### 3.2.1 Attack Declaration

On their turn, the active player must declare one grid square coordinate to attack (e.g., "E5", "B9", "J1"). This is called "firing" or "shooting" at that location.

##### 3.2.2 Legal Targets

Players may only attack squares that have not been previously targeted. Attacking the same square twice is prohibited and prevented by the game system unless players are playing offline. If players are playing an offline version, each player must keep track of which square they have called out, because it is still prohibited to attack the same square twice.

##### 3.2.3 Attack Resolution

After a player declares their target, the defending player (or game system) immediately reveals the result:

- **Miss:** The targeted square contains no ship. Mark the square as a miss on your targeting grid.
- **Hit:** The targeted square contains part of a ship. Mark the square as a hit. The defending player does not reveal which ship was hit unless it is completely sunk. If the targeted square contains the **When I Win™** markers/indicators, player will have to reveal to the defending player that they will have select one of the **When I Win™** cards.
- **Sunk:** The targeted square contained the final undamaged segment of a ship. The entire ship is destroyed and removed from play. The defending player must announce which ship type was sunk.

### 3.2.4 One Shot Per Turn

Players fire exactly one shot per turn regardless of the result. Even if a player scores a hit, sinks a ship or selects **When I Win™** markers/indicators, their turn immediately ends only if a **When I Win™** markers/indicators has not been hit and control passes to their opponent. If a player scores a hit on a **When I Win™** marker/indicator, their turn immediately ends when the player performs the task on the card or when the player indicates that they will hold the card until another turn or at the end of the game. Then, control passes to their opponent.

## 3.3 Information Rules

### 3.3.1 Hidden Information

Ship placements and **When I Win™** markers/indicators remain hidden from the opponent throughout the entire game. Players never see their opponent's grid except for squares they have attacked.

### 3.3.2 Public Information

The following information is always known to both players:

- All previously attacked squares and their results (hit or miss)
- Which ships have been completely sunk
- Number of ships remaining for each player
- Total number of shots fired by each player
- Which **When I Win™** markers/indicators have been hit
- Number of **When I Win™** markers/indicators remain for each player

### 3.3.3 Forbidden Information

Players may not reveal or ask about:

- Specific locations of ships and **When I Win™** markers/indicators not yet hit
- Which ship a non-sinking hit belongs to
- Orientation of ships and **When I Win™** markers/indicators not yet fully discovered

## 3.4 Special Situations

### 3.4.1 Adjacent Hits from Different Ships

When ships are placed adjacent to each other, it's possible to hit two different ships in consecutive attacks. The defender must only announce "hit" - they do not reveal that the hits belong to different vessels until one is sunk.

### **3.4.2 Last Ship Standing**

When only one ship remains unsunk, players know which type of ship they're searching for based on previous sinking announcements. This public information may be used to optimize search strategies.

### **3.4.3 Simultaneous Last Ship Hits**

If both players are down to their last ship and one player sinks the opponent's final ship on their turn, the game ends immediately. The opponent does not get a final turn to attempt a draw.

## **4. Winning Conditions**

### **4.1 Victory**

A player wins when they successfully sink all five of their opponent's ships. Victory is instantaneous upon sinking the final ship - no additional confirmation or turns are required.

### **4.2 Defeat**

A player loses when all five of their ships are sunk by the opponent.

### **4.3 No Draws**

Battleship cannot end in a draw. Due to turn order, one player will always sink the opponent's final ship before their own fleet is destroyed.

### **4.4 Resignation**

At Sinkships and/or any other form of battleship gaming apparatus, players may resign at any time by starting a new game or closing the browser. Resignation is equivalent to defeat.

### **4.5 Victory Statistics**

Upon victory, the following statistics are recorded:

- Total shots fired
- Hit accuracy percentage
- Time elapsed (for personal records)
- Ships lost before victory
- Opponent difficulty level

## **5. Sinkships and/or any other form of battleship gaming apparatus-Specific Rules**

### **5.1 AI Difficulty Levels**

At Sinkships and/or any other form of battleship gaming apparatus, computer opponents operate at five different difficulty levels, each using different strategic algorithms. All difficulty levels follow the rules identically - they differ only in decision-making sophistication. See our [AI Difficulty Guide](#) for details.

## **5.2 Game Saving**

Games in progress are automatically saved in your browser's local storage. You may close the game and return later to continue. Saved games persist until you clear browser data or complete the game.

## **5.3 Sound Effects**

Audio feedback for hits, misses, and sinking ships is provided but may be muted. Sound is not required for gameplay and does not convey information not visible on the game board.

## **5.4 Visual Accessibility**

All game information is conveyed through multiple channels (color, symbols, text) to ensure accessibility. Players using assistive technology can fully participate in all game features.

## **5.5 Language Support**

Game rules remain identical across all supported languages. Translation affects only interface text, not gameplay mechanics or rules.

## **6. Fair Play and Ethics**

### **6.1 Prohibited Actions**

The following actions violate fair play principles:

- Using external tools or scripts to calculate optimal moves
- Manipulating browser storage to view opponent ship locations
- Using game bugs or exploits to gain unfair advantages
- Recording opponent patterns across multiple games (single-player only context)

### **6.2 Encouraged Practices**

Players are encouraged to:

- Use mental calculations and strategic thinking
- Track information using paper notes or memory
- Study strategy guides and probability theory
- Practice against various difficulty levels

- Experiment with different ship placement strategies

## **7. Rule Clarifications and Edge Cases**

### **7.1 Can ships be placed diagonally?**

**No.** Ships must be oriented horizontally or vertically. Diagonal placement violates Rule 2.3.1.

### **7.2 Can I change ship placement after confirming?**

**No.** Once setup is confirmed and firing phase begins, ship positions are locked for that game. Start a new game to try different placements.

### **7.3 Can ships touch each other?**

**Yes.** Ships may be adjacent or even share edges, as long as they don't overlap (Rule 2.3.4).

### **7.4 What if I accidentally fire at the same square twice?**

**Prevented by system.** The game interface prevents targeting previously attacked squares. This situation cannot occur during normal gameplay.

### **7.5 Do I get an extra turn after hitting or sinking a ship?**

**No.** Each player gets exactly one shot per turn regardless of result (Rule 3.2.4). This is a common house rule in physical Battleship but is not used at Sinkships and/or any other form of battleship gaming apparatus.

### **7.6 Can I pass my turn?**

**No.** Players must fire one shot per turn. Passing is not permitted (Rule 3.1).

### **7.7 What happens if both players sink each other's last ship "simultaneously"?**

**Impossible due to turn order.** Battleship uses alternating turns, so one player always wins before the other can respond (Rule 4.3).

### **7.8 Are there any special abilities or power-ups?**

**No.** Sinkships and/or any other form of battleship gaming apparatus uses classic Battleship rules with no modifications, power-ups, or special abilities. Every game follows identical rules.

## **8. Learning Resources**