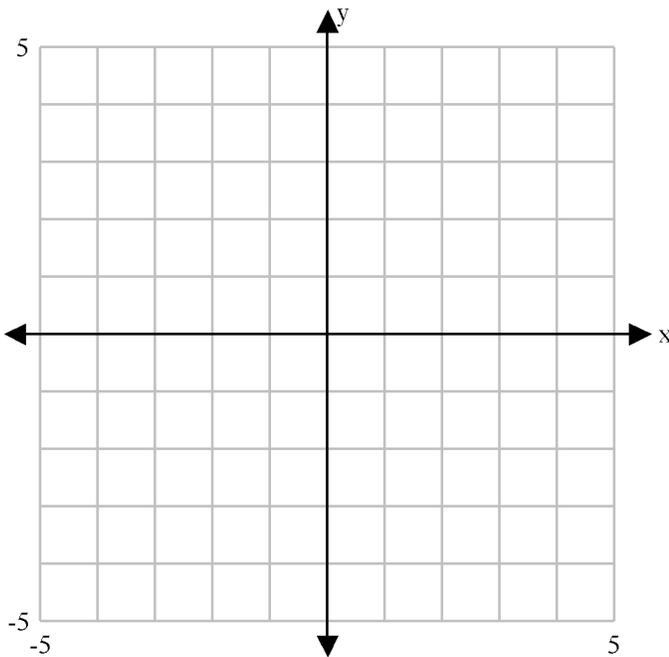


# BattleShip - The Coordinate Game

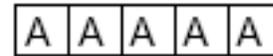


**Your Grid**

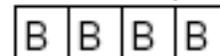


Put the following ships on your grid by placing the appropriate letters horizontally, vertically or diagonally.

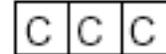
1 - Aircraft Carrier



1 - Battleship



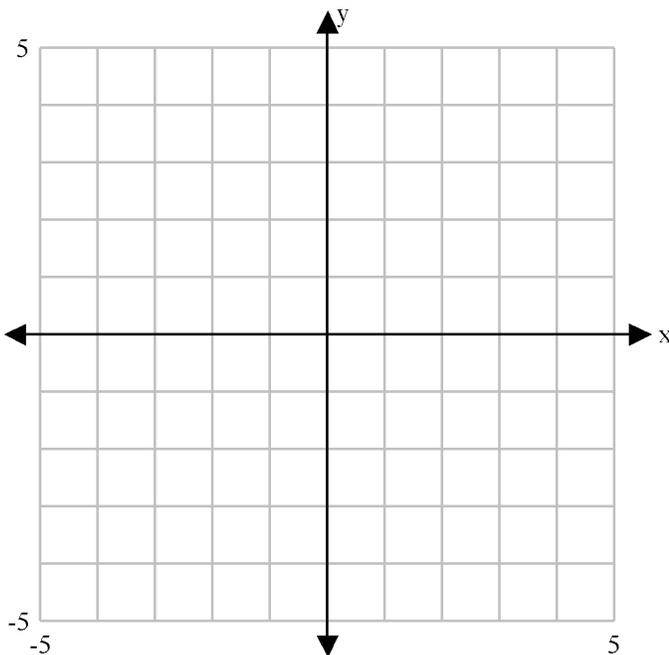
1 - Cruiser



2 - Destroyers



**Opponent Grid**



## Instructions (2 Players) :

Both players place their ships on their grid according to the chart above. Whoever goes first calls out a position i.e. (2,-5). The other player says either "Hit" or "Miss" depending upon whether one of his ships is in the position called out. The person calling out should mark a hit or a miss on the "opponent grid" to keep track of the shots. The other person should mark the shot on the "defensive grid". If the shot is a "Hit", the player goes again-- otherwise the other player takes a turn. Once the opposing player has scored a hit on all of the spaces for a particular ship, you must call out Hit...you sunk my Cruiser" (or whatever type of ship it was). Once a player has sunk all the opponents ships, he is declared the winner.