BATTLESHIP - PLAYER 1

NAME:

ARRANGE YOUR FOUR SHIPS SECRETLY ON THE GRID BELOW. EACH SHIP OCCUPIES A NUMBER OF CONSECUTIVE SQUARES (MUST BE ARRANGED IN A STRAIGHT LINE). THEY CAN BE ARRANGED HORIZONTALLY, VERTICALLY, OR DIAGONALLY. SEE BELOW FOR THE TYPE OF SHIPS AND THE NUMBER OF SQUARES FOR EACH ONE. THE SHIPS CANNOT OVERLAP (ONE SHIP PER SQUARE). TAKE TURNS CALLING OUT A SQUARE (EXAMPLE: B2). TELL THE PLAYER IF THEY MISS OR HIT YOUR SHIP. PUT "X" FOR HIT AND " • " FOR MISS ON EACH GRID. WHEN ALL OF THE SQUARES OF A SHIP HAVE BEEN HIT, THE SHIP IS SUNK. YOU MUST TELL YOUR OPPONENT WHEN HE OR SHE SINKS ONE OF YOUR SHIPS. WHEN ALL OF ONE PLAYER'S SHIPS HAVE BEEN SUNK, THE GAME IS OVER AND THE OTHER PLAYER WINS.
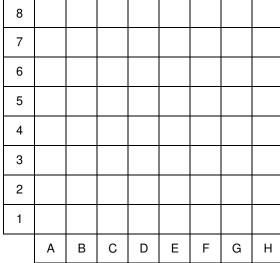
YOUR SHIPS AND OPPONENT'S SHOTS

SHIPS

1. BATTLESHIP
   5 SQUARES

2. DESTROYER
   4 SQUARES

3. SUBMARINE
   3 SQUARES

4. PATROL BOAT
   2 SQUARES

YOUR SHOTS

BATTLESHIP - PLAYER 2

NAME:

ARRANGE YOUR FOUR SHIPS SECRETLY ON THE GRID BELOW. EACH SHIP OCCUPIES A NUMBER OF CONSECUTIVE SQUARES (MUST BE ARRANGED IN A STRAIGHT LINE). THEY CAN BE ARRANGED HORIZONTALLY, VERTICALLY, OR DIAGONALLY. SEE BELOW FOR THE TYPE OF SHIPS AND THE NUMBER OF SQUARES FOR EACH ONE. THE SHIPS CANNOT OVERLAP (ONE SHIP PER SQUARE). TAKE TURNS CALLING OUT A SQUARE (EXAMPLE: B2). TELL THE PLAYER IF THEY MISS OR HIT YOUR SHIP. PUT "X" FOR HIT AND " • " FOR MISS ON EACH GRID. WHEN ALL OF THE SQUARES OF A SHIP HAVE BEEN HIT, THE SHIP IS SUNK. YOU MUST TELL YOUR OPPONENT WHEN HE OR SHE SINKS ONE OF YOUR SHIPS. WHEN ALL OF ONE PLAYER'S SHIPS HAVE BEEN SUNK, THE GAME IS OVER AND THE OTHER PLAYER WINS.
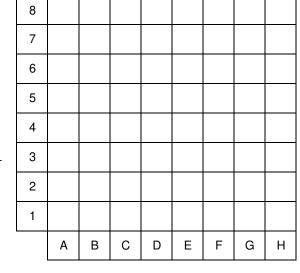
YOUR SHIPS AND OPPONENT'S SHOTS

SHIPS

1. BATTLESHIP
   5 SQUARES

2. DESTROYER
   4 SQUARES

3. SUBMARINE
   3 SQUARES

4. PATROL BOAT
   2 SQUARES

YOUR SHOTS