

# Battleships!

## Introduction:

"Battleships" is a classic strategy game for two players. Each player arranges his fleet of ships and then tries to blow the other fleet out of the water! The next page contains the game grid. You'll need to print out four copies (2 for each player). Each player will also need something to write with.

## Instructions:

Each player receives two game grids, one for positioning their own fleet and one for guessing the location of their opponent's. First, position your fleet. You may have 1 battleship, 2 cruisers, 3 destroyers, and 3 submarines. The ships range in size and cover a different number of boxes (indicated on the game sheet). Ships can only appear horizontally or vertically on the grid. To position a ship, mark the first letter of its name in each of the adjacent boxes it covers. (For example, "B" for battleship.) When each player is finished, it's time to start firing!

Decide who goes first. Players take turns calling out coordinates (i.e. "B2") for a box on the grid and then wait to hear from their opponent if they've made a hit or a miss. The opponent must also tell the shooter which kind of ship was hit. Shooters should use their other game grid to keep track of where they've shot and whether they were successful. Each hit entitles the shooter to take a bonus shot as well.

The game continues until one person has uncovered and hit the whole of the opponent's fleet and therefore wins the game!

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



Battleship  
4 squares  
1 per fleet



Cruiser  
3 squares  
2 per fleet



Destroyer  
2 squares  
3 per fleet



Submarine  
1 square  
3 per fleet