

## BATTLING SHIPS

### The Setup:

Each player uses two coordinate grids. Label all axes from -5 to 5. One grid should be labeled "Self" and the other "Opponent." (One game setup is provided below.)

Each player then decides where to place three rectangular ships: a **Battleship** (5 units x 1 unit), a **Cruiser** (3 units x 1 unit), and a **Destroyer** (2 units x 1 unit) so that edges and corners are on the grid lines. All ships must be placed in straight lines either horizontally or vertically. Two ships may be adjacent to each other, but they cannot overlap. Label the ships B, C, and D.

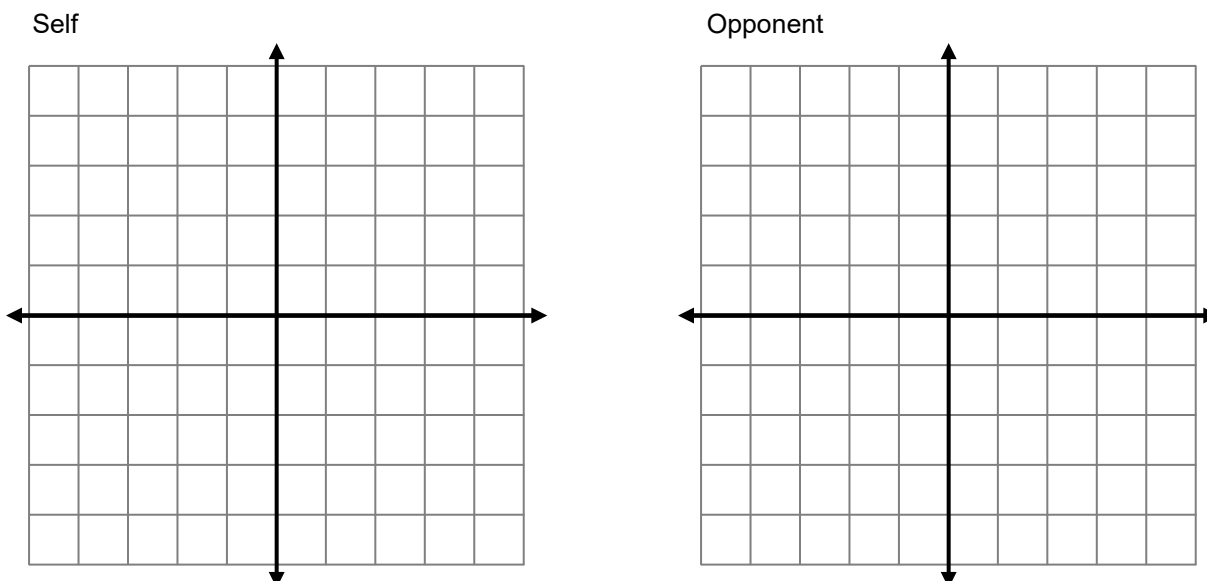
### The Game:

Players take turns calling out one ordered pair of integers at a time. If a player calls an ordered pair where an edge or corner of a ship is located, the opponent says "hit" and the player gets another turn. If no ship is located at the ordered pair, the opponent says "miss," and players change roles.

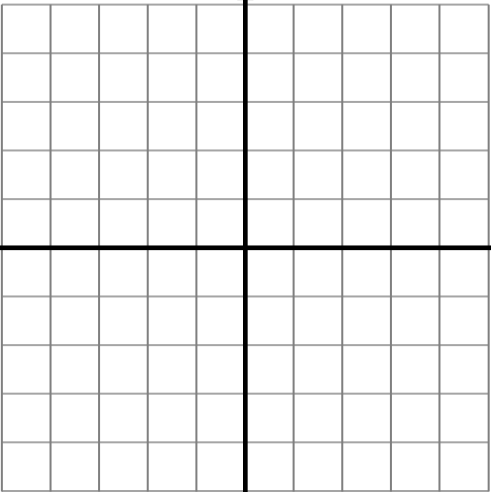
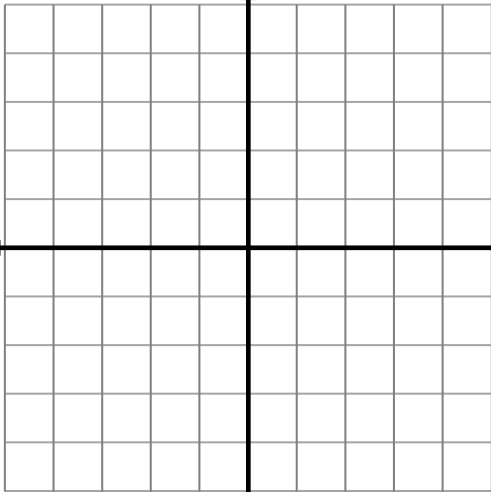
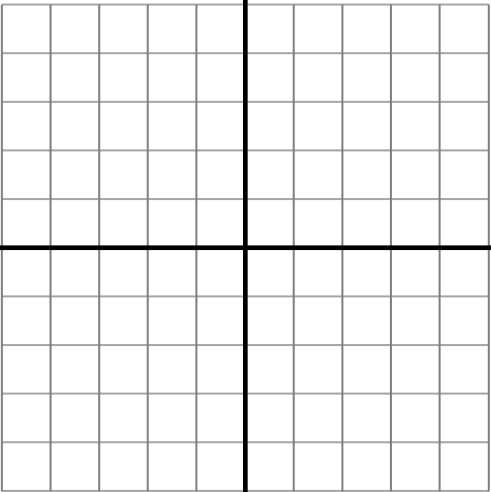
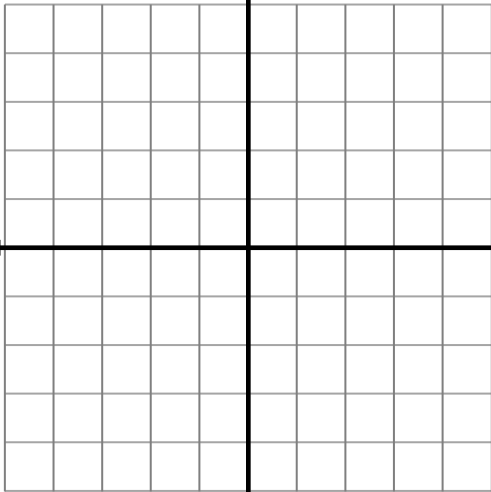
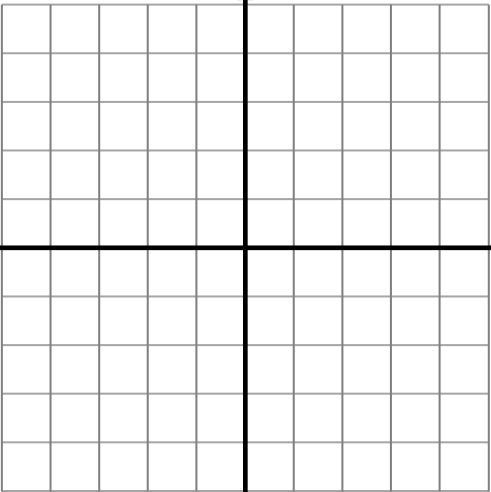
Players should take care to record their hits and misses on their "Opponent" grid so that they do not call an ordered pair more than once. Players should also mark the "Self" grid with shots taken by their opponent.

A ship is sunk when all of its coordinates have been hit. When this happens, the player whose ship was sunk says, "You sank my (B, C, or D) ship."

You win by either sinking all of your opponent's ships, or by scoring the most hits before time is called. Make sure to exchange grids afterwards to check that both players marked coordinates correctly.



R2 – BATTLING SHIPS GRIDS

<p>Self</p> 	<p>Opponent</p> 
<p>Self</p> 	<p>Opponent</p> 
<p>Self</p> 	<p>Opponent</p> 