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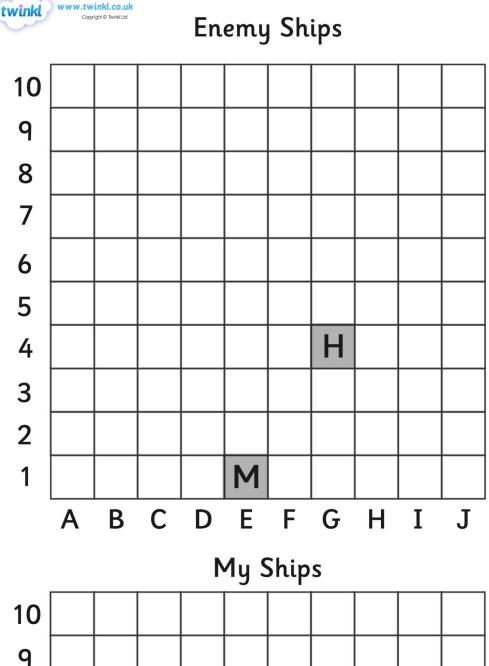
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Put the following ships on your defensive grid by marking the appropriate letters horizontally or vertically.

Battleship (5 squares)

B B B B

Ship (4 squares)

S S S S

Rowboat (3 squares)

R R R

H = hit

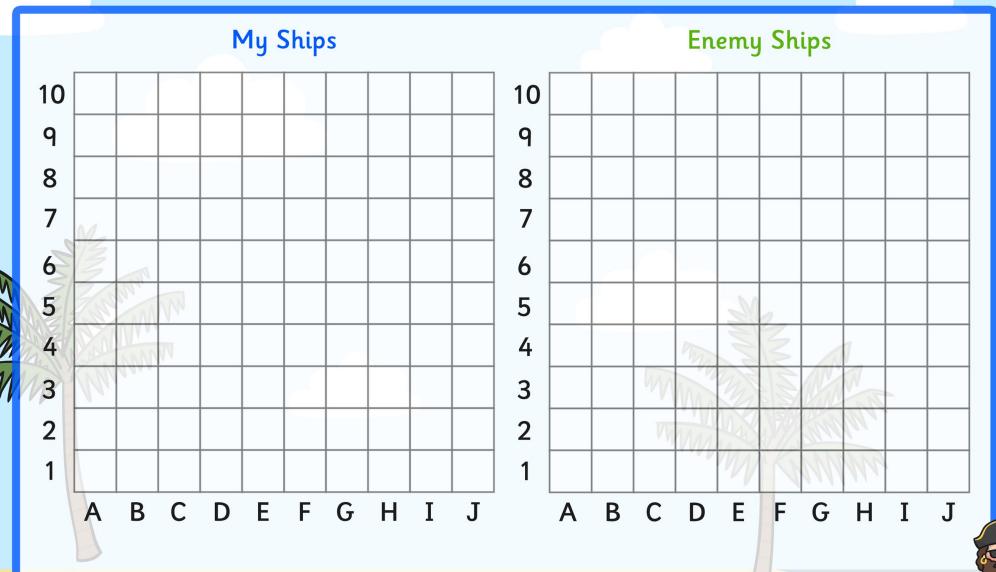
M = miss

Instructions

Both players mark their ships on their own defensive grid, following the guide above. The player to go first calls out a position (i.e. G4). The other player replies by saying "hit" or "miss" depending on whether the position called out hit a square covered by one of their own ships. The player who called out the position should mark a hit or a miss on the offensive enemy grid to keep track of the shots taken. If the shot is a "hit" the player

offensive enemy grid to keep track of the shots taken. If the shot is a "hit" the player continues to call positions - otherwise the other player takes a turn. If the opposing player has scored hits on all squares covered by a ship the defending player must call out "hit ...you sunk my battleship" (or whatever type of ship it was to be sunk)

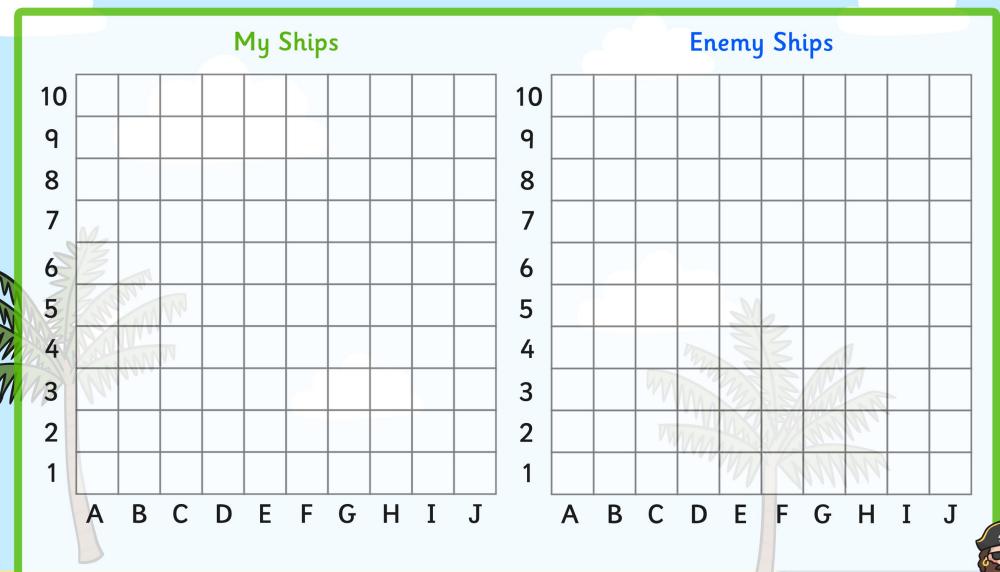
The winner of the game must sink all the enemy ships!





Battleship (5 squares) Ship (4 squares)

Rowboat (3 squares)





Battleship (5 squares) Ship (4 squares)

Rowboat (3 squares)