

Battleship

DIRECTIONS: The objective of the game is to guess where your opponent's ships are located and sinking their navy.

Each side gets a navy like this:

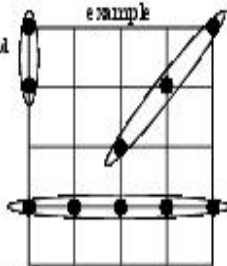
1 aircraft carrier - 6 points on the grid

1 battleship - 5 points

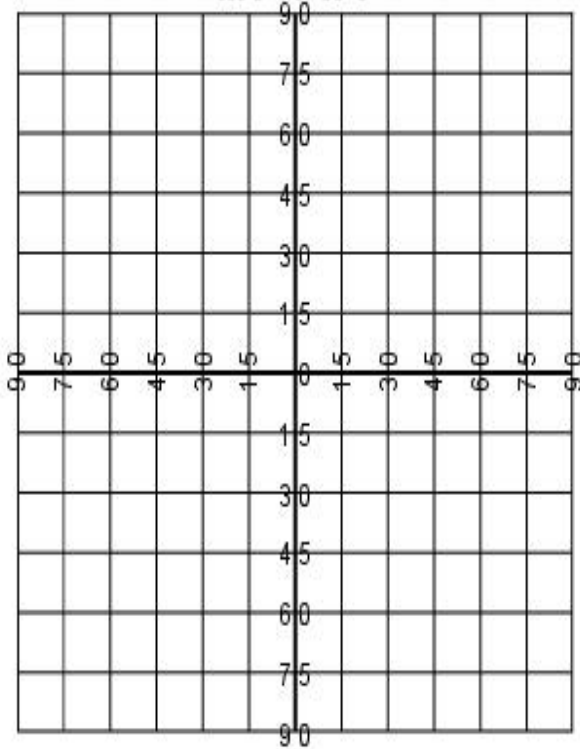
1 each: destroyer, submarine, cruiser - 3 points

1 PT boat - 2 points

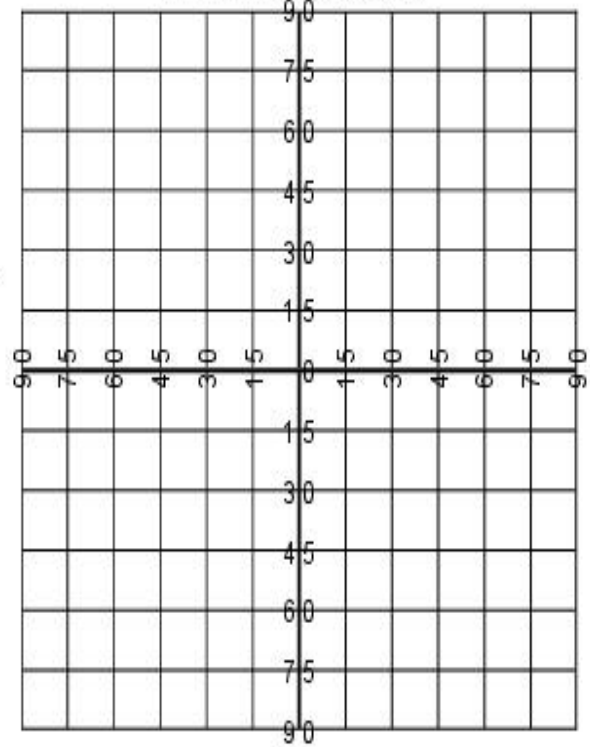
Set up your navy on the grid below. Keep track of your guesses on the other grid.



MY NAVY



MY OPPONENT



Take turns calling out latitude and longitude coordinates for points where you think enemy ships are located. Show your opponent's guesses on the grid.

When your opponent makes guesses about where your ships are, tell them if they are correct or not.

Tell your opponent if a ship has been hit or missed. When a ship has been hit at all points, it has been sunk. Take turns

NO BATTERIES REQUIRED



latitude and longitude lines?