EQUATORIAL BATTLESHIP

Prepare for Battle

- •You and your opponent sit facing each other, with the game boards **hidden** so neither of you can see the other's ocean grid.
- •Secretly place your fleet of 10 ships on **your** ocean grid. Draw two <u>2-point ships</u>, two <u>3-point</u> ships, two 4-point ships, two 5-point ships, and two 6-point ships, for **a total of ten ships**.

Rules for placing ships:

This is a 4-point ship.



- •Place each ship in any horizontal or vertical position, but not diagonally.
- •Do not place a ship so that any part of it overlaps the edge of the grid or another ship.

How to Play

•Decide who will go first. You and your opponent will alternate turns, calling out one shot per turn to try to hit each other's ships. It is convention to state coordinates like this:

#° #' north or south latitude, #° #' east or west longitude

- •Say "HIT!!!" or "MISS!!!"
- •When you hit all of the points on a ship, it sinks!

"YOU SANK MY BATTLESHIP!!!"

Board Markings

•When you call coordinates, circle the point to keep track of which points you called. •If the point you called is a hit, put an X through the circled point. (A circle with no X means it was not a hit.) •When you sink their battleship, circle all of the hits. ON YOUR BOARD •When they hit your battleship, put an X on that point. (If they do not hit your ship, you do not need to make a mark on that point.)

The Winner: The person who sinks the most ships by the end of class wins!

THEIR BOARD

YOUR BOARD