

## Battleship Game Board

### Setting Up

Decide where you want to place your ships. You may place them only horizontally or vertically, not diagonally. Your ships cannot overlap. Use a pencil to mark out their positions on the **My Ships** grid below.

CARRIER	C	C	C	C	C
BATTLESHIP	B	B	B	B	
DESTROYER		D	D	D	
SUBMARINE		S	S	S	
PATROL BOAT			P	P	

### During Gameplay

Mark **Xs** on those squares with your ships that your opponent has **HIT**.

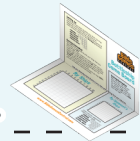
For example, if your opponent called out "B4" and you have a ship in that square, you say "**HIT**" and mark that square with an **X**. When all the squares for a ship have been **HIT** (all have been marked with **Xs**), you say "**SUNK**" and the name of the ship.

If you do not have a ship in that square, you say "**MISS**"; you do not need to mark that square.

### During Gameplay

Mark out your own hits and misses on the grid below.

For example, if you called out "A1" and it is a **HIT**, mark that square with an **X**. If it's a **MISS**, mark with a **O**.



Fold your Battleship Game Board in two to hide your markings from your opponent.

### My Ships

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

### My Opponent's Ships

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

Cross out your opponent's ships you have sunk:

CARRIER	C	C	C	C	C
BATTLESHIP	B	B	B	B	
DESTROYER		D	D	D	
SUBMARINE		S	S	S	
PATROL BOAT			P	P	