

Battleship

DIRECTIONS: The object of the game is to guess where your opponent is by calling out coordinates and sinking their navy.

Each side gets a navy like this:

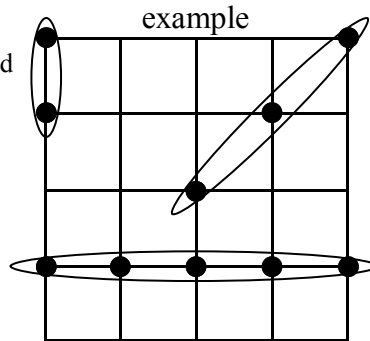
1 aircraft carrier—6 points on the grid

1 battleship—5 points

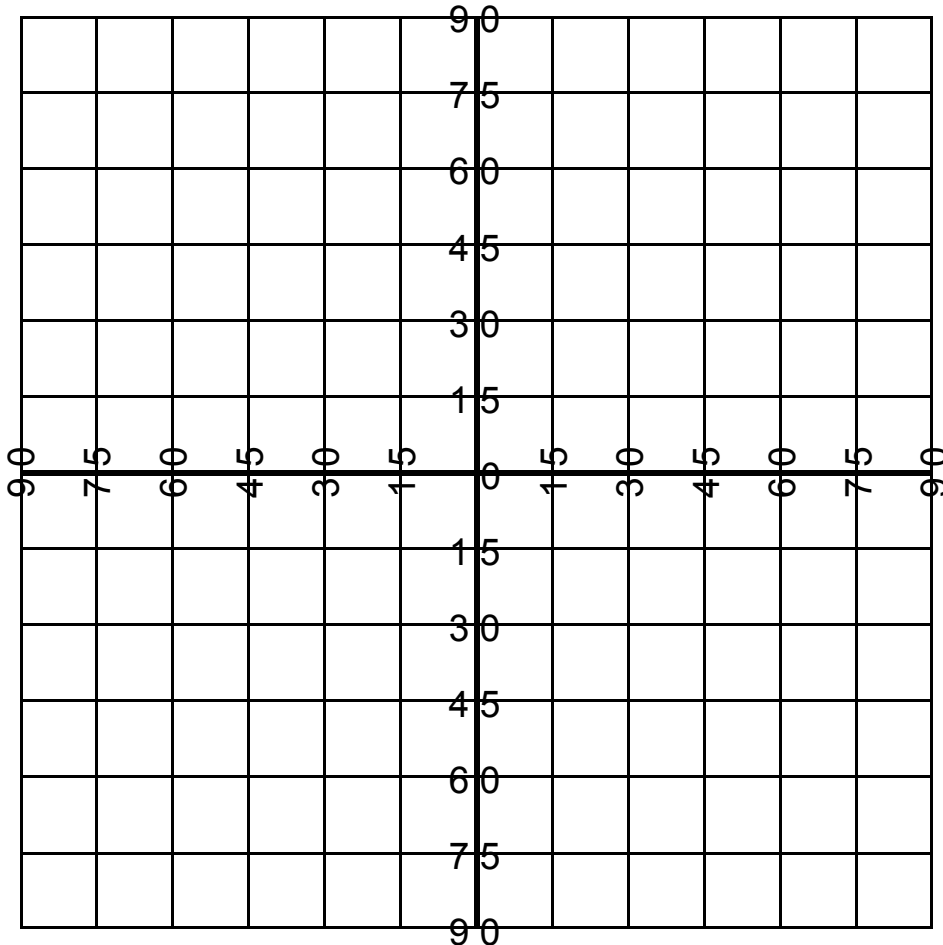
1 each: destroyer, submarine, cruiser—3 points

1 PT boat—2 points

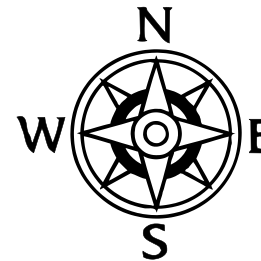
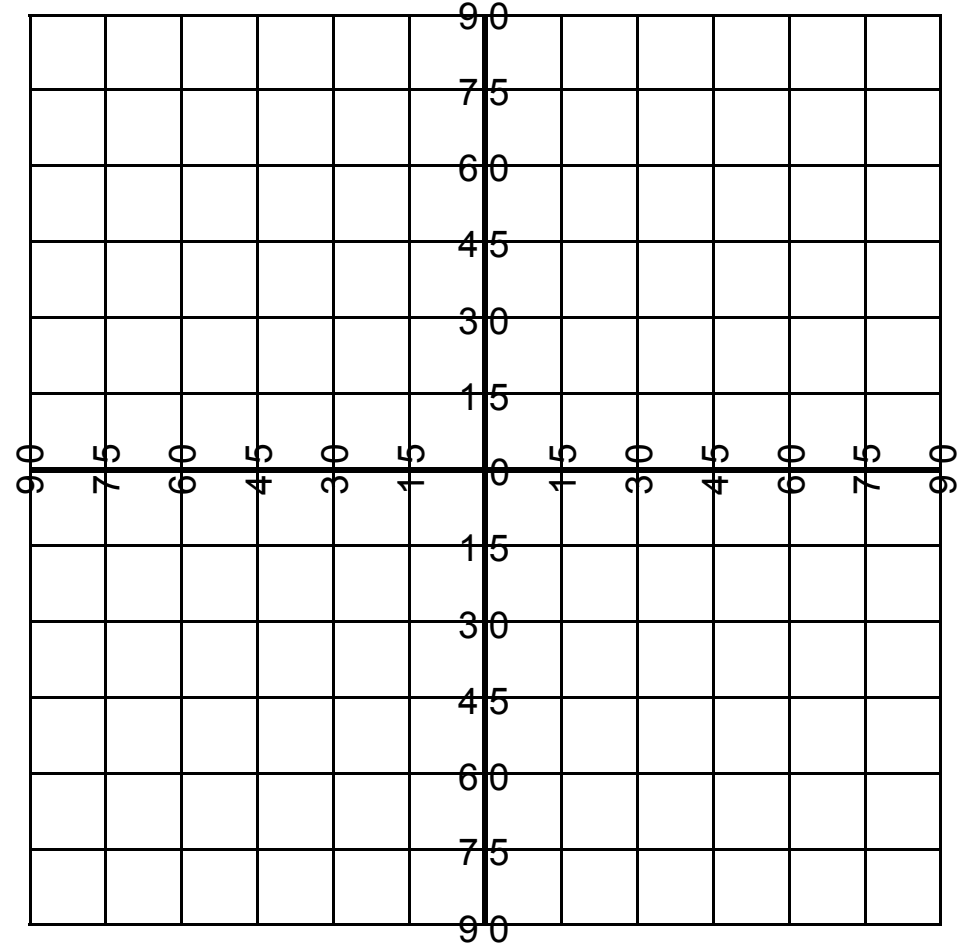
Set up your navy on the grid below. Keep track of your guesses on the other grid.



MY NAVY



MY OPPONENT



Take turns calling out latitude and longitude coordinates for points where you think enemy ships are located. Show your guesses on the grid above with X's. If your opponent tells you that you've made a hit, circle that X.

When your opponent makes guesses about where your ships are located, record those as X's on your grid at left. 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 until one side's has lost all of its ships.

NO BATTERIES REQUIRED



How is this coordinate grid different than our globe's coordinate system of latitude and longitude lines?