Battle Ship

On the grid paper provided, Player A and Player B mark one of each of the following types of ships (either horizontally or vertically):

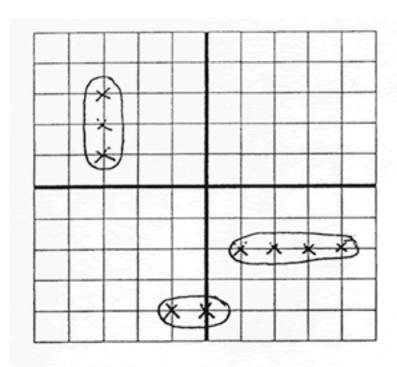> ********   air craft carrier
> *******   U-boat
> ******   submarine

Player B then calls out a coordinate point.

- If that point is part of one of Player A's ships, Player A says hit. Both players record an H on that coordinate point on their graph paper.
- If the coordinate point is not part of one of Player A's ships, but is one square (horizontally, vertically, or diagonally) from one of the ships. Player B records an M (for near miss) on his/her graph paper.
- If the coordinate point is not part of one of Player A's ships, Player B records an X on that coordinate point on his/her graph paper.

Play continues, with Player A and Player B alternating turns until one player has sunk all 3 ships of the other player (requiring all coordinate points of the ship to be hit).