

Ships: Aircraft Carrier (5 Squares)
Battleship (4 Squares)
Cruiser (3 Squares) and Submarine (3 Squares)
Patrol Boat (2 Squares)

Player 1				's Ships							\geq	
1		2 3		4	5	6 7		8	9 10		_1	
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C						١					C	Л
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You need:

2 players.

Our Party Fun Box Player Printouts

2 Pencils

Goal

To sink all of your opponent's ships before they sink yours!

The Grids have 100 squares one labeled "Player 1 or 2" and the other labeled "Oponents' Ships."

Each player decides where to place his four ships:

- 1. a 5 space battleship
- 2. a 4 space cruiser
- 3. a 3 space submarine
- 4. a 2 space destroyer.

(or pick whichever type of ships that you want!)

The ships may NOT be placed diagonally-they must be placed in straight lines either horizontally or vertically. The ships are marked by drawing a ship shape in the correct number of spaces.

Gameplay

Players take turns taking shots at each other - theplayer will call out the coordinates of a space on the 10x10 grid... i.e. "A5!" or "B8!" Each player takes one shot at a time.

The player calls the coordinates of a space and his opponent lets him know if he hit the ship by yelling out "Hit!" (if successful) and "Miss!" (if unsuccessful). When the ships' Squares has been completely hit - the player yells out ... "You sunk my Battleship/Cruiser/etc!"

Players should carefully mark the shots they take on their "Opponent" grid, and if the shot was a hit or miss, so they don't call a space more than once. Players should mark the "Self" grid with shots taken by their opponent.

First person to Sink all their opponent's ships first wins!!

