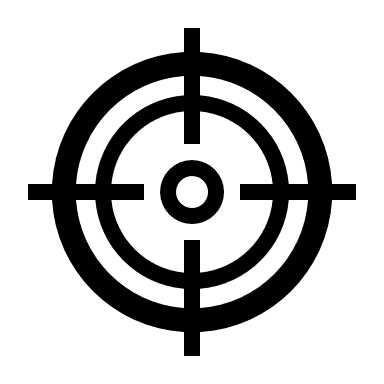
**Today you will be playing Battleship online! (**[**https://www.battleshiponline.org/**](https://www.battleshiponline.org/)**)**



[This Photo](https://en.wikipedia.org/wiki/Projekt_206FM_class_minehunter) by Unknown Author is licensed under [CC BY-SA](https://creativecommons.org/licenses/by-sa/3.0/)

**If you do not know how to play read the rules before going on the website. 😉**

**Battleship Rules**

**Goal**: To sink all of your opponent’s ships by correctly guessing their coordinates.

**Ships**

Each player must mark 5 ships on the grid. Aircraft carrier—plot 5 points. Battleship—plot 4 points. Cruiser—plot 3 points. Submarine—plot 3 points. Patrol boat—plot 2 points.

**Setup**

With your opponent, choose a unit length and fractional unit for the coordinate plane. Label the chosen units on both grid sheets. Secretly select locations for each of the 5 ships on your My Ships grid. All ships must be placed horizontally or vertically on the coordinate plane. Ships can touch each other, but they may not occupy the same coordinate.

**Play**

Players take turns firing one shot to attack enemy ships. On your turn, call out the coordinates of your attacking shot. Record the coordinates of each attack shot. Your opponent checks his/her My Ships grid. If that coordinate is unoccupied, your opponent says, “Miss.” If you named a coordinate occupied by a ship, your opponent says, “Hit.” Mark each attempted shot on your Enemy Ships grid. Mark a black ✖ on the coordinate if your opponent says, “Miss.” Mark a red ✓ on the coordinate if your opponent says, “Hit.” On your opponent’s turn, if he/she hits one of your ships, mark a red ✓on that coordinate of your My Ships grid. When one of your ships has every coordinate marked with a ✓, say, “You’ve sunk my [name of ship].”

**Victory:** The first player to sink all (or the most) opposing ships, wins.