

## My Ships

						6					
						5					
						4					
						3					
						2					
						1					
-6	-5	-4	-3	-2	-1	1	2	3	4	5	6

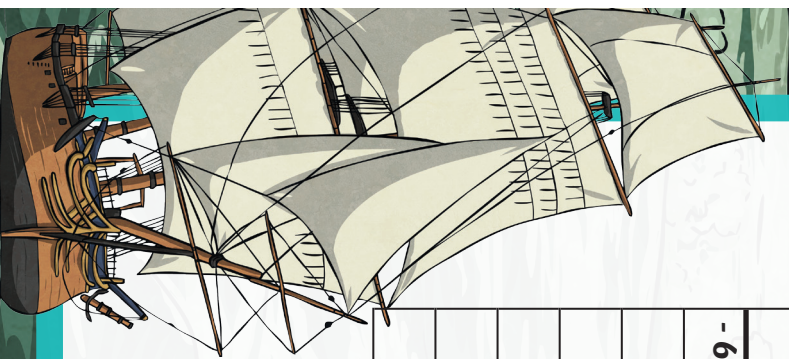
## Enemy Ships

						6					
						5					
						4					
						3					
						2					
						1					
-6	-5	-4	-3	-2	-1	1	2	3	4	5	6

**Battleship (5 squares)**

**Ship (4 squares)**

**Rowboat (3 squares)**



# Cartesian Battleships

## Instructions

Put the following ships on your defensive grid by marking the appropriate letters horizontally or vertically.

Battleship (5 squares)

B	B	B	B	B
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Rowboat (3 squares)

R	R	R
---	---	---

Ship (4 squares)

S	S	S	S
---	---	---	---

H = hit

M = miss

## My Ships

					6						
	S				5						
	S				4						
	S				3						
	S				2	B	B	B	B	B	
					1						
-6	-5	-4	-3	-2	-1	1	2	3	4	5	6
					-2						
					-3						
					-4						
				R	M	R					
					-6						

Both players mark their ships on their own 'My Ships' grid, following the guide above.

The player to go first calls out a position (i.e. 1,2). The other player replies by saying "hit" or "miss" depending on whether the position called out hit a square covered by one of their own ships. It is a good idea to cross out the parts of the ships that your enemy has hit. Remember that in Cartesian Battleships a shot is fired at a point on the grid. Therefore a ship is hit if it is even touching that point!

The player who called out the position should mark a hit or a miss on the 'Enemy Ships' enemy grid to keep track of the shots taken. If the shot is a 'hit', the player continues to call positions; otherwise, the other player takes a turn. If the opposing player has scored hits on all squares covered by a ship, the defending player must call out, "hit ...you sank my battleship" (or whatever type of ship it was to be sunk).

The winner of the game must sink all the enemy ships!

## Enemy Ships

					6						
					5						
					4						
			M		3						
					2	H					
					1						
-6	-5	-4	-3	-2	-1	1	2	3	4	5	6
					-2						
					-3						
					-4						
					-5						
					-6						