

8

Game



- a barrier (for example - a book)
- one 10 × 10 (1 cm) grid for each player
- red and blue pens for each player



Found your fleet

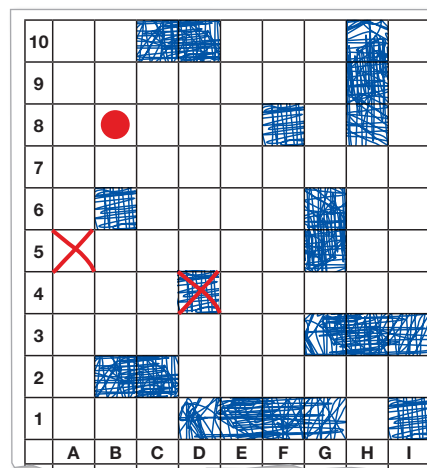
- Both players draw and shade boats on their own copy of the grid (behind the barrier so they can't be seen by the other player).

- Player 1 calls out a coordinate pair from their grid.

If Player 2 has nothing on their grid at that coordinate, Player 2 calls out "Missed!"

Player 1 places a dot in that square.

If there is something on the grid at that coordinate, Player 2 calls out, "You hit my" (and names the boat that has been hit).



I missed one of Max's boats on B8, but I hit one of his on A5. He hit one of my dinghies on D4.



Each player will need to draw:

- 4 dinghies (Shade 1 square)
- 3 sailing boats (Shade 2 squares)
- 2 waka (Shade 3 squares)
- 1 ferry (Shade 4 squares)

Once a boat is drawn on the grid it **cannot** be moved.



- The first player to shade all the boats they need for their fleet, begins when their partner is finished.

Player 1, who called the coordinate, puts a cross in that square.

Player 1 can call again and keep calling as long as they are 'hitting' a boat.

After the player who is calling 'misses', it is the other player's turn to call.

- The game is won when one player hits **all** the boat squares of the other player and sinks their fleet.

Found your fleet - grids



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