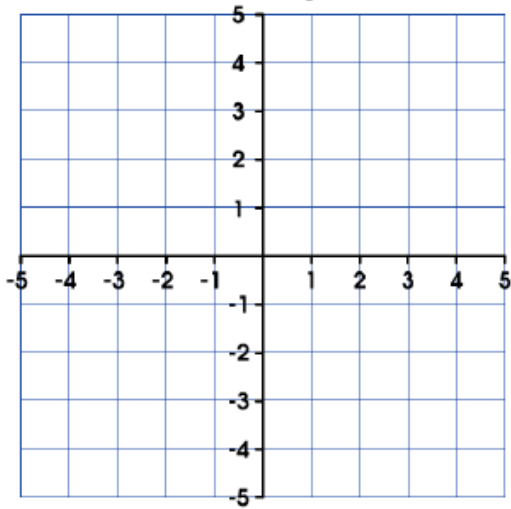
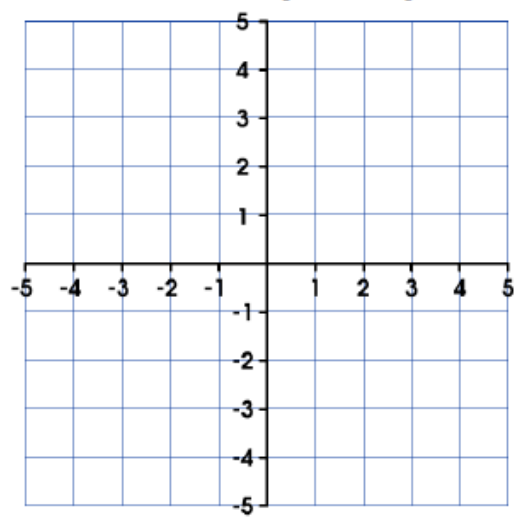


Your Map...



The Enemy's Map...

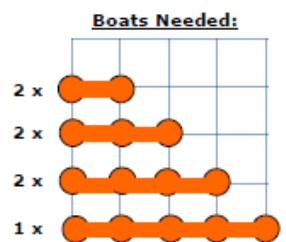


On your map, you need to mark 7 boats... two boats with 2 spots, 2 boats with 3 spots, 2 boats with 4 spots and a 5-spot boat. The spots in each boat can only be horizontal or vertical (NOT diagonal), and must be placed on the grid-lines.

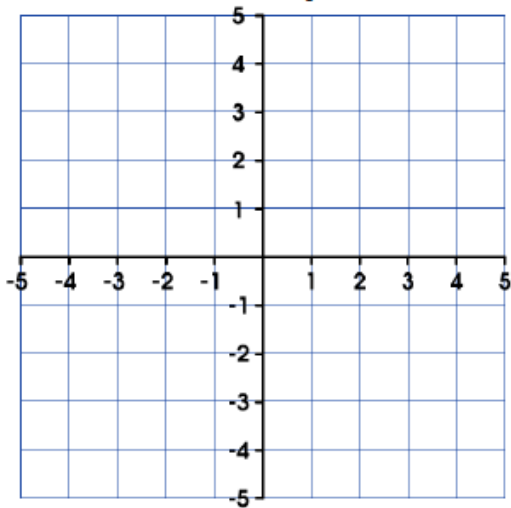
Decide who is starting.

Try to guess where your enemy's boats are, by asking them for a co-ordinate. If it hits one of your boats' spots, draw a cross on that spot, and you get another guess... if it's a miss, draw a circle there and your enemy has a turn to guess where your boats are hidden.

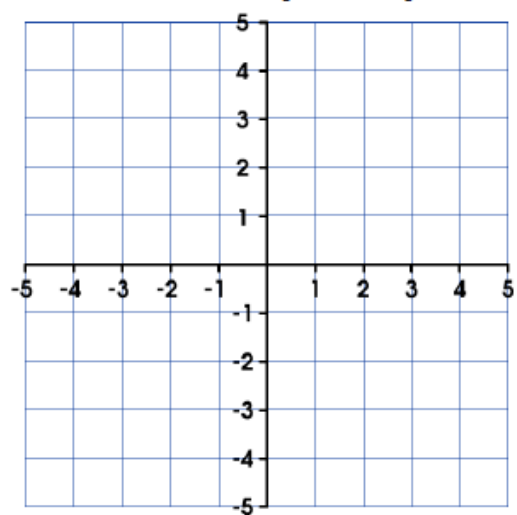
Keep playing by taking turns until there is a winner – the one who sinks all SEVEN boats.



Your Map...



The Enemy's Map...



On your map, you need to mark 7 boats... two boats with 2 spots, 2 boats with 3 spots, 2 boats with 4 spots and a 5-spot boat. The spots in each boat can only be horizontal or vertical (NOT diagonal), and must be placed on the grid-lines.

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