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B										
C										
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F										
G										
H										
I										
J										
	1	2	3	4	5	6	7	8	9	10

**My Opponent**



**Aircraft Carrier (5 Spaces)**



**Battleship (4 Spaces)**



**Submarine (3 Spaces)**



**Destroyer (3 Spaces)**



**Patrol (2 Spaces)**

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**My Board**

## **Instructions**

This is a two-player game. The objective of the game is to sink the other player's ships.

**Setup:** Both players line up their five ships on their grid so that their opponent cannot see the ships' placements. A barrier between the two boards may be required. Ships may be placed vertically or horizontally, but not diagonally.

**Gameplay:** Players take turns guessing a square where they think their opponent's ships might be. Players guess by choosing the Y and X axes (e.g. "J-9.") If the square that is guessed is occupied by a ship, the player must say "hit." If the square is unoccupied, the player must say "miss." Once an entire ship has been hit, the player must say "sunk" and reveal which ship was sunk.

Once all of a player's ships have been sunk, the game is over. The winner is the player with any ships still left on the board.