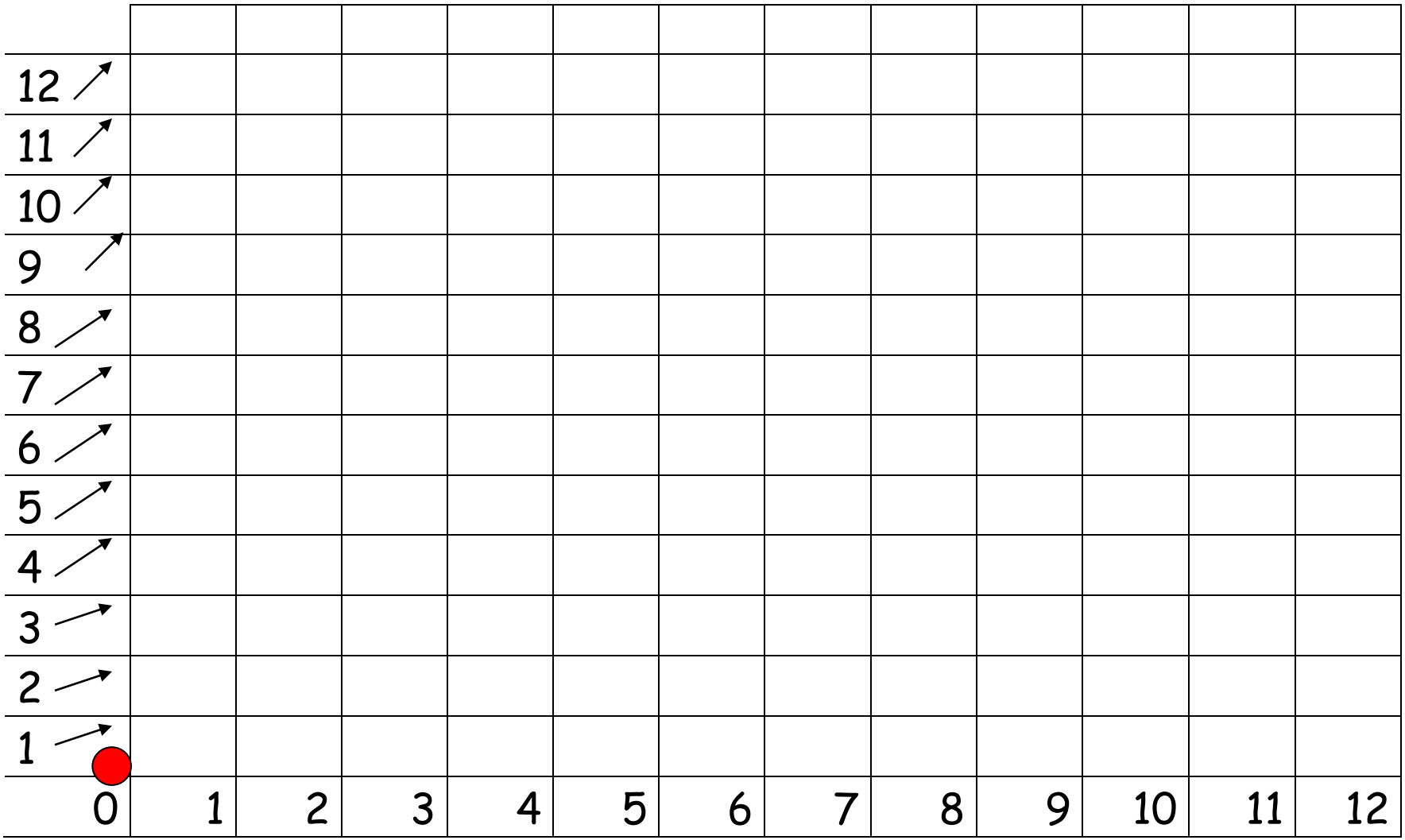
Fourth Grade
Battleship



Battleship

Directions:

1. Player rolls 2, 3 or 4 dice to determine the coordinates of each battleship and marks the point on the graph. For example, if the player rolls 4 dice and by adding 3 of them together comes up with 11, and the 4th dye is a 3, he/she could marks the battleship at 3-11.
2. Player repeats step 1 until he/she has 5 battleships in play.
3. When both players have their boards marked, the game is ready to continue.
4. Players take turns guessing the location of the battleship. If the player misses, his/her opponent says "MISS", if the coordinate guessed is correct, then the player says "HIT". Guesses must be made stating the x axis and then the y axis.
5. Winner is the player that sinks all of the opponent's battleships.