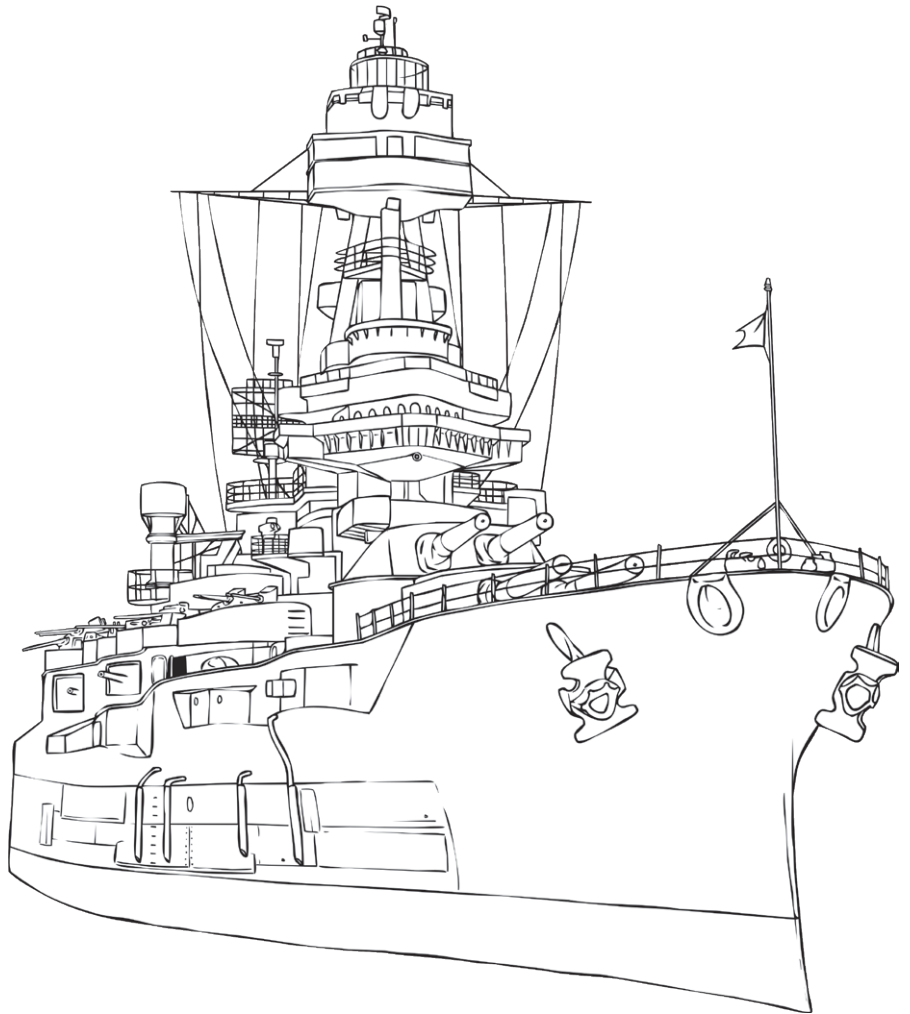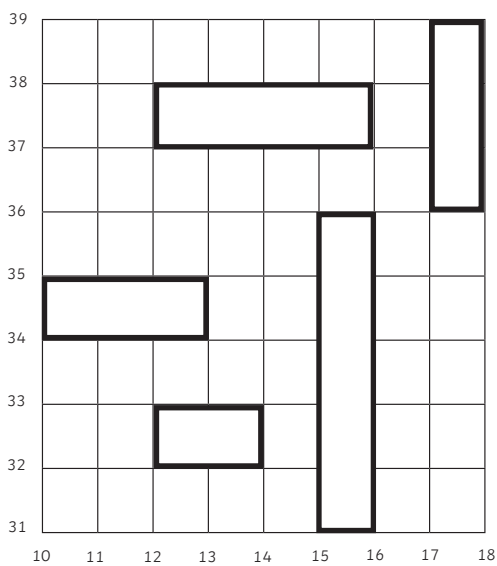# Four-Figure Grid References: Find and Sink Instructions

Each player should plot ships on their own grid by shading the grid squares. The ships should either be placed horizontally or vertically as shown in the example.

Ships:

• carrier – 5 grid squares

• battleship – 4 grid squares

• cruiser – 3 grid squares

• submarine – 3 grid squares

• destroyer – 2 grid squares

Player 1 calls out a grid reference (e.g. 1632).

Player 2 replies by saying 'hit' or 'miss' depending on whether one of their ships has been hit.

Player 1 should draw a X on their 'enemy's ships' grid to record any 'hits' and a 0 to record any misses. If a 'hit' is scored, the player can continue to call out grid references until they miss.

Players must call out, "You have sunk my ...... (name of ship)!" once all of the grid references of one ship have been called out.

Players should also record any hits made on their own battleships.

The winner is the first person to sink all of the enemy ships!