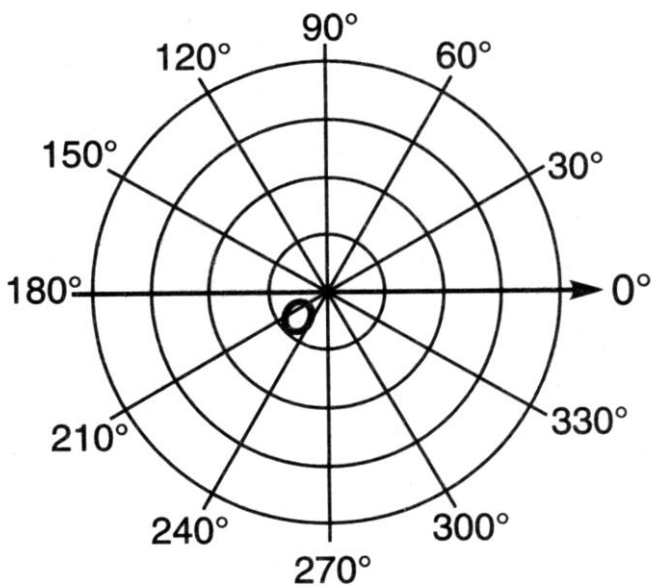


POLAR BATTLESHIP

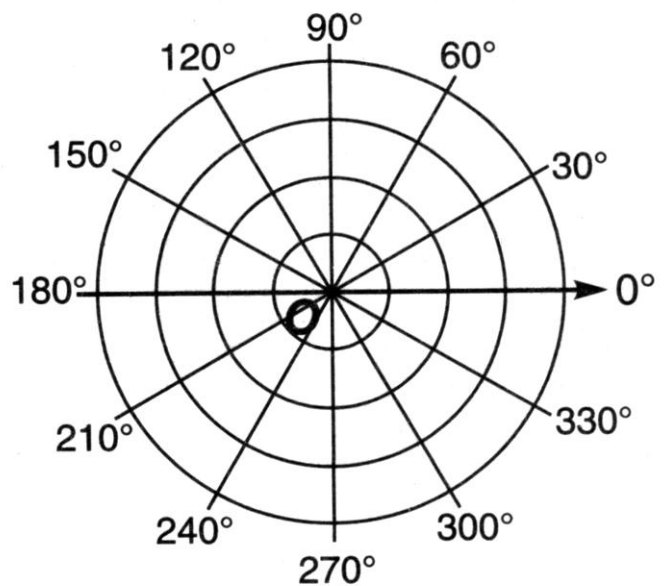
- Ships are formed by connecting DOTS
- Ships can either be LINEAR or CURVED
- Each **shot** must be named 4 ways: (r, θ)

- Place 1 Battleship (4 dots), 2 Cruisers (3 dots), and 3 Destroyers (2 dots) on the **Ocean Grid**.
- Take turns **calling out a shot**. Your opponent will announce whether there is a “hit” or a “miss”.
- Keep track of your shots using the **Target Grid** (O – hit; X – miss)
- If there is a “hit”, the attacker goes again.
- If a ship is completely destroyed, it must be declared, “You sank my...”

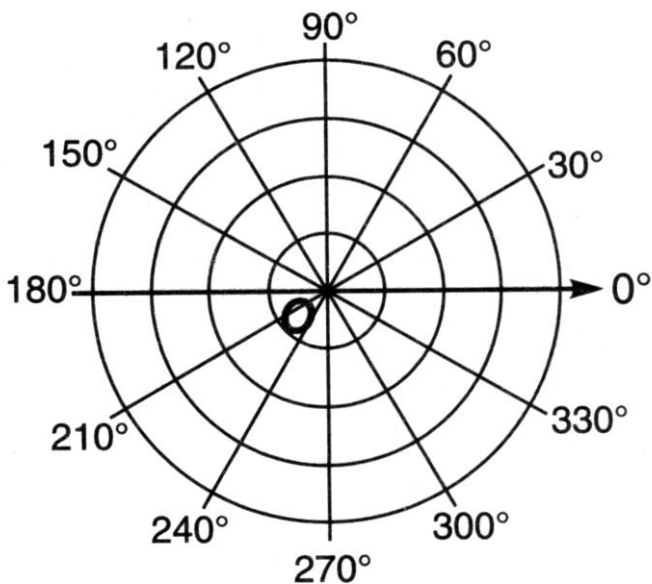
Target Grid



Target Grid



Ocean Grid



Ocean Grid

