**缩写大全**

起止虚线, dotted line

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放置指南 PlaceInstruction

*Player A: you are going to place the following ships (which are all rectangular). You have*

*2 "Submarines" that are 1x2 rectangles (represented by "s")*

*3 "Destroyers" that are 1x3 rectangles (represented by "d")*

*3 "Battleships" that are shaped as shown below*

*b OR b bbb b*

*bbb bb OR b OR bb*

*b b*

*Up Right Down Left*

*2 "Carriers" that are shaped as shown below*

*c c*

*c ccc c*

*cc OR ccc OR cc OR ccc*

*c c ccc*

*c c*

*Up Right Down Left*

*For Submarines and Destroyers, type the coordinate of the upper left side of the ship, followed by either H (for horizontal) or V(for vertical). For example M4H place a ship horizontally starting at M4 and going to the right.*

*For Battleships and Carriers, type the coordinate of the top left of the ship while followed by R（right）D（down）L（left）U（up）. For example M4U place a ship horizontally starting at M4 and going to the up.*

放置地点CoordinateForPlacement

*Player X where do you want to place a XXX?*

CollidesWithAnother

*Sorry, your coordinates collides with another ship, please input your coordinate again:*

OffGrid

*Sorry, your ship is going off the grid, please input your coordinate again:*

ActionAvailable

*Player X, what would you like to do?*

*F Fire at a square*

*M Move a ship to another square (2 remaining)*

*S Sonar scan (1 remaining)*

CoordinateToFire

*Player where do you want to fire?*

hitCarrier

*You hit a carrier!*