

PLAYER 1's GAME BOARD

```
-----
  0  1  2  3  4  5  6  7  8  9
0  S  S  S  S  S  ~  ~  ~  ~  ~
1  ~  S  ~  ~  ~  ~  ~  ~  ~  ~
2  ~  S  ~  ~  ~  ~  ~  ~  ~  ~
3  ~  S  ~  ~  ~  ~  ~  ~  ~  ~
4  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
5  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
6  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
7  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
8  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
9  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
```

INSTRUCTIONS (Player 1)

Place Ships Phase.

Format should be:

Facing (0:Horizontal, 1:Vertical)

X (horizontal) coords

Y (vertical) coords

Example: 0 7 2 would place a ship at X:7 Y:2 going horizontal

Ship to place: Escort which has a length of 4

Where do you want it placed?

PLAYER 2's GAME BOARD

```
-----
  0  1  2  3  4  5  6  7  8  9
0  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
1  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
2  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
3  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
4  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
5  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
6  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
7  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
8  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
9  ~  ~  ~  ~  ~  ~  ~  ~  ~  ~
```

Computer Placing At:0 1 4

PLAYER 2's GAME BOARD

	0	1	2	3	4	5	6	7	8	9
0	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
1	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
2	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
3	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
4	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
5	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
6	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
7	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
8	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
9	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈

PLAYER 1, ENTER COORDINATES TO ATTACK:

PLAYER 1's GAME BOARD

	0	1	2	3	4	5	6	7	8	9
0	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
1	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
2	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
3	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
4	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
5	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
6	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
7	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
8	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
9	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈

PLAYER 2, ENTER COORDINATES TO ATTACK: Computer Attacking:2 9_

PLAYER 2's GAME BOARD

	0	1	2	3	4	5	6	7	8	9
0	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
1	0	≈	0	0	0	0	0	0	0	≈
2	≈	0	≈	0	0	≈	0	≈	≈	0
3	≈	≈	0	≈	≈	≈	≈	≈	≈	≈
4	≈	≈	≈	0	≈	≈	≈	≈	≈	≈
5	≈	≈	≈	0	≈	≈	≈	≈	≈	≈
6	≈	≈	≈	≈	≈	0	≈	≈	≈	≈
7	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
8	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈
9	≈	≈	≈	≈	≈	≈	≈	≈	≈	≈

PLAYER 1, ENTER COORDINATES TO ATTACK: