* The two players first identify themselves by either Player One or Player Two.
* The game begins with Player One placing their ships on their grid. This is done by moving the mouse around on the grid until they find an acceptable spot for their ship. This is done once for each ship type. The player can rotate their ship by pressing “f”.
* After Player One has finished placing their ships, a screen will appear that indicates that is it time for Player Two to take control.
* Player Two than presses “a” to go to a ship placement screen. This screen functions identical to the ship placement screen for Player One. Player Two moves the mouse around on the grid until they find an acceptable spot for their ship. This is done once for each ship type. The player can rotate their ship by pressing “f”.
* After Player Two has placed their ships, the main game will begin. A screen appears that indicates it is the next turn. Once the player is ready, they press “a”. They will then be taken to the attacking screen. On the left, their ships are shown. This screen will also show any shots that the other player has taken against them. The grid on the right shows the attacks that they themselves have taken. On both grids, a white square indicates a miss and a red square indicates a hit. To make an attack, the player simply clicks on a space on the right grid. After they have made their attack, the next turn screen will appear.
* This process will continue to repeat until one player loses both their ships, where a winner will be declared and the game will end.