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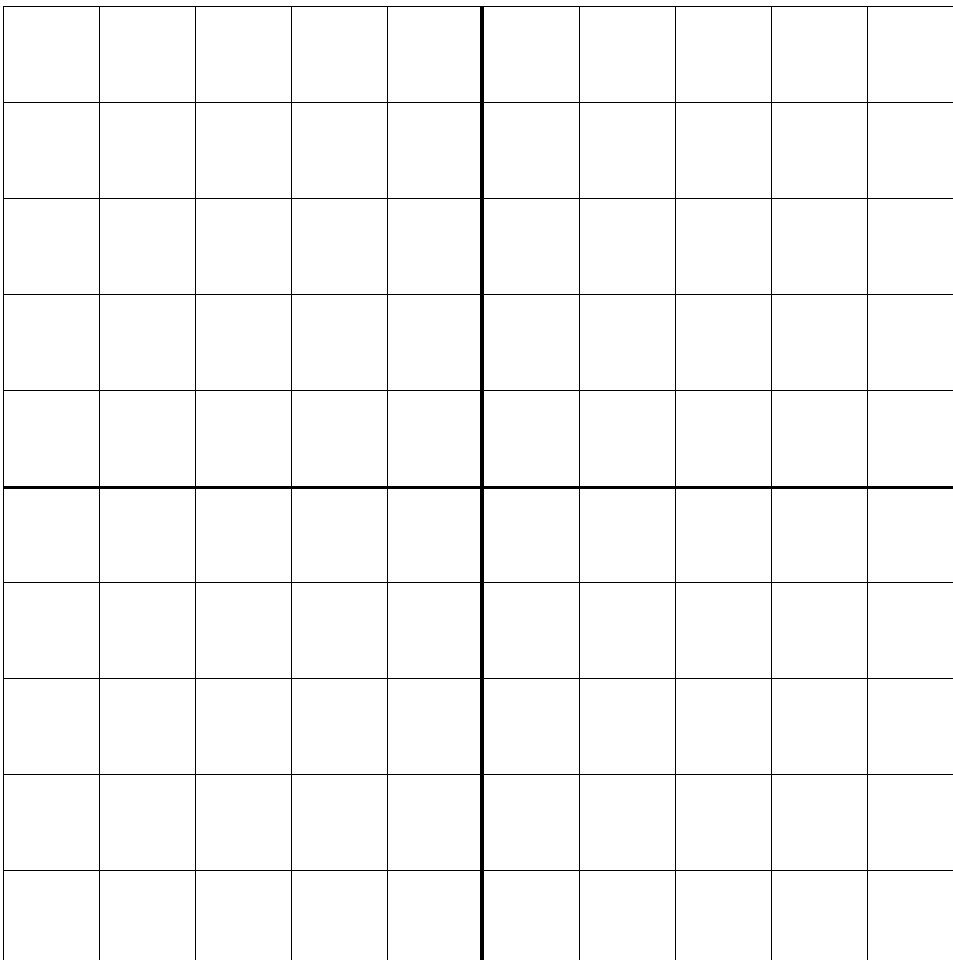
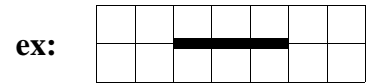
**Quadrant
Destroyer**
(10 X 10)

1: Supertankers
(7 squares long)

1: Carriers
(5 squares long)

2: Frigates
(4 squares long)

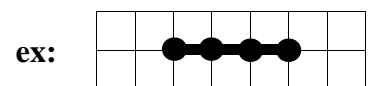
3: Battleships
(3 squares long)



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RULES:

- 1 Label & number the x-axis and the y-axis.
- 2 Draw your ships vertically or horizontally on your grid. (ships may not touch or cross each other)
- 3 Take turns calling ordered pairs to locate your opponent's ships. **ex: (-5,4)**
- 4 When every integer coordinate that a ship sits on is located (by hits) the ship is sunk.



- 5 Keep track of your own hits and misses. The first player to sink all of the opponent's fleet wins.