Polar Coordinates Battleship

Rules:

- Decide on the number and length of ships to be used by both players.
- Mark your ships on your polar grid. Each ship must be connected to another ship, either along a ray or around a circle.
- Take turns firing out shots. Each target should be stated in four ways: positive radius and positive angle (+, +), positive radius and negative angle (+, –), negative radius and positive angle (–, +), and negative radius and negative angle (–, –). Both players should record the shots on the charts for further reference.
- If you are the opponent, verify that all of the targets stated are the same location. If not, the player forfeits their turn.
- If the shots miss a ship, the opponent declares “miss” and both players place an open circle in the appropriate location. If the shots hit a ship, the opponent declares “hit” and both players mark an X in the appropriate location.
- You must state when a ship is sunk completely.
- The goal is to sink all of your opponent’s ships.

Your ships:  

Opponent’s ships:

Opponent’s targets:  

Your targets:

(+, +) (+, –) (–, +) (–, –)  

(+, +) (+, –) (–, +) (–, –)