

# Starship -- Polar Coordinates Game

Name \_\_\_\_\_

Your mission, as commander of the Centerprize fleet, is to eliminate the dominance of the Cartesian fleet forever!

1. Each of the two players must distribute his or her fleet of squadrons on the left grid of his or her sheet at intersection points other than the center. Use AAAAA to represent an Aircraft Carrier, BBBB to represent a Battleship, CCC to represent a Cruiser, SSS to represent a Submarine, and DD to represent a Destroyer. Each ship must be contiguous, either along a spoke or fanned out along a circle. Remember, the ships are of sizes 5, 4, 3, 3, and 2, respectively.
2. One player is selected to go first.
3. If a shot misses, the opponent declares "miss" and both players place an open circle in the appropriate location.
4. If a shot hits, the opponent declares "hit" and both players place an X in the appropriate location.
5. The opponent announces when an entire squadron is "polarized." For example, the opponent might say, "You polarized a squadron of five fighters." Of course, the weapons do not destroy the Cartesians but convert them into mathophiles.
6. Players alternate until one polarizes the other's entire fleet.

Name \_\_\_\_\_

Opponents Name \_\_\_\_\_

