

Ships are located by clicking first in the top coordinate, and then in the left. A torpedo will be fired at that coordinate. If it hits a ship you will hear the explosion. If it misses, there will be no sound. Below are the pictures of both a hit and a miss. The missile remains intact if there is a miss.

miss

hit

When all grid squares of a ship are hit the crew members will abandon ship as it sinks. You will hear a whooping siren while the ship is being abandoned. Hitting all your opponent's ships wins the game.