**Battleship Instructions Using Excel**

1. Highlight Columns A-P. Change column width to 4.

2. Highlight Rows 1-19. Change row height to 15.

3. Shade cells A1:P1, A2:A19, B19:P19, and P2:P18 to black or dark gray. This makes a “box” around the cells to be used for the game and is easier to see the range they are limited to.

4. Each student will enter their ships. These instructions allow for 6 ships.

5. Highlight **5** adjacent cells (horizontal, vertical, or diagonal) and change the color of the cells. Use the same color for all cells of all of your ships.

6. Highlight **4** adjacent cells and change color.

7. Highlight **4** adjacent cells and change color.

8. Highlight **3** adjacent cells and change color.

9. Highlight **3** adjacent cells and change color.

10. Highlight **2** adjacent cells and change color.

11. Person #1 calls a cell address to Person #2. If it’s a Hit, Person #1 marks that cell with a capital X. If it’s a Miss, mark the cell with a capital M.

12. Person #2 marks that cell on the ship (if it’s a hit), by changing the color of that cell to a color other than the original ship color. If it’s a miss, do nothing.

13. Person #2 calls a cell address to Person #1. Hit marked with an H, miss with an M.

14. Person #1 will mark a hit by changing cell color—do nothing if it’s a miss.

15. You must tell the other player if he/she has scored a hit or miss.

16. If a ship has been sunk, you must tell the other player.

17. Whoever sinks all ships, wins.