

1. Riku has written the coordinates for Shot C as (4,9) when they should be (4,8), so he has counted the y-axis value incorrectly. Riku has written the coordinates for Shot E as (9,8) when they should be (8,9) so he has written the coordinates the wrong way round, with the y-axis value first.
2. Shot C has coordinates containing an even number (4,7). Shot D has coordinates containing a multiple of three (5,3), as does Shot E (9,7).
3. For 'Rule idea #1', any pair of ships drawn horizontally across the y-axis 4 and 8 gridlines are correct. For 'Rule idea #2', any pair of ships drawn vertically along the x-axis 3 and 9 gridlines are correct. 'Rule idea #2' will let Takanori place his ships the furthest apart.
4. C
5. No, neither player's computer has got the coordinates right. No, not all of Takanori's ships are sunk.
6. Yes, Takanori sinks all of Doreen's ships.

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| Shot 1 | (6,6) |
| Shot 2 | (2,4) |
| Shot 3 | (8,9) |
| Shot 4 | (6,2) |
| Shot 5 | (9,1) |

7. Ship C needs to be translated 1 left, 7 down. Ship E needs to be translated 2 left, 4 up.
8. If two of Brenda's shots miss but the rest hit, the answer is correct. All of Takanori's shots must hit.

Brenda's shot translations

Shot A: 3 right, 3 down
Shot B: 3 right, 4 up
Shot C: 4 right, 5 up
Shot D: 1 right, 6 up
Shot E: 3 left, 1 up

Takanori's shot translations

Shot A: 6 right, 9 down
Shot B: 1 right, 4 down
Shot C: 8 right, 4 up
Shot D: 4 left, 3 down
Shot E: 5 left, 7 up