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 missle remains intack if there is a miss.

miss

hit

hen 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 abandonded. Hitting all your opponent's ships wins the game.