

HOW TO PLAY

Decide who will go first. You and your opponent will alternate turns, calling out one shot per turn to try to hit each other's ship.

CALL YOUR SHOT!

On your turn, pick a target hole on your upright target grid and call out its location by letter and number. Each target hole has a letter/number coordinate that corresponds with the same coordinate on your opponent's ocean grid. To determine each coordinate, find its corresponding letter on the left side of the target grid and its number on the top of the grid.

For example, the shot location in Figure 4 is D-4.

FIGURE 4

	1	2	3	4	5	6	7
A	○	○	○	○	○	○	○
B	○	○	○	○	○	○	○
C	○	○	○	○	○	○	○
D	○	○	○	□	○	○	○

Call "D-4" as your shot.

When you call a shot, your opponent must tell you whether your shot is a hit or a miss.

IT'S A HIT!

If you call out a shot location that's occupied by a ship on your opponent's ocean grid, your shot is a hit! Your opponent tells you which ship you have hit (destroyer, submarine, etc.). Record your hit by placing a red peg in the corresponding hole on your target grid. Your opponent places a red peg in the corresponding hole of the ship you have hit on his or her ocean grid (see Figure 5).

Example: You and Alex are the players. It's your turn.

You call: "D-4."

Alex answers: "Hit. Destroyer."

You place a red peg in coordinate D-4 of your target grid. Alex places a red peg in the hole of his destroyer directly above coordinate D-4 on his ocean grid.

FIGURE 5

	1	2	3	4	5	6	7	8
A								
B								
C								
D				○ ● ○				
E								

It's a hit! Your opponent marks it with a red peg on his or her ocean grid.

IT'S A MISS!

If you call out a shot location not occupied by a ship on your opponent's ocean grid, it's a miss. Record your miss by placing a white peg in the corresponding hole on your target grid so you won't call this shot again. It's not necessary for your opponent to record your miss on his/her ocean grid.

After a hit or a miss, your turn is over.

Example: Now it's Alex's turn.

Alex calls: "F-4."

You answer: "Miss."

Alex places a white peg in coordinate F-4 of his target grid.

Play continues in this manner, with you and your opponent calling one shot per turn.

SINKING A SHIP

Once all of the holes in any one ship are filled with red pegs, it has been sunk. The owner of the ship must announce which ship was sunk.

WINNING THE GAME

If you're the first player to sink your opponent's entire fleet of 5 ships, you win the game!

HOW TO PLAY SALVO

The SALVO variation of this game is recommended for more experienced players who have become familiar with the basic game. Use the same rules as in the basic game of BATTLESHIP except:

- On your turn, call out 1 shot for every ship you have afloat. As you call out each shot, mark it with a white peg on your target grid. At the end of your salvo, your opponent announces which shots were hits and which ships were hit.
- If any of your shots are hits, change their corresponding white pegs to red pegs on your target grid. Your opponent places red pegs in the holes of the ships that were hit.

Example:

You call: "E-3, F-3, G-3, H-3, I-3."

Alex answers: "F-3 is a hit on my stealth ship. H-3 is a hit on my destroyer."

• Whenever any one of your ships has been sunk, you lose one shot when you fire your next salvo. The more ships sunk, the less shots you get.

For example, if 1 of Alex's 5 ships has been sunk, he can call out only 4 shots on his next turn, instead of 5.

For a more challenging SALVO game, don't disclose which of your ships has been hit.

STORAGE

Packing up your game is easy. Just insert the pegs on the bottom of the ships into their corresponding holes in the ship storage compartment. Then place the red and white pegs into their storage compartments and close the cover to secure. Now just close the case, zip it and you're on your way.

MAINTENANCE

Both the plastic grids and the carrying case can be wiped clean with a damp cloth.



Not suitable for children under 3 years because of small parts - choking hazard.

We will be happy to hear your questions or comments about this game. US consumers write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD. Or telephone our Helpline on 00 800 2242 7276.

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PROOF OF PURCHASE



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BATTLESHIP



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