

BATTLESHIP®

AGE 7+/ For 2 Players

Your Mission

Be the first to sink all five of your opponent's ships.

Equipment

2 Game Units • 10 Ships • Red and White Scoring Pegs

The First Time You Play

Remove the ships from the plastic runners. Discard the plastic waste.

Prepare for Battle

- Separate the game units by sliding them apart.
- Sit facing your opponent with your game units open. The lid of your game unit will form a barrier and hide your target grid from your opponent. Keep the lids open throughout the game.
- Each player takes a fleet of five ships.
- Secretly place your fleet on your ocean grid by pressing the ships into the raised holes. Ships can be placed vertically or horizontally but NOT diagonally (see Figure 1). Do not position a ship in such a way that any part of it is off the grid. Once the game has begun, you cannot move the position of a ship.

TARGET GRID

OCEAN GRID

FIGURE 1

Your fleet of five ships:

Carrier (5 holes)

Battleship (4 Holes)

Cruiser (3 Holes)

Submarine (3 Holes)

Destroyer (2 Holes)

WHITE PEG STORAGE

FIGURE 2

RED PEG STORAGE

- Each player takes half of the red pegs and half of the white pegs and places them in the storage areas on either side of the ocean grid (see Figure 2).

Gameplay

1. Decide who goes first. You and your opponent then alternate turns calling out one shot per turn to try and hit each other's ships. To call out a shot, pick a target hole on your target grid and announce its location by corresponding letter and number.
2. When you're fired upon, you must tell your opponent if the shot was a hit or a miss. If it's a hit, mark the hit ship on your ocean grid with a red peg.
3. The player firing the shot records it on his/her target grid. Use red pegs to record hits and white pegs to record misses.

Sinking a Ship

When all of a ship's holes have been filled with red pegs, it is sunk and must be removed from the ocean grid. Tell your opponent which ship was sunk.

Winning

The first player to sink his/her opponent's fleet of five ships wins the game!

Storage

Locate the five ships anywhere on the ocean grid and place the pegs in the storage areas. Close the game units and slide them together until they click.



**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 please 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, NP194YD, or telephone our Helpline on 00 800 2242 7276.

PROOF OF PURCHASE

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