

2 GAMEPLAY continued...

4. MARK YOUR HITS AND MISSES.

It's a Hit!

If you call out a coordinate that is occupied by a ship on your opponent's ocean grid, it's a hit! Your opponent must tell you which coordinate and ship was hit. Record the hit in your target grid by replacing that blue peg with a red peg. (See Figure 5.) Your opponent removes one weapon from the hit ship and replaces it with a red cone. (See Figure 6.)

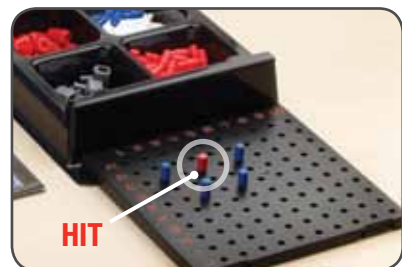


FIGURE 5

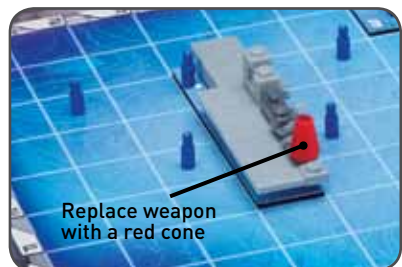


FIGURE 6

Note: Be careful when removing the weapons and replacing them with red cones. If you need to pick the ship up, be sure the locator plate stays in place. The ships need to stay in their original positions on the ocean grid.

Any time a ship gets hit, it gets one less shot when attacking. If a ship is hit more than once during an attack, it loses a weapon for each hit. For every subsequent hit a ship gets, it loses another weapon and gets one less shot. When all weapons on a ship are gone, that ship is sunk!

It's a Miss!

If you call out a shot location not occupied by a ship, it's a miss! Replace the blue peg on your target grid with a white peg so you remember not to call that location again. (See Figure 7.) Your opponent removes the blue peg(s). After you have taken and recorded all of your shots, your turn is over. Now your opponent attacks!



FIGURE 7

3 CHANGE YOUR GAME

Customize Your Ships

You can also design and build your own unique ships. We've included 6 additional weapons to make your ships more powerful and to help you change up your strategy. When building your custom ships, follow these simple rules:

- Both players must have the same number of weapons per fleet.
- You must include all five ships in your fleet, each in its proper locator plate.
- One player must use all of the red "hull" pieces and one player must use all of the black "hull" pieces as the base for their ships.
- Each ship must start with at least 1 weapon.
- Do not build one weapon on the top of another.
- The maximum number of weapons you can put on any one ship is 10.
- Pieces of the ship cannot extend beyond the locator plate.
- You cannot connect 2 ships together.

(See Figures 8 & 9 for examples of custom ships.)

Battling with Your Custom Ships

When you've completed building your ships, you're almost ready for battle. All of the rules for the standard game apply, with the following exceptions:

1. If a ship has MORE weapons on it than the number printed on the locator plate, your ship is still sunk when the number of red cones on that ship equals the number printed on the locator plate.
2. If a ship has FEWER weapons on it than the number printed on the locator plate, your ship is considered sunk as soon as all its weapons are gone.



FIGURE 8

EXAMPLE:

Matt's carrier has 5 jet fighters, 4 gun turrets and 1 torpedo launcher, giving him a total of 10 shots per turn. That's one awesome ship, but because the locator plate has a 4 on it, it can still be sunk with only 4 hits.

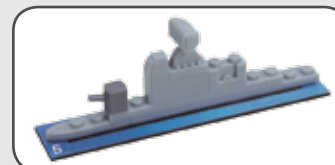


FIGURE 9

EXAMPLE:

Margaret's custom Battleship has a 5 on its locator plate, but she has built it with only 1 weapon so that she can use those weapons on another ship. Even though the locator plate says 5, this ship will be sunk after only 1 hit.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., PO Box 200 Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). 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. © 2010 Hasbro, Pawtucket, RI 02862 USA. All Rights Reserved. TM & © denote U.S. Trademarks. 25634

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AGES 7+ / 2 Players

BATTLESHIP
THE TACTICAL COMBAT GAME



GAME GUIDE

CONTENTS

- 2 Gameboards
- 108 U-BUILD Bricks
- Assembly Guide
- 2 Target Grids
- 150 Scoring Pegs (100 White & 50 Red)
- 20 Blue Pegs
- 40 Red Cones
- 10 Locator Plates
- 2 Peg Storage Trays
- Parts Sheet

1 BUILD THE GAME



FIGURE 1

SETUP:

1. The First Time You Play: Assemble the game parts and your fleet as shown in the assembly guide.
2. Set up the game as shown in Figure 1 and familiarize yourself with all of the parts.
3. Sit facing your opponent. Both players choose a gameboard, target grid and storage tray and place them so that the other player cannot see where you place your ships. Divide the red, white and blue pegs, and red cones between both players.

Your Fleet

Both players take one of each of the following ships as shown below. Your entire fleet should have the same color base (red or black).

Ship	Shots/Weapons	Hits to Sink
Battleship	5	5
Aircraft Carrier	4	4
Destroyer	3	3
Submarine	3	3
PT Boat	2	2

Your Weapons

Each ship gets one shot for each dark gray weapon it has. (See Figure 2.) For example, a Battleship begins the game with five shots because it has 5 weapons. Each time a ship is hit, one of its weapons is destroyed. Then, when attacking, that ship will have one fewer shots it can take. Once all weapons on the ship are destroyed, the ship is sunk. Each ship's locator plate lists how many hits it takes to sink the ship.



FIGURE 2 - WEAPONS

2 GAMEPLAY

OBJECT:

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

HOW TO WIN:

Be the first to sink your opponent's entire fleet of five ships and win the game!

Deploy Your Ships!

Both players decide where to position their ships, then SECRETLY place all of your locator plates onto the ocean grid. The locator plates must line up with the squares on the grid. Fit the ships into their appropriate locator plates.

Rules for placing ships:

- Place each ship in any horizontal or vertical position, but not diagonally.
- Do not place a ship so that any part of its locator plate overlaps letters, numbers, the outer edge of the grid or another ship's locator plate.
- Do not change the position of any ship or locator plate once the game has begun.

(See illustration below for an example of correct and incorrect ship placement.)



CORRECT



INCORRECT

Attack!

Decide who will go first. Alternate turns with your opponent. On every turn, call out at least one shot coordinate, and try to locate where your opponent's ships are hidden.

On your turn:

	YOU	OPPONENT
STEP 1	Announce which ship you want to attack with and how many shots you're allowed.	Take the number of blue pegs as shots being taken.
STEP 2	Plan and mark your shots on your target grid using blue pegs.	Do nothing.
STEP 3	Call out the coordinates for all of your shots.	Mark shots on your ocean grid using blue pegs. Place the blue pegs on an empty space or the locator plate. Announce hits and misses.
STEP 4	Replace blue pegs with red pegs for hits and white pegs for misses.	Remove any weapons on ships that were hit and replace with red cone(s), remove blue pegs.

1. ANNOUNCE YOUR SHIP!

Call out the ship you are attacking with and how many shots you're allowed. Both players take that number of blue pegs out of the storage tray to mark the shots.

2. PLAN YOUR ATTACK AND MARK YOUR SHOTS.

Decide where you think your opponent's ships are and mark your shots on the target grid with blue pegs. (See Figure 3.) Each target hole has a letter-number coordinate that corresponds with the same coordinate on your opponent's ocean grid.

3. CALL YOUR SHOTS.

Call out all of the coordinates for the shots you've marked. To determine each coordinate, find its corresponding letter on the left side of the target grid and its number along the top of the grid. (See Figure 3.)

Your opponent finds the shot location by following the letter along the left of the ocean grid and the number across the top then temporarily marks the shot on their ocean grid using the blue pegs. (See Figure 4.)

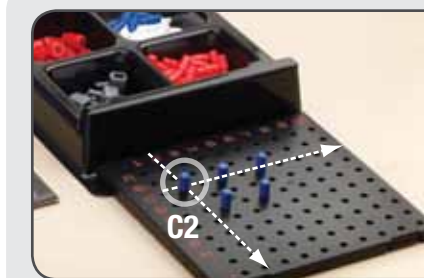


FIGURE 3

EXAMPLE:

You are the commander of the Red Fleet. You announce you are attacking with your Battleship, which has 5 weapons on it, giving you 5 shots. You mark your target grid and then call out the 5 shots - "C-2, C-4, C-6, E-3, E-5."

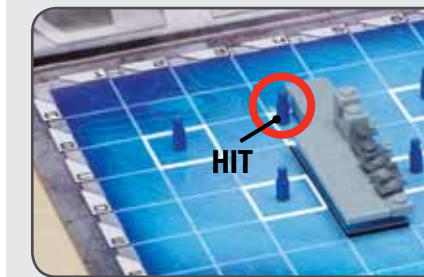


FIGURE 4

Your opponent marks these coordinates on the ocean grid with blue pegs and announces, "C-4 is a hit on my Aircraft Carrier. The rest are all misses."