touch screen

BATTLESHIP

pocket pogo

INSTRUCTIONS

FOR 1 PLAYER • AGES 8+

CONTENTS

• Game Unit with Stylus • Spare Stylus

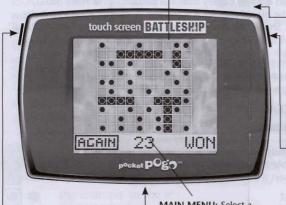
OBJECT OF THE GAME

Sink the enemy fleet in four challenging BATTLESHIP game adventures!

A LOOK AT YOUR GAME

TOUCH-SENSITIVE SCREEN

Touch certain words and icons to select options and play games.



STYLUS (on back) Remove from top of game unit. You'll be touching screen icons with it to select options and to play the games.

POWER: Press to turn game on. Press again to

turn game off.

MENU: Press to select main menu.

MAIN MENU: Select a game, view high score, view special messages and adjust volume.

RESET (on back) Push in if game malfunctions (saves high score).

GETTING STARTED

1. Press POWER to power up the game.

Note: The first time you turn on the game it will automatically default to the Main Menu. Each time the game is turned on after that, it will default to the last game played.

- 2. **Menu Options:** The Main Menu appears along the bottom of the screen with a choice of these four options:
- Touch **GRME** and then the name of each game repeatedly until the one you want appears. Then touch **OK** to play.
- Touch **HI** to see the current high score. Touch **OK** when finished.

Touch we to see if there are any messages for you to use on the pogo. com/pocket website. will flash if there is a new message waiting. After reading the message, touch ok. To skip a message, just touch it as it scrolls.

• Touch to adjust the volume. Touch the left or right arrows on the bar graph repeatedly to raise or lower the volume, then touch ok.

Note: If no buttons are pressed for about 60 seconds, the game will go to "sleep." To "wake it up," press POWE

Game 1 – CLASSIC BATTLESHIP®

Game Summary: You and the "computer" each have your own 10X10 ocean grid. Position your fleet of five ships on your grid while the computer positions its ships on its own grid. You can't see the computer's ships, and the computer can't see yours.

You and the computer take turns firing missiles, hoping to hit each other's hidden ships. Each missile will either hit or miss an enemy ship. Your goal is to score enough hits to sink each ship in the computer's fleet before your own fleet is sunk. The chart below shows the number of hits needed to sink each ship.

SHIP	SQUARES	HITS TO SINK
Carrier	5	5
Battleship	4	4
Destroyer	3	3
Submarine	3	3
Patrol Boat	2	2

GETTING STARTED

- 1. SINGLE or SALVO will appear under the grid. Do one of the following:
- Touch SINGLE to fire one shot penturn. The computer does the same.

- Touch SALUO to fire as many times as you have ships. (For example, if you have 3 ships left, you fire 3 shots). The computer plays the same way.
- 2. **AUTO** or **MANUAL** will then appear under the grid. Do one of the following:
- Automatic Positioning: Touch AUTO if you want the computer to randomly select a pre-set fleet pattern.
- Manual Positioning: Touch MANUAL if you want to position your ships individually on the grid.

The game will display the first of five ships to be placed on the grid. Touch a square and the ship will appear horizontally as a series of black dots starting with the square you touched. If the ship won't fit in the area selected, it will be placed as close to that location as possible.

You may rotate a ship vertically or horizontally by touching \mathbb{R} . If you decide to relocate a ship, just touch another square, and the ship will move to that area.

When your ship is where you want it, touch **OK** and the dots will change to hollow squares. The next ship is then displayed for positioning. Keep going until you've positioned all five of your ships.

HOW TO PLAY

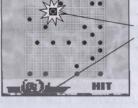
Once you've set up your ships, the game begins. Below the grid you'll see YOUR TURN. On the lower right side you'll see a bomb [#] and a number showing how many shots you can take.

Your Turn: Select a square to shoot at by touching it. One of three things will happen:

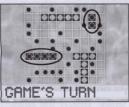
- MISS If the target square is not occupied by an enemy ship, MISS flashes below the grid and a black dot appears in the square.
- HIT If the target square is occupied by an enemy ship, HIT flashes below the grid and the grid square is filled in black.
- SUNK If you hit the last square occupied by a ship, it's sunk! SUNK flashes on the screen, while the ship's

the screen, while the ship's silhouette reappears and then "sinks" below the grid.

Computer's Turn: The computer will take its turn automatically. You'll see your ships on the grid, but they'll be hidden from the computer. The same rules for hitting, missing and sinking ships apply. The squares will fill in as shown here.



You hit the computer's carrier (silhouette flashes). Find the other four squares to hit and sink the carrier.



The computer has sunk your battleship and your patrol boat. The grid squares for those ships are filled in.

WINNING THE GAME: The first to sink the opponent's fleet of five ships wins the game. The screen will identify the winner by displaying YOU MON or GAME MON in the lower right side of the screen. You earn points as described below.

SKILL LEVEL: The more games you win, the more challenging the game becomes. (If you start losing at a higher skill level, the game becomes easier.)

Points are awarded based on your skill level, how many missiles you fired (the fewer the better), how many times your ships were hit (the fewer the better), and how many ships you have left. Your final score is displayed at the end of the game.

PLAY AGAIN: Touch **AGAIN** to play again. To play a different game, press MENU and select the game you want.

Game Summary: You battle with only two submarines against the computer's fleet of five ships. Your goal is to sink the enemy's fleet before it sinks your subs.

GETTING STARTED

AUTO or **MANUAL** will appear under the grid. Select either of these options as described in Game 1.

HOW TO PLAY

Once you've set up your ships, the game begins. One of your subsappears on the left and the other on the right, as shown here. The

sub on the left may fire on any of the ten horizontal rows on the left half of the grid. The sub on the right may fire on any of the ten horizontal rows on the right half of the grid.

Your Turn: When you see YOUR TURN under the grid, select a horizontal grid row to fire at by touching any square in that row. See the example to the right. You get one shot per turn.

Moving a Sub: If one of your subs is sunk, you may move your remaining sub to the opposite side of the grid (and back again if needed), by touching the

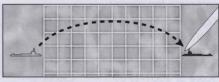


This sub fires on horizontal grid rows on the left half of the grid.

This sub fires on horizontal grid rows on the right half of the grid.



Touch any square in this row, and the sub moves up and fires on the entire row.



Move your remaining sub to the right side by touching the right grid edge.

GET CONNECTED at D

To get your 30-day membership, access www.pogo.com/pocket*, and enter the code that appears on your screen after you touch

. Then start enjoying all that Club Pogo™ has to offer!

Joining pogo.com/pocket will also allow you to earn badges and tokens as you play Touch Screen Battleship! See How to Collect Your Rewards below.



*REQUIRES INTERNET ACCESS AND VALID POGO ACCOUNT. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

opposite edge of the grid. If you move a sub in this manner, you must wait until your next turn to fire.

After firing on a row, one of three things will happen:

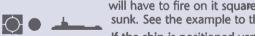
• MISS – If the row (five horizontal squares) you fired on has no enemy ships, you will hear a "ping" sound for each empty square. The word MISS flashes below the grid, and a black dot appears on each empty square as shown at right.

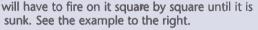


Five empty squares

 HIT – If an enemy ship is located anywhere along the five horizontal squares you fired at, the word HIT flashes below the grid. The hit square is filled in, and black dots appear on any empty squares passed through on the way to the hit.

If the ship is positioned horizontally, you





If the ship is positioned vertically, you will have to move up or down from row to row to hit it. See

the example to the left.

Important: If part of a ship is located on both the left and right half of the grid, you must hit it from both sides to sink t. See the illustration below.



SUNK – If you hit the last grid square occupied by a ship, it's sunk!
 SUNK flashes on the screen, while the ship's silhouette reappears and then "sinks" below the grid.

Computer's Turn: The computer takes its turn automatically. You'll be able to see your subs on the grid, but they'll be hidden from the computer. The same rules for hitting, missing and sinking ships apply.

WINNING THE GAME: If you sink the computer's five ships before it sinks your two subs, you win! Otherwise, the computer wins. The screen will identify the winner by displaying YOU WON or GAME WON on the lower right side of the screen.

SKILL LEVEL: The more games you win, the more challenging the game becomes. (If you start losing at a higher skill level, the game becomes easier.)

PLAY AGAIN: Touch **FERIN** to play again. To play a different game, press MENU and select the game you want.

Game 3 – FAST ATTACK

Game Summary: You play on a series of five mini-grids. Your goal is to sink one ship hidden in each grid with the least number of shots.

The game starts with the patrol boat and progresses to the carrier. Fire as described in Game 1. As soon as one ship is sunk, a new mini-grid for the next ship is displayed.

Be careful! There may be mines hidden in random squares. The screen will tell you if you've hit one. And you'll hear a warning "ping" if there's a mine immediately above, below, left or right of a space you fired at. If you hit five mines before sinking the enemy's fleet, the game ends and you lose.

Try to sink all five ships with the least number of shots. The number of shots you've taken is shown in the lower right corner of the screen.

PLAY AGAIN: Touch **FIGHIN** to play again. To play a different game, press MENU and select the game you want.

Game 4 - BLITZ

Game Summary: This game begins with a number of unoccupied squares (identified with dots). Your goal is to find and sink the five enemy ships with the fewest shots in the shortest time. The elapsed time in seconds and the tally of misses are shown at the bottom of the screen. Firing is done the same way as in Game 1.

Final Scores: After you sink the last ship, the game will display how many seconds it took you to sink the fleet, and your total number of misses. Touch **OK** to see your Naval Ranking.

Naval Ranking: Your Naval Ranking is determined by the total number of misses multiplied by the number of seconds it took to complete the game.

Score of 0-100 = ADMIRAL Score of 101-200 = CAPTAIN Score of 201-500 = MATE Score of 501-1000 = ENSIGN Score of 1001-1700 = CREW Score of 1700+ = SWABBY Note: As your rank increases, the computer helps you by inserting dots on more unoccupied spaces at the start of a game.

PLAY AGAIN: Touch **ACAIN** to play again. To play a different game, press MENU and select the game you want.

REPLACING THE BATTERY

To replace the battery: Loosen the screw on the battery compartment, located on the back of the game unit, and remove the door. Insert the battery "+" side up into the battery compartment. Then replace the door, tighten the screw, and push in RESET.

Ox1 CR2032 Lithium BATTERY INCLUDED

Replace with 1 x 3.0V "CR2032" lithlum battery. Phillips/cross head screwdriver (not included) needed to replace battery.

IMPORTANT: BATTERY INFORMATION

1. As with all small batteries, the battery used with this product should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only the battery specified and be sure to insert it correctly by matching the + and – polarity markings.
3. Remove exhausted or dead battery from the product. 4. Remove battery if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in RESET on back; or remove and reinsert the battery to reset the computer; or try a new battery.

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



"NOTE TO UK Consumers: This product and its battery must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin."

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. OC Canada, 14G. 1G2. European consumers please write to: Hasbro ÜK 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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How to Collect Your Rewards

Win Badges!

When you reach certain high scores (Game 1 only), the screen will display this message:

YOU HAVE A SCORE OF (score will display).

GO TO **POGO.COM/POCKET** AND ENTER THIS CODE TO GET YOUR BADGE: (code will display)

Now go to www.pogo.com/pocket to collect your badge. You can win up to three unique badges that you can't get anywhere else!

Earn Tokens!

When you complete a certain number of games, the screen will display this message:

YOU HAVE COMPLETED LEVEL (level will display).
GO TO POGO.COM/POCKET AND ENTER THIS CODE TO GET
YOUR TOKENS: (code will display)

Now go to www.pogo.com/pocket to collect your tokens! You can earn more than one million tokens in all!

The more you play, the bigger your token rewards.