BATTLESHIP

ADULT ASSEMBLY REQUIRED

7+ | 2 PLAYERS

OBJECT

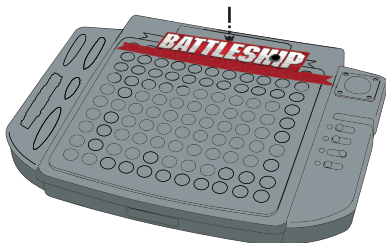Sink your opponent's fleet of five ships before they sink yours.

CONTENTS

- 2 plastic fold-and-store game trays
- 10 plastic ships
- 84 red "hit" pegs
- 168 white "miss" pegs
- label sheet

THE FIRST TIME YOU PLAY

1. Apply the "Battleship" labels to the lids of the two game trays (see Figure 1).

FIGURE 1

2. Carefully detach the 10 ships from the plastic frame, then discard the frame. If needed, use an emery board or sandpaper to remove any excess plastic from the ships.

Each player's fleet contains 5 different ships (see Figure 2).

3. Remove the red and white pegs from the plastic bag. Divide them equally between you and your opponent and place them in the storage compartments of each tray (see Figure 3). Discard the bag.

FIGURE 2

Your fleet of 5 ships.

DESTROYER—3 HOLES

CARRIER—5 HOLES

SUBMARINE—3 HOLES

BATTLESHIP—4 HOLES

PATROL BOAT—2HOLES

FIGURE 3

TARGET GRID

SHIP STORAGE

OCEAN GRID

RED PEG STORAGE

WHITE PEG STORAGE

4. Open the game trays and slot a card background into each game tray lid, as shown in Figure 3.

5. Align the numbered edges of the plastic Target Grids with the tabs in the game tray lids. Carefully push the grids into place on top of the card backgrounds. (See Figure 3.)

PREPARE FOR BATTLE!

Sit facing each other with the lids of your game trays raised so that neither of you can see the other's ocean grid.
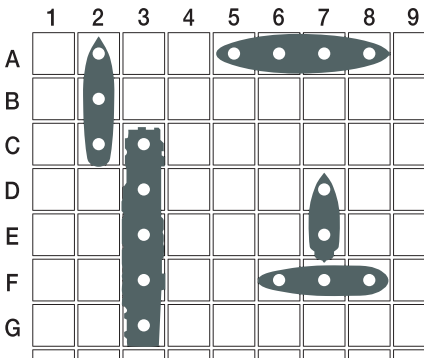
Both secretly place your 5 ships on your ocean grid. To place each ship, push the pegs on the underside into the holes on your ocean grid.

RULES FOR SHIP PLACEMENT

• Place each ship horizontally or vertically, but not diagonally.

• Do not place a ship so that any part of it overlaps letters or numbers.

Figure 4 shows an example of ship placement.

FIGURE 4

Here's an example of how to position your fleet correctly.

HOW TO PLAY

Decide who will go first. Then alternate turns, calling out one shot per turn to try and hit each other's ships.

CALL YOUR SHOT!

On your turn, pick a coordinate on your target grid and call out its location by letter and number. For example, the shot location in Figure 5 is D-4.

When you call a shot, your opponent must tell you whether it's a hit or a miss. After you record your hit or miss, your turn is over.

FIGURE 5
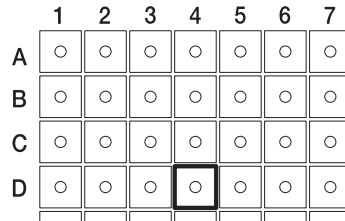
You call "D-4" as your shot.

IT'S A HIT!

If your called-out shot location is occupied by a ship on your opponent's ocean grid, it's a hit! Your opponent does not tell you which ship you hit. Record your hit by placing a red peg in the corresponding hole on your target grid, while your opponent places a red peg in the corresponding hole of the ship you hit on their ocean grid (see Figure 6).
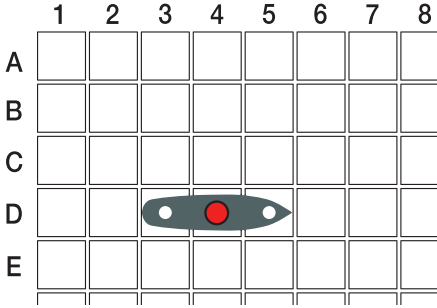
Example: You and Steve are the players. It's your turn.

You call: "D-4."

Steve answers: "Hit."

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

FIGURE 6

It's a hit! Your opponent marks it
with a red peg on their ship.

IT'S A MISS!

If your called-out shot location is NOT
occupied by a ship on your opponent's
ocean grid, it's a miss. Place a white peg
in the corresponding hole on your target
grid, so you won't call this shot again.
It's not necessary to record each other's
misses, just hits.

Example: Now it's Steve's turn.

Steve calls: "F-4."

You answer: "Miss."

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

SINKING A SHIP

Once all of the holes in a ship have red
pegs, it has been sunk. The ship's
owner announces which ship was sunk.

WINNING THE GAME

If you sink your opponent's fleet of five
ships before they sink yours, you win
the game!

THE SALVO GAME

Experienced players may enjoy this game
variation, in which you get as many shots
on your turn as ships afloat in your fleet.
The rules are the same except for the
following:

• You each start with a salvo of five shots
  (one for each ship in your fleet). You fire
  them one at a time, and your opponent
  announces whether the shot is a hit or
  a miss. Mark your hits and misses as
  in the standard game.

• For each ship that is sunk, you lose
  one shot in the salvo on your next turn.

Continue calling out salvos until one
player wins.