

BATTLESHIP®

THE TACTICAL COMBAT GAME

G.I. JOE™

THE RISE OF COBRA™
EDITION

CONTENTS:

1 grid, 1 base with drawers, 5 Cobra® Vehicles, 5 G.I. Joe® Vehicles, 1 Cobra® commander peg, 1 G.I. Joe® commander peg, 145 white pegs, 80 red pegs, 2 mission cards, 4 rubber feet and 2 grid attachments

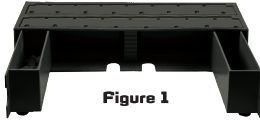


Figure 1



YOUR MISSION

Be the first player to identify and destroy your enemy's 5 vehicles.

ASSEMBLY

1. Open the drawers on the base of the game and place the unit on the table. (Figure 1)
2. Slide the clear plastic grid into the base unit. (Figure 2)
3. Take the sheet and carefully separate the two perforated side pieces from the Polar Ice Cap mission card. Fit them onto the slots on the sides of the grid. (Figure 3) Carefully punch out the Downtown Paris Mission Card.

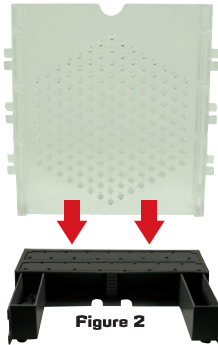


Figure 2

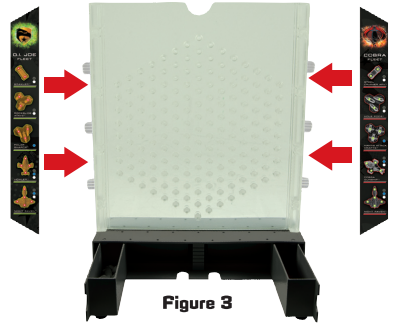


Figure 3

- Break the vehicles, commander pegs (which are only used in the Optional Rules described on page 4) and rubber feet off of the runners. Push the rubber feet into the holes on the underside of the drawers.
- Divide the white pegs (to mark misses) and red pegs (to mark hits) evenly between both players. Place the pegs into the base drawers.



Commander Peg

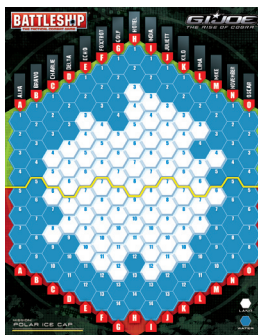


Figure 4

Polar Cap Mission Card

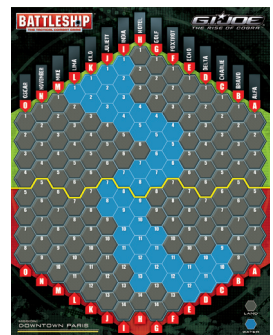


Figure 5

Downtown Paris Mission Card

THE GAME

This game comes with two mission cards. You can play with either, however, we recommend you play with the Polar Ice Cap mission card for your first game. Slide your mission card into the plastic grid, so the mission name is on the bottom left.

POSITION YOUR VEHICLES

1. Choose a side, G.I. Joe® or Cobra®. Take the vehicles for the side you have chosen.

G.I. Joe® Vehicles (gold)



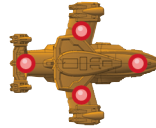
Brawler™ (2 holes)
Land Vehicle



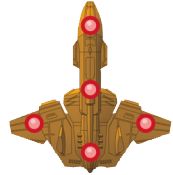
Rockside ATAVs™ (3 holes)
Land Vehicle



Polar Sharcs™ (3 holes)
Water Vehicle



Howler™ (4 holes)
Air Vehicle

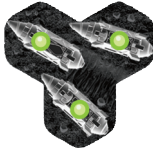


Night Raven™ (5 holes)
Air Vehicle

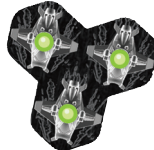
COBRA® Vehicles (black)



Steel Crusher APU™ (2 holes)
Land Vehicle



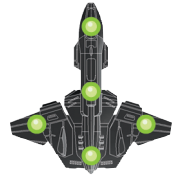
Mole Pods™ (3 holes)
Land Vehicle



Mantis Attack Crafts™ (3 holes)
Water Vehicle



Cobra® Gunship™ (4 holes)
Air Vehicle



Night Raven™ (5 holes)
Air Vehicle

2. Sit on either side of the grid, so that each player can see only one side of the mission card.

3. BOTH PLAYERS: The G.I. Joe® player places vehicles on the top (green outlined) section of the grid. The Cobra® player places vehicles on the bottom (red outlined) section of the grid. **The yellow line in the middle is the boundary line.**

- **LAND** vehicles can only be placed on land spaces (marked with a white or gray hex)
- **WATER** vehicles can only be placed on water spaces (marked with a blue hex)
- **AIR** vehicles can be placed on water and land spaces.



Polar Ice Cap Mission Card

Green Section
(place G.I. Joe® vehicles here)

Red Section
(place Cobra® vehicle here)

Land space

Water Space

G.I. Joe®
Place vehicles only **above** the yellow line

Cobra®
Place vehicles only **below** the yellow line

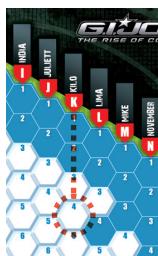




View from the G.I. Joe®
player's side



View from the Cobra®
player's side



ATTACK

1. Decide who's going first and take turns guessing where your opponent's vehicles are located.
2. On your turn call out a set of coordinates to establish where your opponent has positioned their vehicles. To work out the coordinates of a space, look along the top of the grid to find out which column the space is in, and then check the number directly above the peg-hole.

For example, the coordinates for this space would be 'HILO 4'.

3. Your opponent must tell you if your guess was a **Hit** or a **Miss**, by checking the coordinates on their side of the grid to see if it's covered by one of their vehicles.

HIT

If you guessed correctly, put a red peg in the space you guessed. Your opponent should put a red peg in the corresponding hole on the vehicle you've hit.

Remember, your opponent's vehicles will be in the opposite half of the grid.

MISS

If you were wrong, put a white peg in the space that you guessed, so that you don't guess there again.

DESTROY

The number of spaces covered by each vehicle varies. If you manage to guess all spaces covered by one of your opponent's vehicles, you've destroyed that vehicle (or group of vehicles.) Your opponent must tell you which vehicle it was, i.e. Polar Sharks.

Keep playing until one player has destroyed all of their opponent's vehicles.

WINNER

The first player to destroy all of their opponent's vehicles wins the game. Then slide the mission card out of the grid to see how close you were.

STORAGE

1. Place your pegs and your vehicles into your drawers and close them.
2. Remove the two side pieces from the plastic grid by gently pulling them out.
3. Carefully detach the plastic grid from the base unit. Store everything in the box until the next time you play.

OPTIONAL G.I. Joe® VS. COBRA® RULES



You may add any combination of these **powerful weapons** to the game to make for a faster, more strategic battle. When playing any of the optional rules, each player, at the start of the game must place their commander peg on a vehicle. If the Commander is destroyed by a successful HIT it is removed from the vehicle. The Commander peg is replaced with a red peg. All **powerful weapons** can **not** be used if your commander is destroyed.



Figure 6

POWERFUL WEAPONS Big Bomb

When you call out a coordinate, your shot also affects all adjacent spaces. You may only use this weapon once per game.

For example: Your opponent uses his Big Bomb power and calls out Foxtrot 3. Now you must tell your opponent if it was a hit or a miss on F3 and on all adjacent spaces (F2, E3, E3, F4, G4 and G3.) See Figure 6.

Ultimate Weapon

Call out one word from the top of the grid (for example, 'Hotel'). When you do this, every hex in that column takes a shot. You may only use this power once per game.

For example: Your opponent uses the Ultimate Weapon power and calls out "Golf" Now you must tell your opponent if it was a hit or miss on all Golf spaces.

Commander's Orders

Immediately take an extra shot every time you get a hit.

Seeker Missile

Before calling out a coordinate, name the vehicle you are targeting. If you get a hit on that vehicle, it is automatically destroyed. You may continue to use Seeker Missile every turn until you destroy one vehicle. After you destroy one vehicle your Seeker Missile power can no longer be used.

Fallen Commander

If you hit your opponent's commander you may take 5 additional shots. Commander's Orders do not work when taking these 5 additional shots.

Ejector Seat

If the vehicle your Commander is in is hit you may immediately move him to any empty hole on another one of your vehicles. You may use this power only once per game.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. 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.

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