

BATTLESHIP

LIVE

THE GAME TOWER GUIDES YOUR PLAY!

AGES 8+
FOR 2 PLAYERS

ADULT ASSEMBLY REQUIRED

STARTUP GUIDE

Contents: Electronic Tower, Gameboard, 2 Divider Screens, 10 Ships, 2 Cannons, 2 Command Pegs, Spy Plane and Track.

Remove the wrappings from the game parts, then discard or recycle the wrappings.

ASSEMBLING YOUR GAME

It's easy! Just follow the three steps below. As you assemble your game, refer to the game setup photo at right.

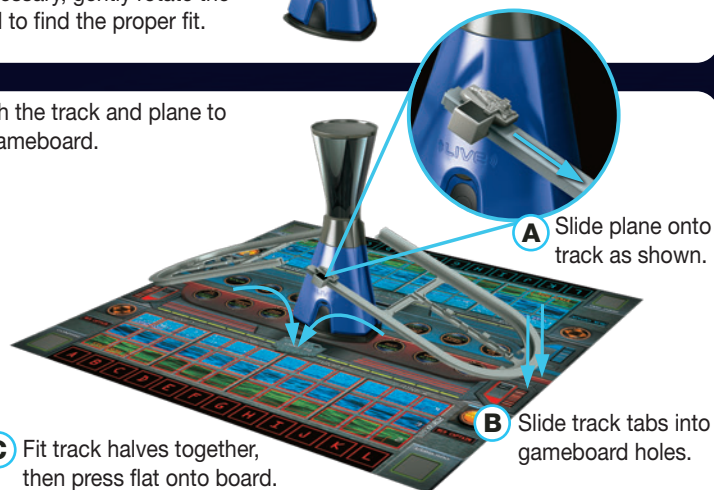
IMPORTANT: Before assembling your game, insert four AA-size batteries into the tower as described under BATTERY INFORMATION on the other side of this sheet.

- 1 Lower the gameboard over the tower. **Note: The gameboard fits only one way over the tower.**



If necessary, gently rotate the board to find the proper fit.

- 2 Attach the track and plane to the gameboard.



A Slide plane onto track as shown.

B Slide track tabs into gameboard holes.

C Fit track halves together, then press flat onto board.

- 3 Attach the dividers to the tower and track.

IMPORTANT: MATCH UP THE "RED CAPTAIN" SIDE OF THE DIVIDERS TO THE "RED CAPTAIN" SIDE OF THE GAMEBOARD



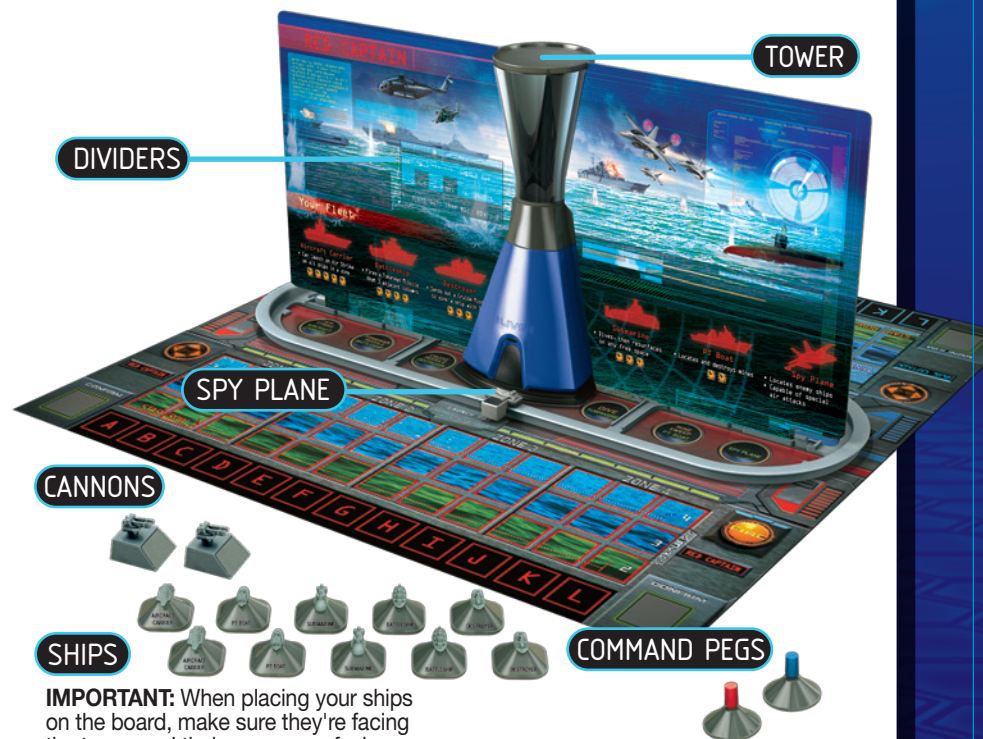
WHAT'S DIFFERENT ABOUT BATTLESHIP LIVE?

BATTLESHIP LIVE has a talking, motion-sensing tower that guides you through the game. A special camera in the tower "sees" reflective material on the ships and special gameboard spaces.

This game also features a whole new way to play **BATTLESHIP**. You'll use special powers and face unique challenges . . . all while hearing realistic sound effects that will give you a sense of really being at the controls!

SET UP, POWER UP & PLAY!

When assembled and set up, your game will look as shown below. Now just press the power button on the tower, and you're ready to play! See Tower Controls, below.



TOWER CONTROLS

VOLUME DIAL — Turn to increase or decrease volume.

POWER/PAUSE BUTTON — Press to turn the game on. Press to pause and unpause game. Press and hold to power down.

AUTO SHUTOFF: THE GAME WILL AUTOMATICALLY SHUT OFF IF THERE IS NO ACTIVITY FOR ABOUT FIVE MINUTES.



GAMEPLAY BASICS

Here's all you need to know to communicate with the tower.

ISSUING A COMMAND

Place your round command peg on the fire, move, spy plane, or special power locations on the board to issue that command.



CONFIRMING

Confirm a command by covering both confirm buttons. Make sure you cover them completely while keeping your fingers closed.



REPEATING

To hear something repeated, each player covers one confirm button.



SENDING OUT THE SPY PLANE

Push the spy plane to the other side of the board to send it on a search for enemy ships.



IMPORTANT TOWER TIPS

Board Assembly: If the game announces that something is wrong with the board, review the game assembly information to ensure that the tower, track, plane and dividers are properly attached to the gameboard.

The Reflective Material: The camera in the tower will work best if you do the following:

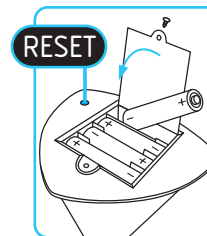
- Avoid blocking the tower's view of the game parts with reflective material.
- Avoid direct sunlight and bright lighting.
- Keep the protective covering on the game pieces and gameboard icons clean and free from scratches and other damage.

The Tower: Keep the dark lens on the tower clean and free from scratches and other damage.

Game Malfunction: If your game malfunctions in any way other than described above, push in RESET or try inserting fresh batteries.

BATTERY INFORMATION

x4 ALKALINE BATTERIES REQUIRED
1.5V AA or LR6 size
NOT INCLUDED Phillips/cross head screwdriver (not included) needed to insert batteries.



INSERTING THE BATTERIES

Make sure the tower is OFF. Loosen the screw on the battery compartment, located on the underside of the tower, and remove the door. Insert 4 AA-size alkaline batteries, making sure to align the + and - symbols with the markings in the plastic. Then replace the door, tighten the screw, and push in RESET.

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries 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.**

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.
- Consult the dealer or an experienced radio/TV technician for help.

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.

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



NOTE TO UK Consumers:

This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

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Manufactured by: Hasbro SA, Route de Courroux 6, 2800 Delemont. CH.

Represented by: Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK. Hasbro, Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping NSW 2121, Australia. Tel: 1300 138 697. Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. Tel: 0508 828 200.

HASBRO CANADA, LONGUEUIL, QC, CANADA J4G 1G2

Consumer contact: USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025.

UK: Consumer Services: Hasbro UK Ltd., PO Box 43 Newport NP19 4YD, UK. Tel 00800 22427276. Consumer_affairs@hasbro.co.uk www.hasbro.co.uk Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping NSW 2121, Australia. Tel: 1300 138 697. Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. Tel: 0508 828 200.

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