

BATTLESHIP®

THE TACTICAL COMBAT GAME

For 2 Players / AGES 7+

ADULT ASSEMBLY REQUIRED

Your Mission

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

Equipment

2 Game Units • 10 Ships • Red and White Scoring Pegs

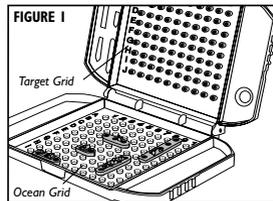
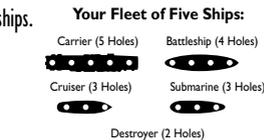
The First Time You Play

Carefully remove the game pieces from the plastic frame. If needed use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.

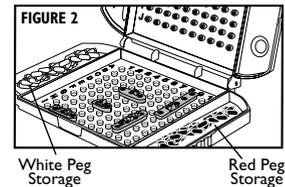
Prepare for Battle

- Separate the game units by sliding them apart. Each player takes a game unit.
- Players sit facing each other with the game units open. The lid of each game unit will form a barrier to hide the ocean grid from the opposing player. Keep the lids open throughout the game.
- Each player takes a fleet of five ships.

- Secretly place your fleet on your ocean grid by pressing the ships into the raised holes; your opponent does the same. Ships can be placed vertically or horizontally but NOT diagonally (see Figure 1). Do not position a ship in such a way that any part of it is off the grid. Once the game has begun, you cannot move the position of a ship.



- Each player takes half of the red pegs and half of the white pegs and places them in the storage areas on the sides of his or her ocean grid (see Figure 2).



Attack

1. Decide who goes first. You and your opponent then alternate turns calling out one shot per turn to try and hit each other's ships. To call out a shot, pick a target hole on your target grid and announce its location by corresponding letter and number.
2. When you're fired upon, you must tell your opponent if the shot was a hit or a miss. If it's a hit, mark the hit ship on your ocean grid with a red peg.
3. The player firing the shot records it on his or her target grid (on the game unit's lid). Use red pegs to record hits and white pegs to record misses.

Sinking a Ship

When all of a ship's holes have been filled with red pegs, it is sunk and must be removed from the ocean grid. Tell your opponent which ship was sunk.

Winning

The first player to sink his or her opponent's fleet of five ships wins the game!

Storage

Locate the five ships anywhere on the ocean grids and place the pegs in the storage areas. Close the game units and slide them together.

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