

BATTLESHIP

GRAB & GO!

7+

F8252/
F8248 ASST.



CONTENTS

2 battle cases • 10 ships • red pegs • white pegs

OBJECT

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

THE FIRST TIME YOU PLAY

Adult should carefully remove all pieces from the runner frame, then discard the frame. If needed, remove excess plastic from the pieces.

PREPARE FOR BATTLE!

1. Separate the battle cases by sliding them apart. Each player takes one.
2. Sit facing each other with the lids of your battle cases raised so that neither of you can see the other's ocean grid.
3. Each player takes a fleet of 5 ships:



Carrier
(5 Holes)



Battleship
(4 Holes)



Destroyer
(3 Holes)

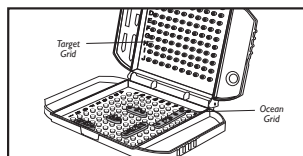


Submarine
(3 Holes)

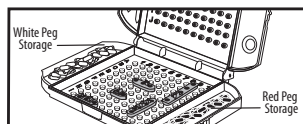


Patrol Boat
(2 Holes)

4. Both of you secretly place your five ships on your ocean grid by pressing the ships into the holes. Ships can be placed vertically or horizontally (as shown), but not diagonally. Do not place a ship in such a way that any part of it is off the grid. Once the game begins, you cannot change the position of a ship.



5. Divide the red and white pegs equally between players and place them in the storage areas of each battle case.



ADULT ASSEMBLY REQUIRED.

PLAY

Decide who will go first. Then, alternate turns, calling out one shot per turn to try to 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.

IT'S A HIT!

If a ship on your opponent's ocean grid occupies the location you called out, it's a hit! Your opponent tells you which ship you hit (destroyer, patrol boat, etc.). 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.

IT'S A MISS!

If the location you called out 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.

SINKING A SHIP

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

WIN

The first player to sink their opponent's fleet of five ships wins!

STORAGE

Place the ten ships anywhere on the two ocean grids and place the pegs in the storage areas. Close the battle cases and slide them together.

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3.5 x 6.5 in 1c