AGES 7+ | 2 PLAYERS

ADULT ASSEMBLY REQUIRED

THE CLASSIC NAVAL COMBAT GAME

BATTLESHIP

CONTENTS

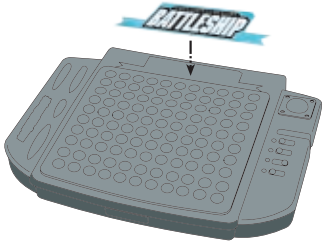
2 portable battle cases | 10 plastic ships | 84 red "hit" pegs | 168 white "miss" pegs | label sheet

AIM

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

THE FIRST TIME YOU PLAY

- Apply the Battleship labels to the lids of the two battle cases.



- Carefully detach the 10 ships from the plastic frame. (Each player's fleet contains five different ships.) If needed, use an emery board or sandpaper to remove any excess plastic from the ships.

- Divide the red and white pegs equally between you and your opponent and place them in the storage compartments of each battle case.

PREPARE FOR BATTLE!

Sit facing each other with the lids of your game battle cases raised so that neither of you can see the other's ocean grid.

Both of you secretly place your five ships on your ocean grid. To place each ship, fit its two pegs into two holes on your ocean grid.



YOUR FLEET OF 5 SHIPS



CARRIER – 5 HOLES



BATTLESHIP – 4 HOLES



DESTROYER – 3 HOLES



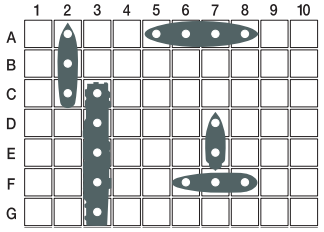
SUBMARINE – 3 HOLES



PATROL BOAT – 2 HOLES

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.



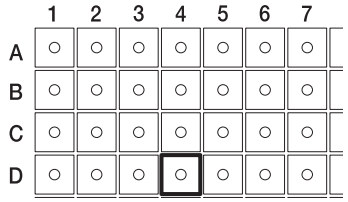
Here's an example of how to position your ships correctly.

HOW TO PLAY

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

TAKE YOUR SHOT!

On your turn, pick a co-ordinate on your target grid and call out its location by letter and number. For example, this is the shot location D-4.



You call "D-4" as your shot.

When you make 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.

IT'S A HIT!

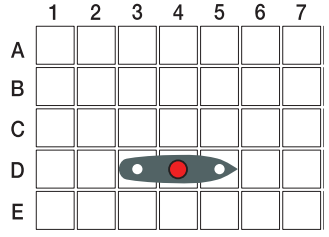
If a ship on your opponent's ocean grid occupies the location you called out, it's a hit! Your opponent tells you which ship you hit (destroyer, patrol boat etc). Record your hit by placing a red peg in the corresponding hole on your target grid while your opponent places a red peg in the corresponding hole of the ship you hit.

Example: You and Alex are the players. It's your turn.

You call: "D-4".

Alex answers: "Hit. Destroyer".

You place a red peg in co-ordinate D-4 of your target grid. Alex places a red peg in the hole of his destroyer directly above co-ordinate D-4 on his ocean grid.



It's a hit! Your opponent marks it with a red peg on his ocean grid.

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. It's not necessary for players to record each other's misses with white pegs on their ocean grids.

Example: Now it's Alex's turn.

Alex calls: "F-4".

You answer: "Miss".

Alex places a white peg in co-ordinate 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 there are 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 a player wins.

For a more challenging salvo game, don't announce which ships are hit.

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