

BATTLESHIP

**FOR 2 PLAYERS AGES 7+
ADULT ASSEMBLY REQUIRED**

OBJECT

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

CONTENTS

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

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, then discard the frame. If needed, use an emery board or sandpaper to remove any excess plastic from the ships. Each player's fleet contains five different ships.

Remove the red and white pegs from the plastic bag. Divide them equally between you and your opponent and place them in the storage compartments of each battle case. Discard the bag.

YOUR FLEET OF 5 SHIPS



CARRIER—5 HOLES



BATTLESHIP—4 HOLES



DESTROYER—3 HOLES



SUBMARINE—3 HOLES



PATROL BOAT—2 HOLES



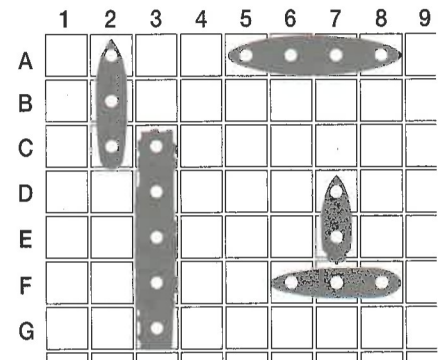
PREPARE FOR BATTLE!

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.

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.



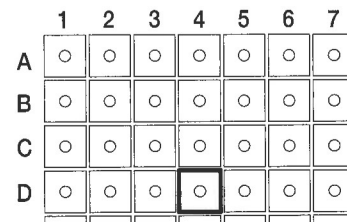
Here's how to position your ships correctly.

HOW TO 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. For example, this is the shot location D-4.



You call "D-4" as your shot.

When you call 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!

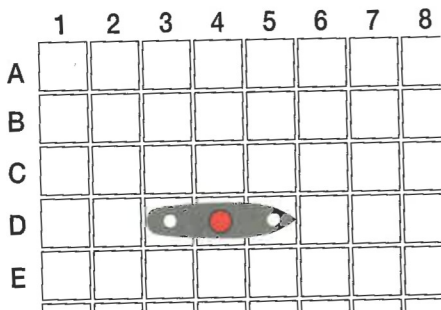
If your called-out shot location is occupied by a ship on your opponent's ocean grid, it's a hit! Your opponent tells you which ship you hit (destroyer, patrol boat, etc.). Record your hit by placing a *red* peg in the corresponding hole on your target grid, while your opponent places a red peg in the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

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

You call: "D-4."

Steve answers: "Hit. Destroyer."

You place a red peg in coordinate D-4 of your target grid. Steve places a red peg in the hole of his hit ship directly above coordinate 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 your called-out shot location 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 Steve's turn.

Steve calls: "F-4."

You answer: "Miss."

Steve places a white peg in coordinate 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 he sinks 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 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 one player wins.

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



© 2012 Hasbro, Pawtucket, RI 02861-1059 USA. All Rights Reserved. TM & ® denote U.S. Trademarks.

Consumer contact:

USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. ☎ 888-836-7025.

Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping, NSW 2121, Australia. ☎ 1300 138 697.

Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. ☎ 0508 828 200.

101A326401

A3264

