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 what kind of ship has been sunk when you remove it.

SINKING THE FLEET

The first player to sink all five enemy ships wins the game!

STORAGE

Locate the five ships anywhere on the ocean grid and place the pegs in their storage areas. Close the playing consoles and slide them together until they click.

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MB GAMES

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CONTENTS

2 playing consoles, 2 fleets of 5 ships, red and white scoring pegs.

YOUR MISSION

To be the first player to sink your opponent's fleet.

PREPARE FOR BATTLE

1. First, separate the playing consoles by sliding them apart.

2. Sit facing each other with your playing consoles open. The lid will form a barrier and hide your target grid from your opponent. Keep the lids open throughout the game.

3. Each player takes a fleet of ships and removes them from their runners (if you have difficulty, use safety scissors).

4. Secretly place your fleet on your ocean grid by pressing the ships onto the raised holes, either vertically or horizontally (see Figure 1). Do not position a ship in such a way that any part of it is off the grid.
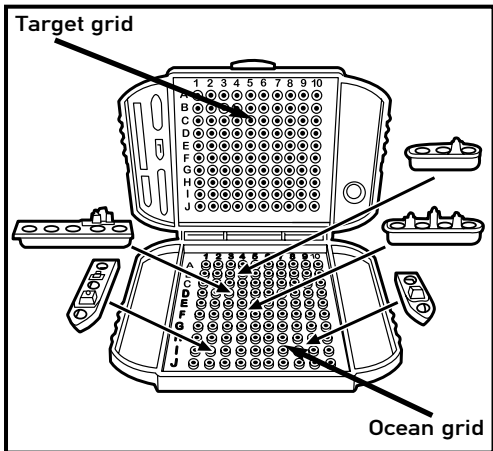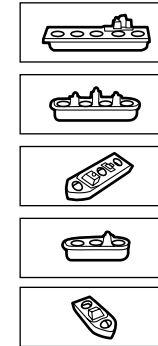
Figure 1

Target grid

Ocean grid

Each fleet consists of:

Aircraft Carrier	(5 holes)
Battleship	(4 holes)
Cruiser	(3 holes)
Submarine	(3 holes)
Destroyer	(2 holes)

5. Each player takes half of the red and white pegs and places them in the storage areas on either side of the ocean grid (see Figure 2).
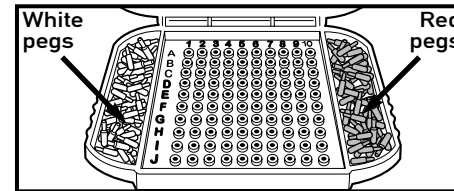
White pegs   Red pegs

Figure 2

PLAYING THE GAME

1. Players take it in turns to call out a set of co-ordinates made up of a letter and a number – "H10" for example.

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, you must mark the ship on your **ocean grid** with a red peg.

3. The player firing the shot records it in their **target grid**, using red pegs for hits and white pegs for misses.