

DELUXE BATTLESHIP

MOVIE EDITION

AGES 8+
ADULT ASSEMBLY REQUIRED



Huge, glistening, dark and ominous, the alien ships rose from the depths of the ocean, directly in the path of our Navy fleet. They had come with no warning, had offered no greeting. Their menacing presence made only one thing clear: whoever these beings were, they had not come to befriend us.

A single shot pierced the deadly silence. And so the battle for Earth began...

RULES FOR 1 OR 2 PLAYERS

CONTENTS

- Four-piece folding game unit with storage trays
- 5 Navy ships
- 5 Alien ships
- Red, white and blue pegs
- 1 Red and 1 Blue Attack Squadron
- 1 Red and 1 Blue Scouting Craft
- Label sheet
- 4 Rubber feet

OBJECT

Destroy your opponent's fleet of ships before he destroys yours.

THE FIRST TIME YOU PLAY

1. Insert the Batteries



x3

1.5V AA or LR6

**ALKALINE
BATTERIES
REQUIRED
(NOT INCLUDED)**

To insert the batteries, make sure the red ON/OFF switch is OFF. Then loosen the screw on the battery box, located on the underside of the center module, and remove the door. Insert three AA-size alkaline batteries, making sure to align the + and - symbols with the markings in the plastic. See Figure 1. Then replace the door and tighten the screw.

Figure 1

Insert 3
AA Batteries



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

2. Assemble the Game Unit

Apply the light gray (Navy) Advanced Weapons label to the side of the center module with the red ON/OFF switch. See Figure 2. Then apply the dark gray (Alien) label to the other side.

Apply the large blue BATTLESHIP label and two rubber feet to the back of the green ocean grid. See Figure 3. Then apply the large red BATTLESHIP label and two rubber feet to the back of the red ocean grid.

Press the ocean grid panels into the sides of the module, with the green grid on the side with the red ON/OFF switch. Then snap the target grid into the top, with the green side facing the red ON/OFF switch. See Figure 4.

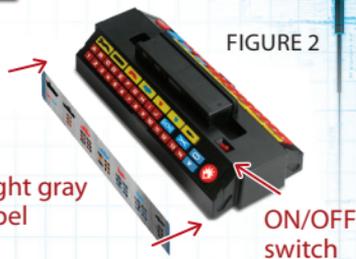
On the Navy side of the game, apply the green label to the target grid and the small blue BATTLESHIP label to the storage tray. See Figure 5. Then apply the red target grid label and the red BATTLESHIP label in the same places on the Alien side.

3. Place the Game Parts in the Tray

Carefully detach the 10 ships from the plastic frames, then discard or recycle the frame. If needed, use an emery board or sandpaper to remove any excess plastic from the ships.

Remove the pegs and aircraft from the bags, and place half of the parts in each storage tray, so that each tray has:

- 50 red HIT pegs
- 100 white MISS pegs
- 25 blue SCAN pegs
- 1 red and 1 blue Attack Squadron (Navy tray only)
- 1 red and 1 blue Scouting Craft (Alien tray only)



A LOOK AT YOUR SHIPS

In this game, Alien Invaders attack the American and Japanese Navy Fleet in a do-or-die battle for Earth. Each player controls a fleet of five ships based on the BATTLESHIP movie. Here's a look at the ships that make up each fleet.

THE NAVY FLEET



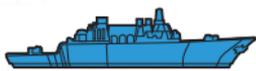
AIRCRAFT CARRIER
5 Hits To Sink



BATTLESHIP
4 Hits To Sink



RED JAPANESE DESTROYER
3 Hits To Sink

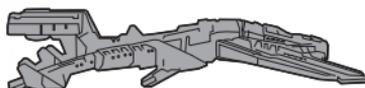


BLUE AMERICAN DESTROYER
3 Hits To Sink



**RHIB
(RIGID-HULLED INFLATABLE
BOAT)**
2 Hits To Sink

THE ALIEN FLEET



FLAGSHIP
5 Hits To Sink



HEAVY ORDNANCE CRAFT
4 Hits To Sink



RED STORM STINGER
3 Hits To Sink



BLUE SHREDDER STINGER
3 Hits To Sink



SMALL ASSAULT SHIP
2 Hits To Sink

SETTING UP YOUR GAME

1. Lay the ocean grids flat. Then lift the target grid straight up until the rubber feet on the ocean grids grip the play surface.
2. Push down on the top of the game unit until the ocean grids lock into place. Make sure the game is stable before you start playing. See Figure 6.



FIGURE 6

THE CONTROL PANEL

ADVANCED WEAPONS

In the Advanced Weapons game, press to activate a ship's special weapons.

CANCEL

Cancels your last command. The last prompt by the computer will be repeated. Enter new data.

REPEAT

Press to repeat the last voice prompt.



LETTER/NUMBER BUTTONS

Press to select letter and number coordinates on your opponent's ocean grid when searching for enemy ships.

SCAN

In the Advanced Weapons game, press to scan for enemy ships when using the Blue American Destroyer or the Blue Shredder Stinger.

ENTER

Press to confirm game options and commands.

FIRE

Press to launch an attack.

STARTING A GAME

1. If you're playing a 1-player game, face the side of the game with the ON/OFF switch. If you're playing a 2-player game, decide who will be Player 1 (the Navy Commander) and who will be Player 2 (the Alien Invader). Sit across from each other with the game between you. Player 1 faces the side with the ON/OFF switch.
2. Press the ON/OFF switch ON. The game will say **<The battle for Earth has begun! Input number of players. Press 1 for solo game. Press 2 for 2-player game.>**
 - 1-Player Game: If you're playing a solo game, press 1, then press ENTER to confirm. You'll be the Navy Commander playing against the Alien Invader (the computer).

Next, you'll be prompted to choose Difficulty Level 1 (Easy), 2 (Medium) or 3 (Hard). The higher the level, the smarter the computer will be. Press 1, 2 or 3, then press ENTER to confirm.

- 2-Player Game: If you're playing a 2-player game, press 2, then press ENTER to confirm.

Now follow steps 3, 4 and 5 to choose a game type, weapon type and fleet setup.

GAME TYPES

1. Classic Game

Press 1 and ENTER to play. This mission is the easiest to play, and is a great way to develop your strategic battle skills. On your turn, you'll fire one shot to score a hit or a miss. The winner is the first player to sink the enemy fleet.

2. Multi-Attack Game

Press 2 and ENTER to play. This game plays the same as the Classic Game, except that each time you hit an enemy ship or detect one during a scan, you'll earn an extra turn.

3. Salvo Game

Press 3 and ENTER to play. This game plays the same as the Classic Game, except that you fire one shot for each ship in your fleet that is still afloat. For example, when the game begins you'll get five shots per turn. Then, for each ship your opponent sinks, you'll get one less shot per turn.

3. Choose a Game: When the game says <Press 1, 2 or 3 to select game type>, press a number to choose a game. (See the Game Types box for details).
 - 1: Classic Game
 - 2: Multi-Attack Game
 - 3: Salvo Game

For example, if you press 1, you'll hear <Classic Game Selected. Press ENTER to confirm.> Press ENTER.

4. Choose Your Weapons: When the game says <Press 1 or 2 to select weapons>, press 1 or 2 to choose Basic or Advanced Weapons. (See the Weapon Choices box for details.) For example, if you press 1, you'll hear <Basic Weapons Selected. Press ENTER to confirm.> Press ENTER.

5. Choose Your Fleet Setup: Now you'll hear <Player 1, press 1 or 2 for fleet deployment options.> Press 1 or 2 to choose Custom Fleet Deployment or Predetermined Fleet Deployment. See the Fleet Deployment Options box for details.

For example, if you press 1, you'll hear <Custom fleet deployment selected. Press ENTER to confirm.> Press ENTER.

WEAPON CHOICES

1. Basic Weapons: Press 1 and ENTER to play. In a Basic Weapons game, each player fires one shot at a time. It's the easiest way to play.
2. Advanced Weapons: Press 2 and ENTER to play. In an Advanced Weapons game, your ships can use special weapons to scan or attack several coordinates at a time. This game is recommended for experienced players only.

FLEET DEPLOYMENT OPTIONS

1. Custom: Press 1 and ENTER to choose. Place each of your ships wherever you want it on your ocean grid, then input their coordinates so the computer knows where they are.
2. Predetermined: Press 2 and ENTER to choose. Place each of your ships in one of 100 preset formations (see pages 18-27). Enter that formation code, and the computer automatically inputs their coordinates.

CUSTOM FLEET DEPLOYMENT

If you selected Custom Fleet Deployment, the game will say **<Player 1, deploy your fleet. When the ship reports, input the first and last coordinates of its location. Aircraft Carrier reporting!>** If you're Player 1, place your ships on your ocean grid, starting with your Aircraft Carrier. Here's how:

- Place the ship by fitting its pegs into the holes. You can place ships vertically or horizontally, but never diagonally.
- Ships may overhang the edge of the grid or overlap other ships, but make sure that each target hole in your ships has its own coordinate.
- Now input only the first and last coordinates of the ship so the game will know where it is. For example, if you place your Aircraft Carrier where shown in Figure 7, the coordinates are B5, B6, B7, B8 and B9. To enter them, just press B5 and B9. The game will automatically know the coordinates in between. Then press ENTER to confirm.

Canceling an entry: If you make a mistake, press the CANCEL button and re-enter the information after the last command is repeated.

FIGURE 7

To input the position of your aircraft carrier, press B5 and B9.



Incorrect coordinates: If you've pressed a wrong coordinate, the game will say, **<Incorrect.>** In this case, just enter the correct coordinate.

- After confirming the coordinates of your Aircraft Carrier, you'll hear **<Aircraft Carrier on station! Battleship reporting!>** Place your Battleship and enter its coordinates the same way. Then do the same with your Red and Blue Destroyers and your RHIB.

Aircraft Placement: If you've chosen to use Advanced Weapons, you'll now be prompted to place your aircraft. See Placing Your Aircraft on page 12.

Next, the game will prompt Player 2 to choose a fleet deployment option for his Flagship, Heavy Ordnance Craft, Red Storm Stinger, Blue Shredder Stinger and Small Assault Ship.

PREDETERMINED FLEET DEPLOYMENT

If you've chosen this option, take a look at the 100 preset fleet formations on pages 18 - 27. Choose the formation you want, then place your ships on your ocean grid in the positions shown. When prompted by the game, enter the letter and number of the formation you want, then press ENTER to confirm.

The ships shown in these formations are shaped generically, so that they can be used for either the Navy Fleet or the Alien Fleet. You may need to rely on the color of your ships and the number of holes in them as you place your ships on your grid.

These formations also show two aircraft aboard the 5-hole ships. This tells you where to place your aircraft in an Advanced Weapons game. If you're playing with Basic Weapons, just ignore the aircraft.

BASIC WEAPONS GAME

These rules are for players who are using Basic Weapons. If you chose to use Advanced Weapons, see Advanced Weapons Game on pages 11 - 17.

The game begins by saying **<Awaiting orders Player 1>**. If you're Player 1, it's your turn to search for a ship location and fire at it. Here's how to do this:

- 1) Mark a target: Choose a coordinate on your target grid (one where you think an opponent's ship might be located). Then fit a white peg into that hole, and enter the letter/number coordinate. See Figure 8.

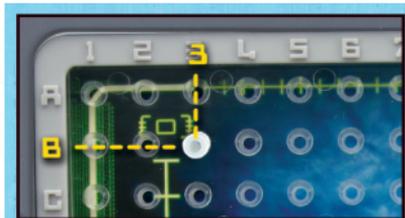


FIGURE 8

If you choose this target, enter B3 to fire at it.

2. Fire! When prompted by the game, press FIRE to launch a missile at your target. Then wait to see if it's a hit or a miss.

- Hit! If you hit an enemy ship, you'll hear an explosion, see the red light flash, and hear **< Enemy hit at [target]! >** Good job! Replace your white peg with a red one to record the hit.

Your opponent records the hit by fitting a red peg into the matching hole in his hit ship. See Figure 9. (Your opponent does not tell you which ship was hit.)



FIGURE 9

You hit your opponent's destroyer at B3. He places a red peg in that ship hole.

- Miss! If you didn't hit an enemy ship, you'll hear a buzzer, see the yellow light flash, and hear **< Miss at [target]. >** Better luck next time! Leave your white peg in the hole so you won't fire at that target again.
3. Depending on which game you're playing, you may get to fire again. When your turn is over, you'll hear **<Awaiting orders Player 2. >** Now it's your opponent's turn to choose a target and fire at it.

- Keep taking turns firing at the enemy, keeping track of your hits and misses.

SINKING A SHIP

When all coordinates of a ship have been hit, the ship is sunk. You'll hear < Alien target neutralized! > or < Human target obliterated! > and the name of the ship that was sunk. Leave sunk ships on the grid, with red pegs to indicate they've been sunk.

WINNING THE GAME

When one player sinks the fifth and last ship in his opponent's fleet, that player wins the game!

NAVAL LETTER CODE

When calling out letter coordinates, this game uses the same letter codes used by Naval Commanders.

A = Alpha	F = Foxtrot
B = Bravo	G = Golf
C = Charlie	H = Hotel
D = Delta	I = India
E = Echo	J = Juliet

ADVANCED WEAPONS GAME

In this game, you have two options on a turn: you can either enter a coordinate as you would in a Basic Weapons game, or you can press a yellow or blue button on your control panel to activate a special weapon.

Here's a rundown of the special weapons you can use in this game:



- Your Aircraft Carrier (or Flagship) has two aircraft that you can launch to fly over enemy air space, scan for targets and fire at them.



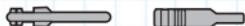
- Your Battleship (or Heavy Ordnance Craft) is equipped with a deadly missile that can blast all enemies in a 3x3 area.



- Your Red Japanese Destroyer (or Red Storm Stinger) that can target three coordinates in a single strike.



- Your Blue American Destroyer (or Blue Shredder Stinger) has two homing missiles that can search and destroy along a vertical or horizontal line.



- You can also launch anti-aircraft missiles to destroy enemy aircraft "flying" over the target grid.

PLACING YOUR AIRCRAFT

If you choose Custom Fleet Deployment, you'll need to place each of your two aircraft into a hole in your Aircraft Carrier (or Flagship), and input their coordinates. After you've entered the positions of your five ships, the game will say (for example) **<Red Attack Squadron reporting! Input coordinates on Aircraft Carrier. >** Now enter the coordinates of your red squadron. Next, you'll be prompted to enter the coordinates of your blue squadron.

If you choose Predetermined Fleet Deployment, place your aircraft in the positions shown in your chosen formation. The computer will automatically input their coordinates.

LAUNCHING YOUR AIRCRAFT

As the game begins, you'll want to send out your aircraft to "fly" above the battle zone to scan for enemy targets. To do this, follow these steps:



1. Press the yellow Aircraft Carrier (or Flagship) button on your control panel. You'll hear (for example) **< Aircraft Carrier reporting! Select undeployed Attack Squadron. >**



2. Decide which of your two aircraft to send out, then press that yellow button on your control panel. You'll hear (for example) **<Red Attack Squadron reporting! Enter search center coordinates. >**

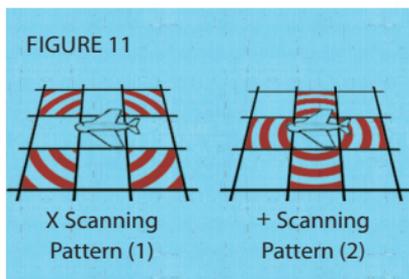
- Place your aircraft on your target grid at a coordinate that will be the center of your search pattern. (See Figure 10.) Then input that coordinate and press ENTER to confirm.



FIGURE 10

Place your aircraft on your target grid, then enter its coordinate.

- Then you'll hear < Press 1 or 2 for search pattern coordinates. > Choose a pattern (see Figure 11), press 1 or 2, then ENTER to confirm. The aircraft will scan the space it's on, plus four spaces next to it.



- Now the aircraft will scan for enemy ships.

- If it finds a target, you'll be prompted to fire at it. Press FIRE to launch your missile. Then you'll hear < Enemy hit at [target]. > This sequence will repeat for each target found. Both players record the hits with red pegs. You place white pegs in all other scanned coordinates.

- If it finds no targets, the aircraft will confirm clear waters. Record all misses with white pegs.

Running Out of Ammo: An aircraft can fire only once; after that, it's out of ammo and can only scan for enemy targets.

Moving Your Aircraft: After launching an aircraft on a previous turn, you may move it to a new location. Just press the yellow button for the aircraft you want to move, and follow the prompts.

Destroying an Aircraft: An aircraft can be destroyed in either of two ways:

- If it's still on your Aircraft Carrier (or Flagship) when its coordinates are hit; or
- If an anti-aircraft missile launched by your opponent destroys it. (See Anti-aircraft Missiles/Air Defense System on page 17.)

If your aircraft is destroyed, remove it from the game.

BATTLESHIP/HEAVY ORDNANCE CRAFT

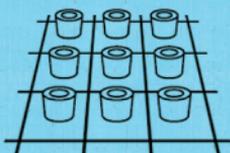
ONE MISSILE



Your Battleship (or Heavy Ordnance Craft) can fire a powerful missile that will hit any enemy ship within nine spaces of a 3x3 area. You can use this weapon only once, and only if this ship is still afloat.

1. To choose this ship's weapon, press the yellow button on your control panel.
2. When prompted to input blast center coordinates, choose a 3x3 area on your target grid. See Figure 12. Place a white peg in each hole of the targeted area. Then enter the coordinate of the center hole.

FIGURE 12



To launch a missile into this target, enter the center coordinate

3. When prompted to fire, press FIRE. Then wait to see if the missile finds any targets.

- For each target found, you'll hear < **Enemy hit at [target]!** > Replace the white peg with a red peg to record the hit.
- For each miss, you'll hear < **Miss at [target].** > Leave the white peg in that hole.

ADVANCED WEAPONS TARGET PATTERNS



The search or firing patterns for your advanced weapons are shown on the label below your control panel. Check them out when prompted to select a pattern.

RED JAPANESE DESTROYER/ RED STORM STINGER

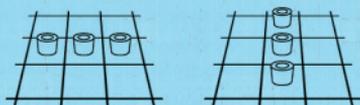
TWO MISSILES



Your Red Japanese Destroyer (or Red Storm Stinger) can fire a deadly missile that will target three coordinates in a row. You can fire two missiles from this ship (on separate turns) if the ship is still afloat.

1. To choose this ship's weapon, press the yellow button on your control panel.
2. When prompted to input a firing pattern, press 1 or 2, then press ENTER to confirm. See Figure 13.

FIGURE 13



Horizontal
Firing
Pattern (1)

Vertical
Firing
Pattern (2)

3. When prompted to input blast center coordinates, choose a 3-space line on your target grid, and place a white peg in each hole. Then enter the coordinate of the center hole of the line.

4. When prompted to fire, press FIRE. Then wait to see if the missile finds any targets.

- For each enemy ship found, you'll hear, < **Enemy hit at [target]!** > Replace the white peg with a red peg to record the hit.
- For each miss, you'll hear < **Miss at [target].** > Leave the white peg in that hole.

BLUE AMERICAN DESTROYER/ BLUE SHREDDER STINGER

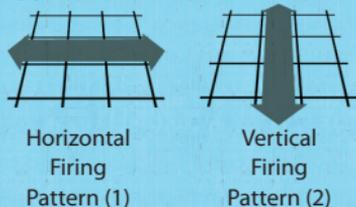
TWO HOMING MISSILES



Your Blue American Destroyer (or Blue Shredder Stinger) can fire a missile from the edge of your target grid to travel in a straight line across the grid. It will keep traveling until it either hits an enemy target or reaches the other side of the grid.

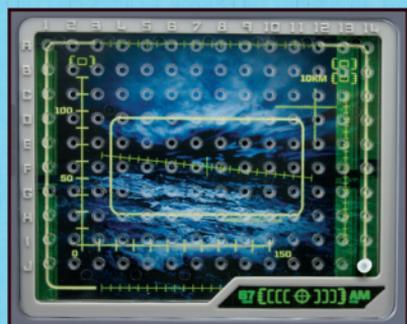
1. To choose this ship's weapon, press the yellow button on your control panel.
2. When prompted to input a firing pattern, press 1 or 2, then press ENTER to confirm. See Figure 14 on the next page.

FIGURE 14



- When prompted to input launch coordinates on the grid edge, choose a coordinate on the top, bottom, left or right edge of your target grid.
- Input your target coordinate, then place a white peg into that hole. See Figure 15. Press ENTER to confirm.

FIGURE 15



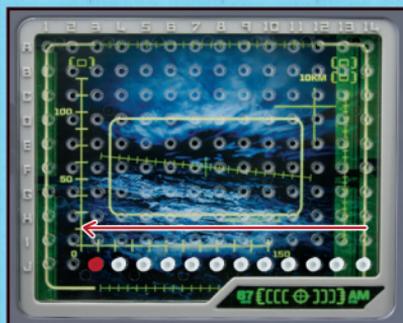
To search for enemy ships along the bottom row, you enter firing pattern 1 and target coordinate J14. You place a white peg at J14.

- When prompted to fire, press FIRE. Then wait to see if the missile finds any targets.

- If a target is found, you'll hear, < Enemy hit at [target]! > After hitting an enemy ship, the missile won't travel any further.

Place a red peg to record the hit, and place a white peg in each hole before that to record the misses. See Figure 16.

FIGURE 16



Your missile hits a target at J3. All coordinates before that are misses.

- If no targets are found, you'll just hear a buzzer. Place a white peg in every hole in the line!

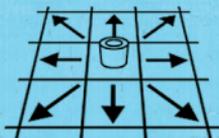
SCANNING



Your Blue American Destroyer (or Blue Shredder Stinger) can scan underwater for enemy ships in a 3x3 area. See Figure 17. While it won't tell you the exact coordinates of any enemies detected, it will give you an idea of where to focus your search. You can scan on any turn, as long as your ship is still afloat.

FIGURE 17

Scan for enemy ships in a 3x3 area.



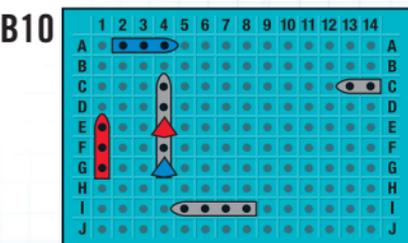
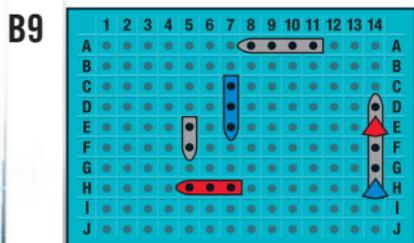
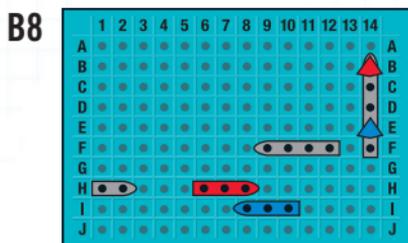
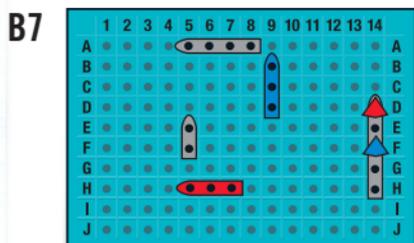
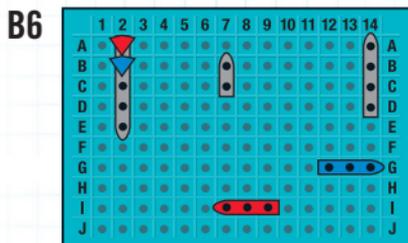
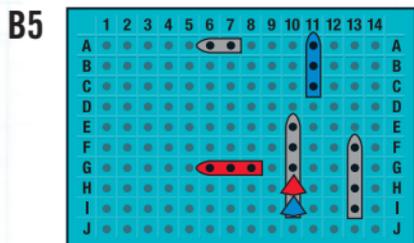
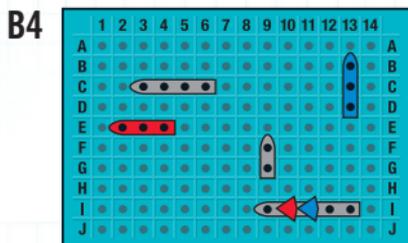
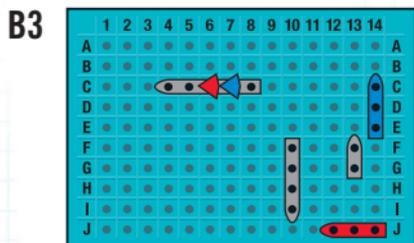
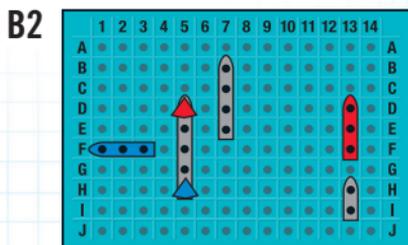
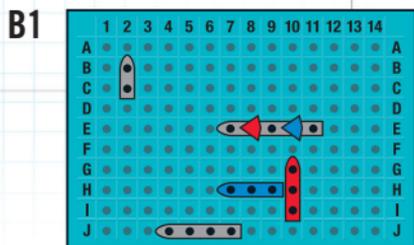
1. To scan, press the blue Scan button on your control panel.
2. When prompted to enter search center coordinates, input the coordinates in the center hole of the scanning pattern, then place a blue peg in that hole. Press ENTER to confirm.
 - If one or more enemy ships are detected, you'll hear **< Search detects enemy vessel. Precise location unconfirmed. >** Now you'll know to search this area on future turns.
 - If no enemy ships are detected, you'll hear **< Search confirms clear waters. >** Record all misses with white pegs.

ANTI-AIRCRAFT MISSILES /AIR DEFENSE SYSTEM

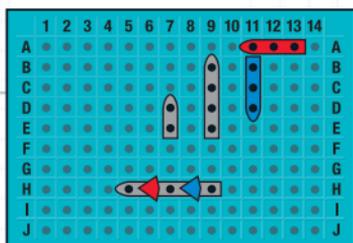


These weapons are a great defense against enemy aircraft "flying" above the grid in search of your ships. If you can destroy them, you won't need to worry about them!

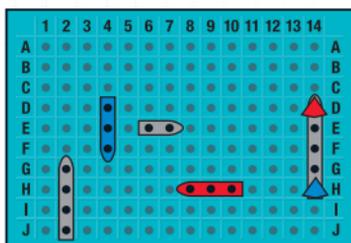
1. To use this weapon, press the yellow button on your control panel.
2. Decide where to search for enemy aircraft. Hint: If you remember where your opponent's aircraft last attacked, that should help narrow down their location.
3. When prompted to enter target coordinates, input the coordinate where you think the aircraft may be flying above.
4. When prompted to fire, press FIRE.
 - If you scored a hit, you'll hear **< Enemy hit at [target]. >** That plane is destroyed.
 - If you missed, you'll hear **< Miss at [target]. >** Better luck next time!



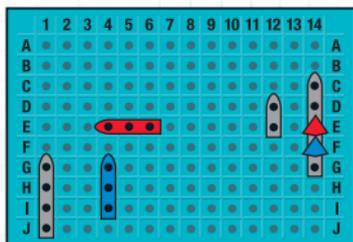
C1



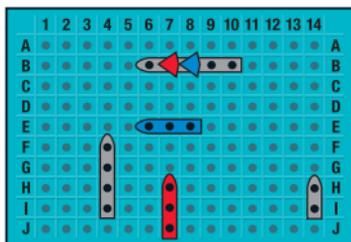
C2



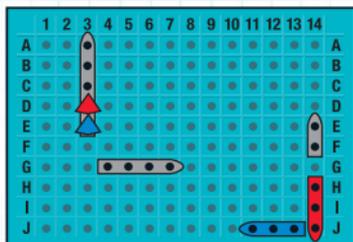
C3



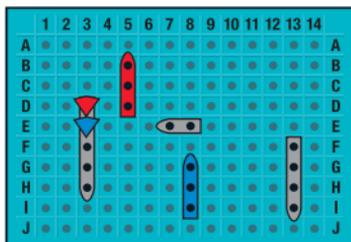
C4



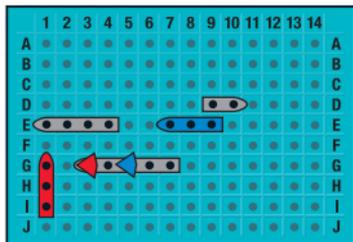
C5



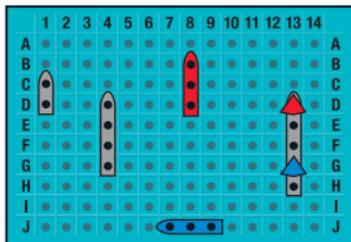
C6



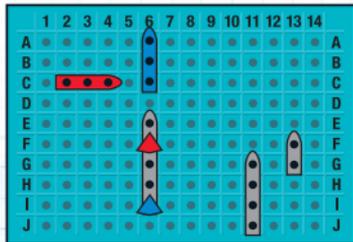
C7



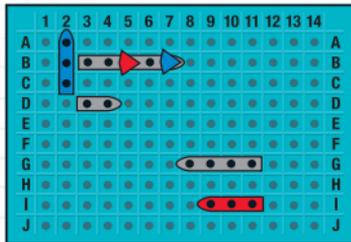
C8

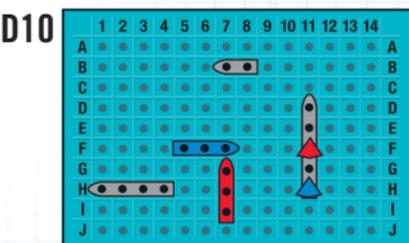
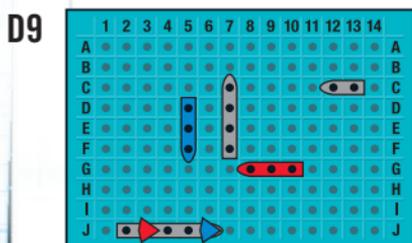
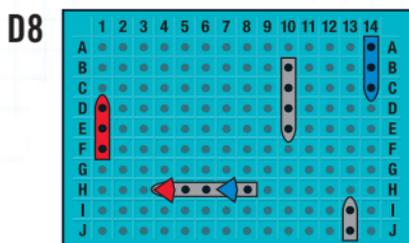
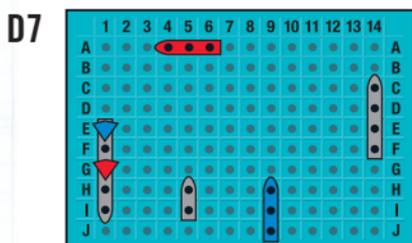
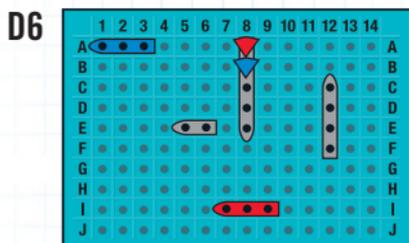
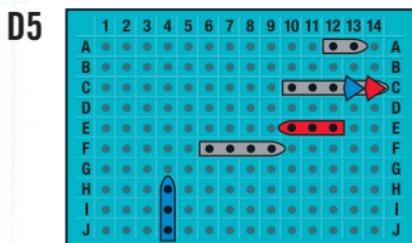
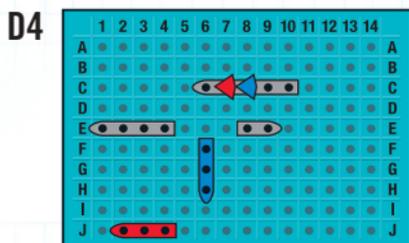
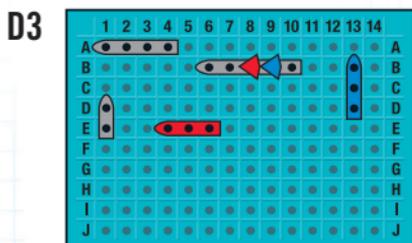
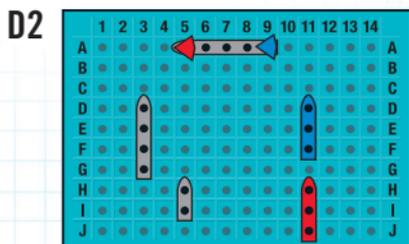
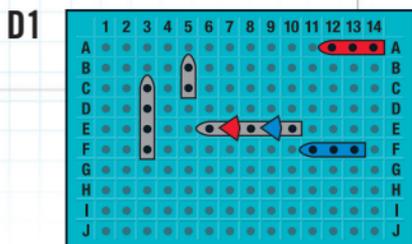


C9

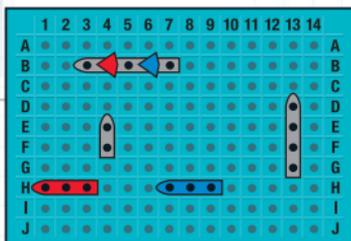


C10

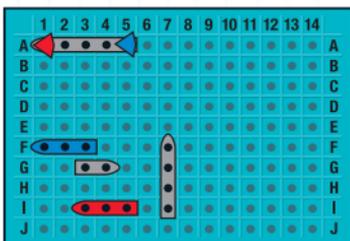




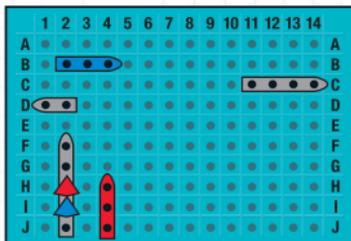
E1



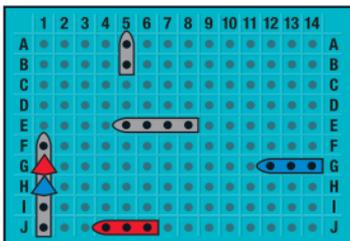
E2



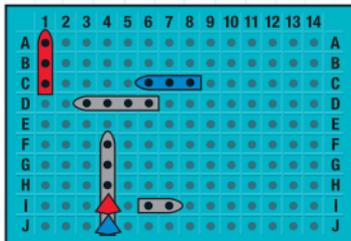
E3



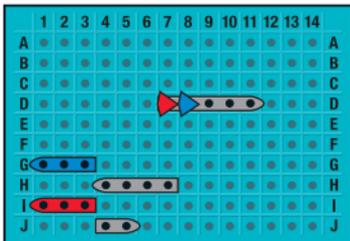
E4



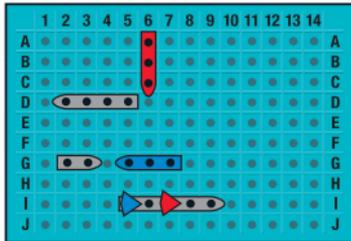
E5



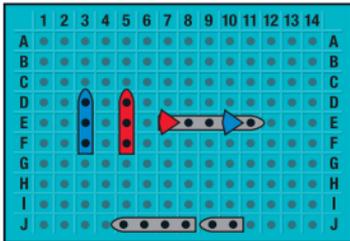
E6



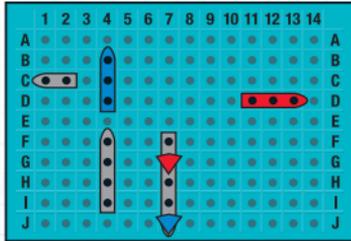
E7



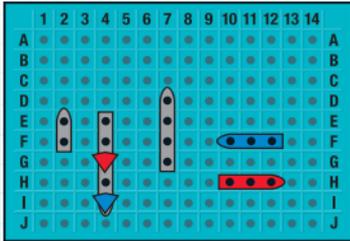
E8

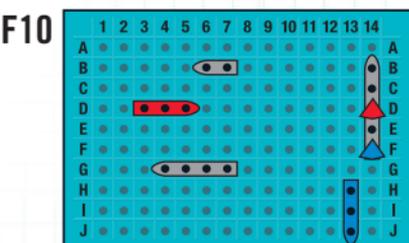
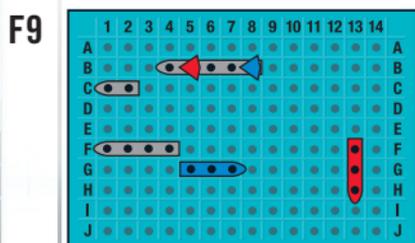
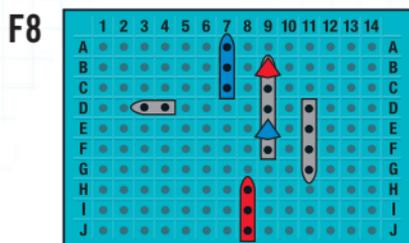
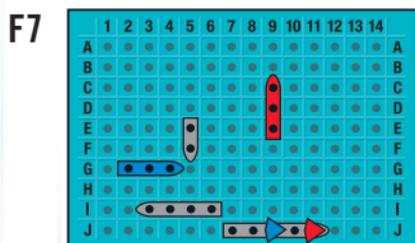
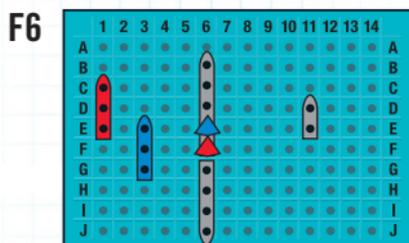
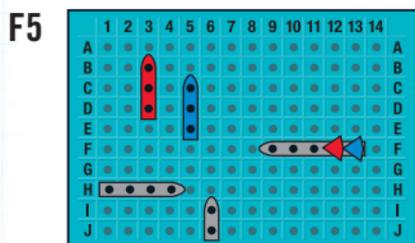
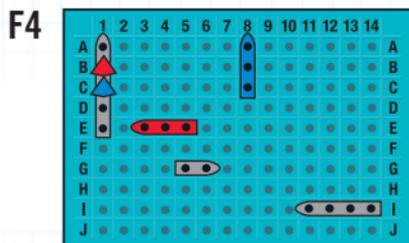
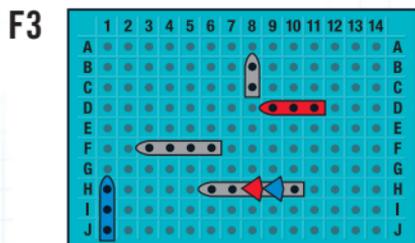
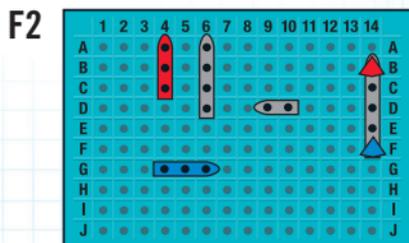
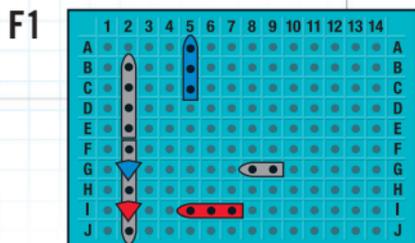


E9

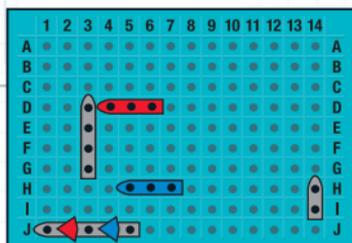


E10

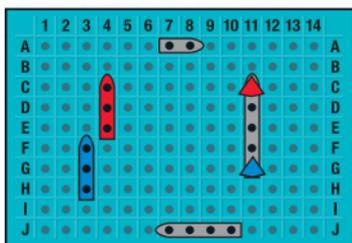




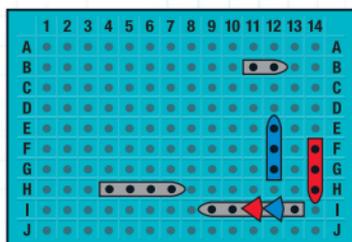
G1



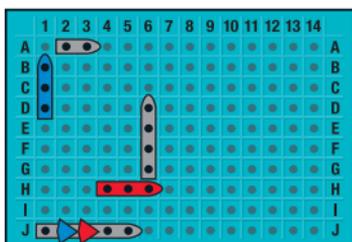
G2



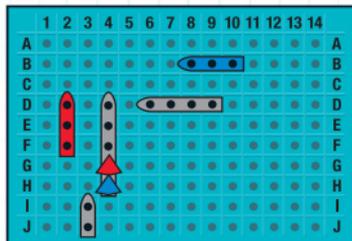
G3



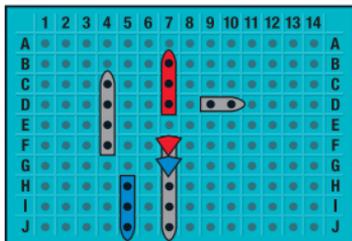
G4



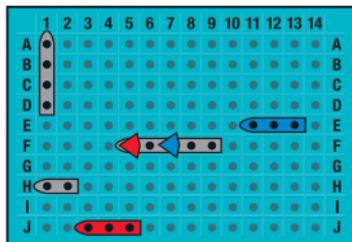
G5



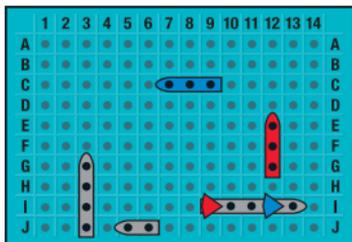
G6



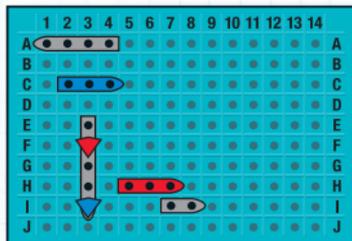
G7



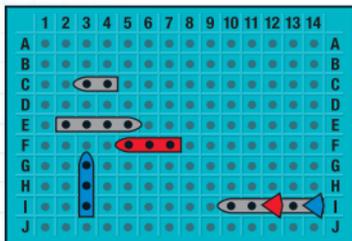
G8

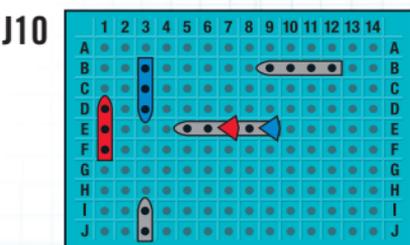
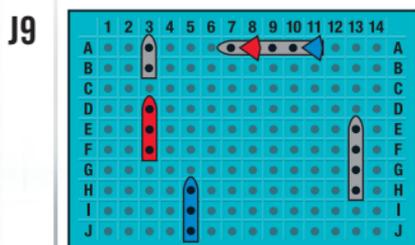
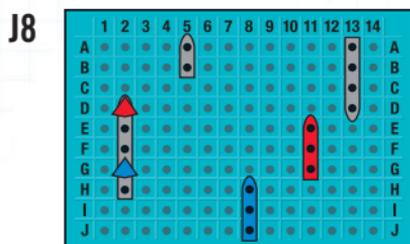
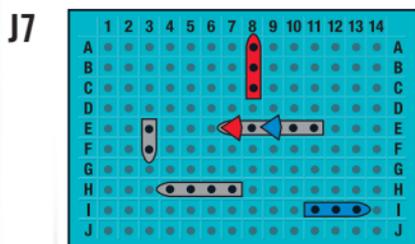
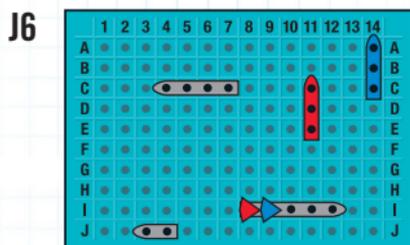
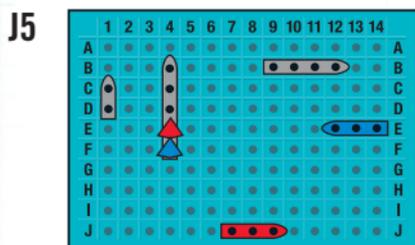
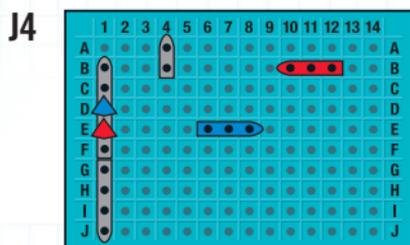
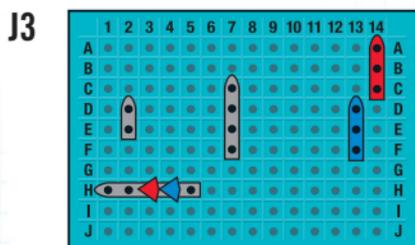
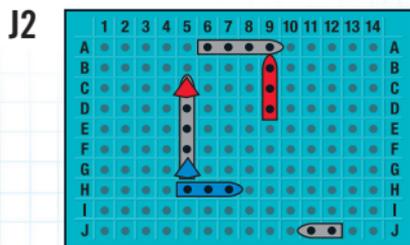
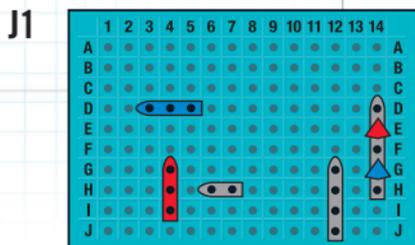


G9



G10





FCC Statement

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe Best conforme à la norme NMB-003 du Canada.



HASBRO and its logo and BATTLESHIP are trademarks of Hasbro and are used with permission. © 2012 Hasbro. All Rights Reserved. BATTLESHIP motion picture © 2012 Universal Studios. All Rights Reserved. TM & ® denote U.S. Trademarks.

The HASBRO, Milton Bradley and MB names and logos are trademarks of Hasbro. US Pat. Nos. 7637505 and D546398.

Consumer contact:

USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 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.

PROOF OF PURCHASE

MBTM
GAMES

38194

DELUXE

BATTLESHIPTM
movie edition



battleship.com

