

# BATTLESHIP COMMAND™

Disney  
PIRATES *of the* CARIBBEAN  
DEAD MAN'S CHEST

AGES 8+ / For 2 Players

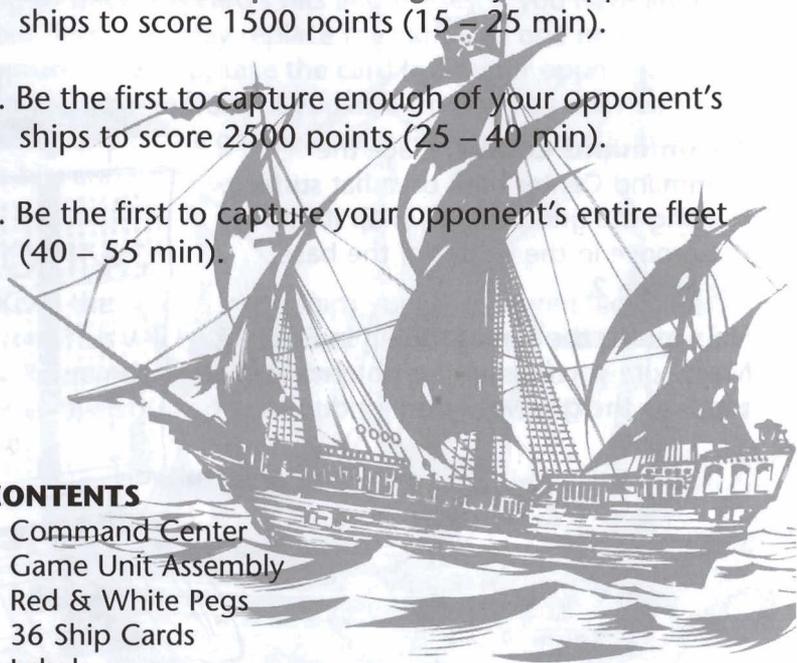
## OBJECT

There are 3 objectives to choose from:

1. Be the first to capture enough of your opponent's ships to score 1500 points (15 – 25 min).
2. Be the first to capture enough of your opponent's ships to score 2500 points (25 – 40 min).
3. Be the first to capture your opponent's entire fleet (40 – 55 min).

## CONTENTS

- Command Center
- Game Unit Assembly
- Red & White Pegs
- 36 Ship Cards
- Labels





# ASSEMBLY

1. **Pegs:** Remove pegs from the plastic bags and discard the empty bags. Each player then takes half of the red and white pegs and places them in the storage chests in the base of the Command Center.

2. **Ships:** Carefully detach the ship cards from the cardboard parts sheets. Discard all cardboard waste.

3. **Labels:** Following the illustrations in Figures 1A and 1B, apply the labels from the label sheet to both sides of the Command Center base, grid and top. Discard the used label sheet.

Figure 1A

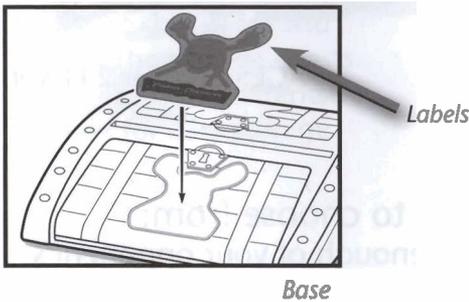


Figure 1B

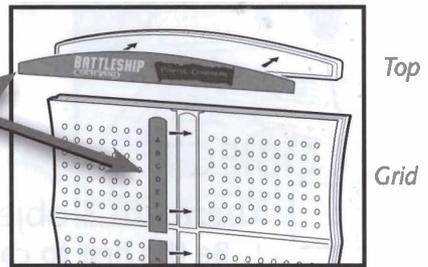
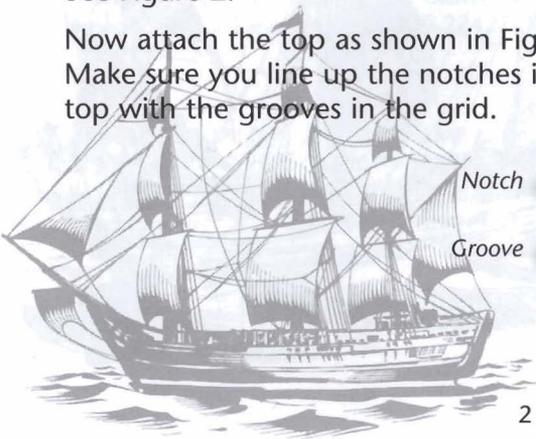
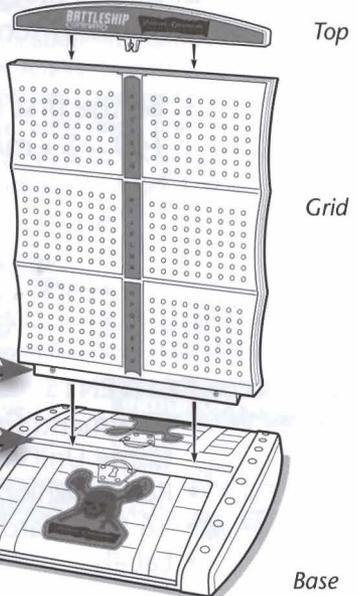
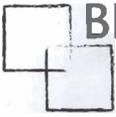


Figure 2

4. **Command Center:** Place the Command Center base on a flat surface. Holding the grid upright, snap it into the groove in the center of the base. See Figure 2.

Now attach the top as shown in Figure 2. Make sure you line up the notches in the top with the grooves in the grid.





## BEFORE WE BEGIN...

Let's take a look at the ship cards

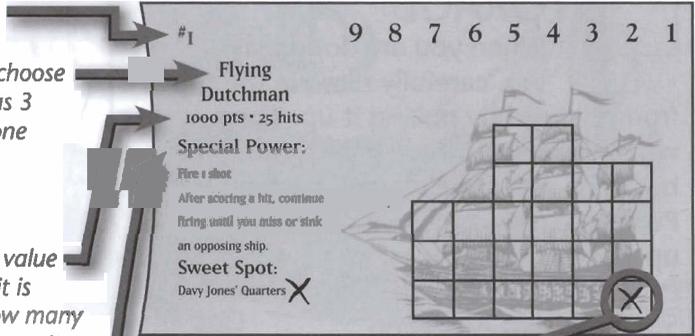
Each ship is assigned a number from 1 to 6.

There are 12 ships to choose from and each ship has 3 separate cards, each one showing the ship in a different position.

Each card lists a point value indicating its worth if it is captured as well as how many hits are needed to capture it.

Each ship has a special power that can be used during gameplay. These are described on each card.

Figure 3



Each Ship card also has a "Sweet Spot." Hit this and you immediately capture the card regardless of any other hits or misses on it. "Sweet Spots" are indicated by the green X.



## SETUP

### Choosing Your Fleet

Place the 36 ship cards on the table with all of the skulls facing up (IMPORTANT: Keep the card side showing the ships' "Sweet Spots" facing down on the table so no one can see them). It is easiest to choose if the ships are positioned in sets in descending order. For example, all of the Krakens (1s), all of the Flying Dutchmans (1s), all of the Black Pearls (2s), etc.

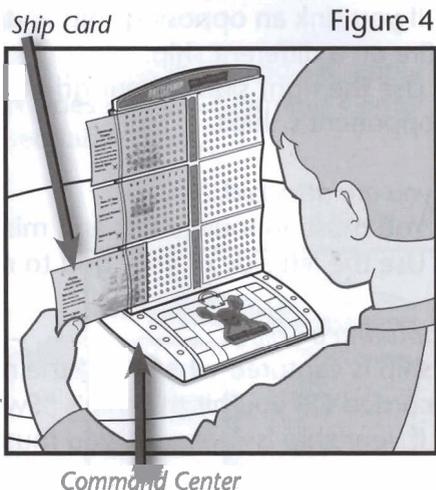
The player whose birthday is closest to today is Player 1. Player 1 selects one ship card. Player 2 then selects two ship cards. Then, in turn, players alternate selecting one card at a time until both have six cards.

- Players 1 and 2 cannot choose the same ship. For example, if Player 1 chooses a Flying Dutchman ship card, Player 2 cannot choose one of the remaining Flying Dutchman cards. After a ship is chosen, put that ship's remaining cards off to the side out of play. They won't be used this game.

Players 1 and 2 must each have one, and only one, ship card of each number 1 through 6. For example, each player must have a 1, a 2, a 3, a 4, a 5, and a 6 and neither player should have more than one number; for example, two 1s, or three 3s, etc.

## Placing Your Starting Ships

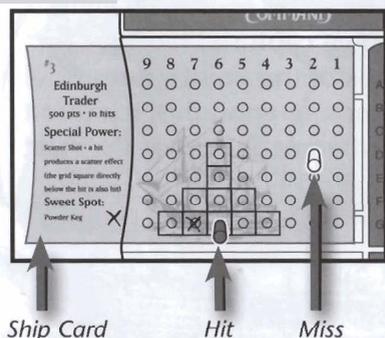
Keeping their "Sweet Spots" hidden from your opponent, decide which three ships you want to send into battle. Slide each ship into a slot in the left side of the Command Center grid, making sure the "Sweet Spot" is facing you and cannot be seen by your opponent. You'll use the right side of the Command Center grid to track the shots you've made on your opponent's ships. See Figure 4.



## GAMEPLAY

Players decide on which objective to play. Then, the player who chose second when building the fleets begins by attacking.

Figure 5



## On your turn

### Attack...

Announce the ship you are attacking with and the ship you are attacking. Then call out the letter and number of the coordinate you are firing at. Your opponent checks his/her ship's corresponding coordinate. If it is a hit, put a red peg in the coordinate. If it is a miss, put a white peg in the coordinate. See Figure 5.

*If you are the attacker...*

Once you announce which ship you are using to attack, you may only use that ship.

- Your ship fires one shot per turn unless the ship's card indicates differently.
- If your ship is firing multiple shots, you may use it to attack multiple opposing ships.
- If you sink an opposing ship and have shots left, use them to fire on a different ship.
- Use the right side of your grid to mark hits and misses on your opponent's ships.

*If you are attacked...*

- You must announce hits and misses to your opponent.
- Use the left side of your grid to mark hits and misses.

*Capturing a Ship...*

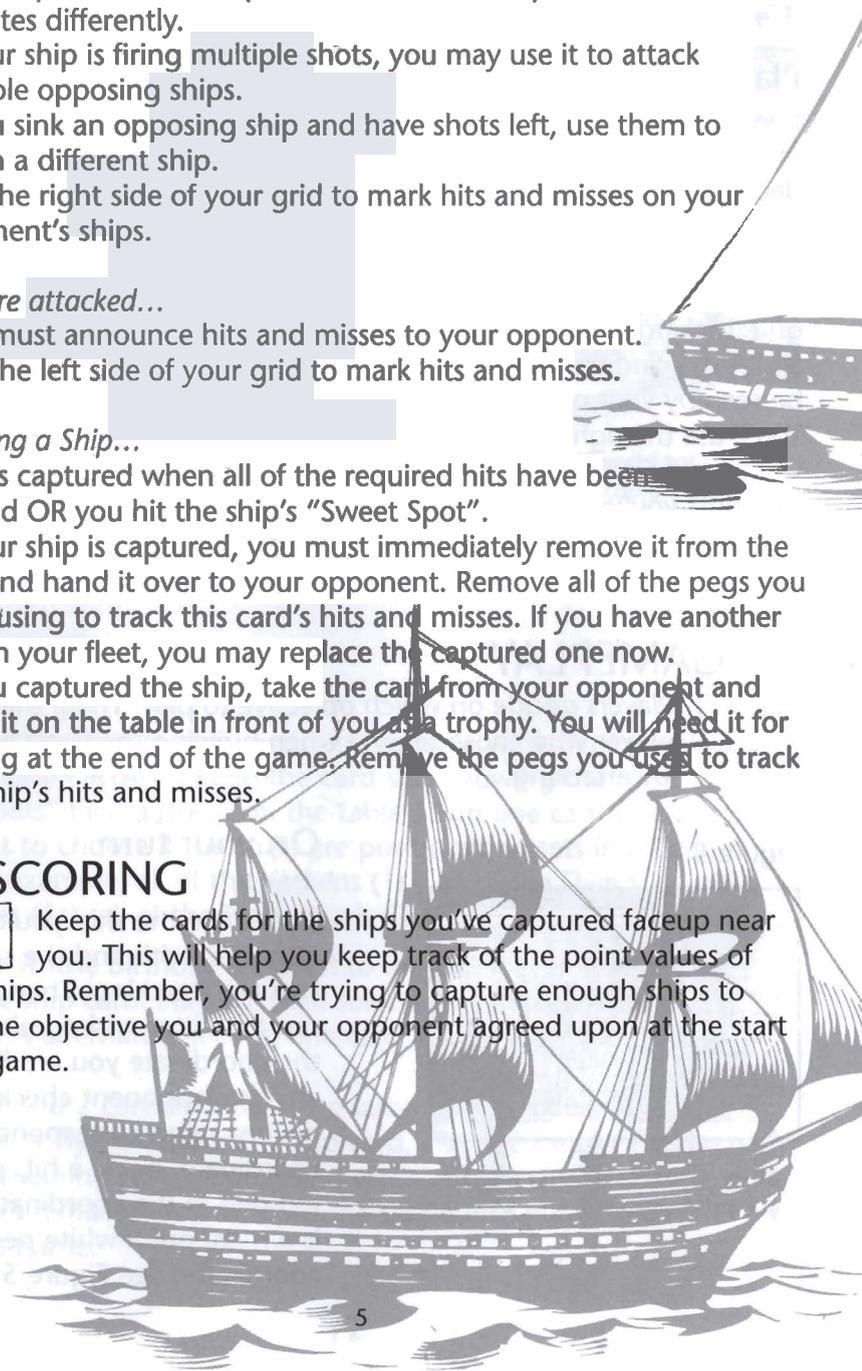
A ship is captured when all of the required hits have been recorded OR you hit the ship's "Sweet Spot".

- If your ship is captured, you must immediately remove it from the grid and hand it over to your opponent. Remove all of the pegs you were using to track this card's hits and misses. If you have another ship in your fleet, you may replace the captured one now.

If you captured the ship, take the card from your opponent and place it on the table in front of you as a trophy. You will need it for scoring at the end of the game. Remove the pegs you used to track this ship's hits and misses.

## SCORING

Keep the cards for the ships you've captured faceup near you. This will help you keep track of the point values of these ships. Remember, you're trying to capture enough ships to meet the objective you and your opponent agreed upon at the start of the game.



## WINNING

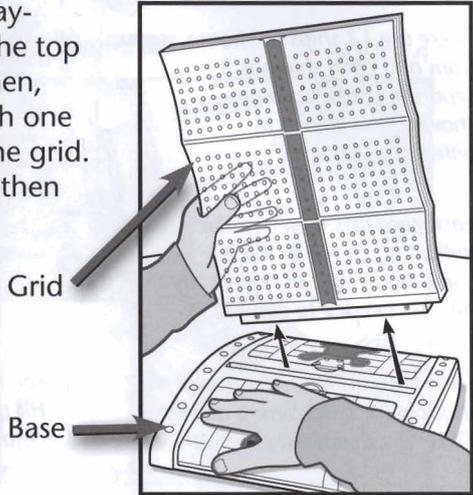
The winner is the first player to capture enough ships to meet that game's objective.

## STORAGE

When you are done playing, carefully remove the top from the grid by pulling it up. Then, while holding down the base with one hand, use the other to pull out the grid. Pull the grid out at an angle and then up. See Figure 6.

Store the ship cards and pegs in the storage chests. Then return all contents to the box for easy storage.

Figure 6



Not suitable for children under 3 years  
because of small parts - choking hazard.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD or telephone our Helpline on 00800 22427276.

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