

ELECTRONIC HAND-HELD

# BATTLESHIP®

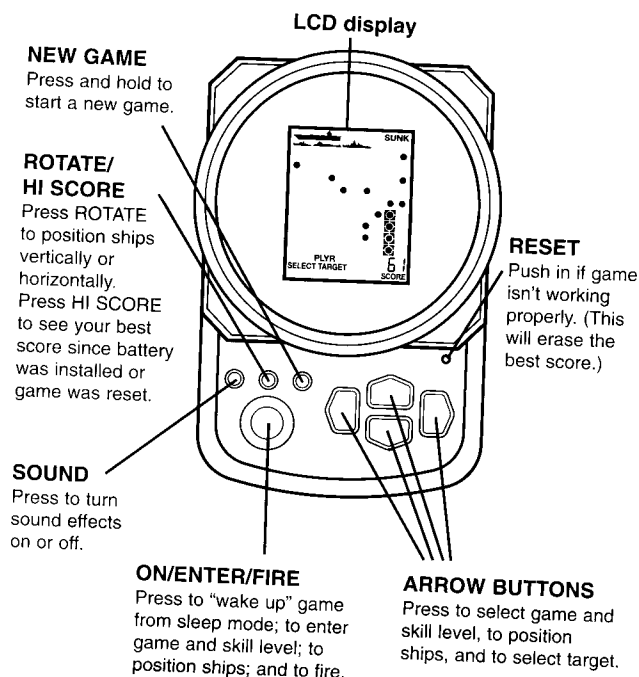
## INSTRUCTIONS

**IMPORTANT! IF THIS PRODUCT MALFUNCTIONS  
PUSH IN RESET OR TRY NEW BATTERY.**

### Object

Sink all 5 of the computer's ships before it sinks yours.

### A Look at Your Game Unit



### Game Summary

You and the computer each have your own 9-square by 10-square ocean grid. Position your fleet of 5 ships on your grid, while the computer positions its ships on its own grid. You can't see the computer's ships, and the computer can't "see" yours.

To play, you and the computer alternate turns firing missiles at targets (grid squares). Each missile you fire will either hit or miss an enemy ship. Your goal is to score enough hits to sink each ship in the computer's fleet. The chart below shows the number of hits needed to sink each ship.



**CARRIER - 5 hits**



**BATTLESHIP - 4 hits**



**DESTROYER - 3 hits**



**SUBMARINE - 3 hits**



**PATROL BOAT - 2 hits**

### The 3 Games

**Game 1** - On each turn, you fire one missile.

**Game 2** - On each turn, fire missiles until you miss.

**Game 3 (Salvo Game)** - On each turn, fire one missile for each active ship in your fleet. For example, if the computer has sunk 2 of your ships, you fire 3 missiles - once for each "unsunk" ship in your fleet.

### The 3 Skill Levels

The higher the Skill Level, the more strategically the computer plays. Your toughest challenge is to beat the computer in any game at Skill Level 3.

### How to Play

#### GETTING STARTED

**Waking up the Game:** If no buttons are pressed for one minute, the game will go into "sleep mode." To "wake up" the game, press ON/ENTER/FIRE.

**Starting a New Game:** Press and hold NEW GAME. The computer will flash SELECT GAME and display "1" as it waits for you to make your selections.

**Selecting a Game:** Press the left or right arrow to select Game 1, 2 or 3. Then press ON/ENTER/FIRE.

**Selecting a Skill Level:** Press the left or right arrow to select Skill Level 1, 2 or 3. Then press ON/ENTER/FIRE.

**Positioning Your Ships:** Press the right or left arrows to select AUTO (to choose a pre-set fleet pattern) or MANUAL (to position your ships individually on the grid). Then press ON/ENTER/FIRE.

**Auto Positioning:** If you selected AUTO, the computer will flash an almost unlimited number of pre-set fleet patterns. To scroll through the patterns, press the left or right arrow. To select a pattern, press ON/ENTER/FIRE.

**Manual Positioning:** If you selected MANUAL, the computer will flash the first of your 5 ships to be positioned on the grid. To move the ship, press the left, right, up and down arrows. To rotate the ship vertically or horizontally, move it toward the middle of the grid and press ROTATE/HI SCORE. After positioning the ship, press ON/ENTER/FIRE to position the next ship. Keep going until you've positioned all 5 of your ships. *Note:* You cannot overlap ships or rotate ships too close to the grid's edge.

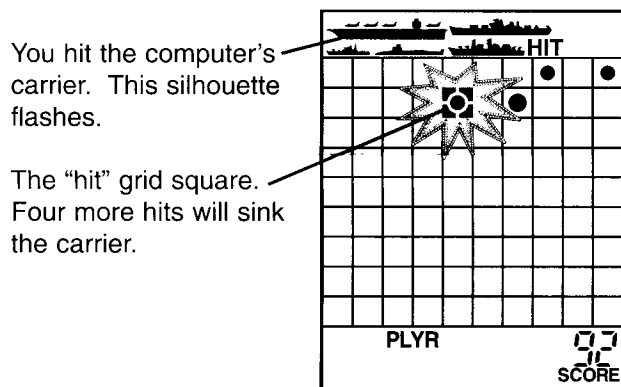
#### YOUR TURN

On your turn, the computer's grid will appear. Its ships will be hidden (unless they've been hit or sunk). Below the grid the words PLYR, SELECT TARGET and FIRE will appear.

Use the up, down, left and right arrows to move the cursor (the flashing dot) to your chosen target - any open grid square. Then press ON/ENTER/FIRE to fire a missile.

**A MISS:** If your target is *not* occupied by an enemy ship, the word MISS will flash above the grid, and a black dot will appear in the square.

**A HIT:** If your target is occupied by an enemy ship, a rippling pattern will “explode” out from the target, as shown below. The word HIT will flash above the grid, and the ship’s silhouette (above the grid) will flash. Take note of the ship you hit, so you’ll know how many more hits you’ll need to sink it.



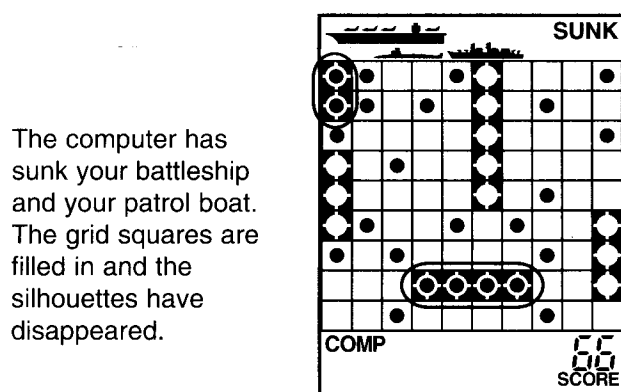
## SINKING AN ENEMY SHIP

If you hit the final grid square occupied by an enemy ship, it's sunk! The word SUNK will flash above the grid, and the ship's silhouette will flash, then disappear.

## THE COMPUTER'S TURN

On the computer's turn, your grid will appear with the word COMP below. You'll see your ships, but they'll be hidden from the computer. The computer will choose a target and fire. The same rules for hitting, missing and sinking ships apply. Your ship silhouettes (above the grid) will flash when hit, and disappear when sunk.

As the computer hits and sinks your ships, the grid squares will fill in, as shown below.



## How to Win

The first to sink the opponent's fleet of 5 ships wins the game.

**If you win:** PLYR WINS will flash below the grid, and “Anchors Aweigh” will play. Congratulations!

**If the computer wins:** COMP WINS will flash below the grid, and “Taps” will play. Try again!

## Scoring

In the lower corner of the screen, you'll see a running tally of your score during a game. A score is not tallied for the computer.

You begin each game with a score, depending on the Skill Level you select:

**Skill Level 1** (in any game): 90 points

**Skill Level 2** (in any game): 95 points

**Skill Level 3** (in any game): 99 points

During the game, you *lose* points depending on how many missiles you fire and how many hits your ships take:

**You lose 1 point** for each missile you fire

**You lose 2 points** for each hit your ships take

At the end of a game, you *gain* 2 points for each active ship remaining in your fleet. The result is your final score. Try for the best (highest) score you can get!

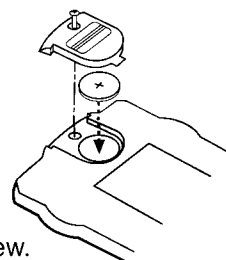
## Starting Again

To start a new game with the same game number and Skill Level, press ON/ENTER/FIRE. To start a new game with a *different* game number and/or Skill Level, press and hold NEW GAME, then follow the directions under GETTING STARTED.

## Replacing the Battery

This game is powered by one CR2032 lithium button cell battery. Install the battery as follows:

1. Loosen the screw and remove the battery cover.
2. Place the battery “+” side up into the battery compartment as shown. Then replace the battery cover and tighten the screw.



**CAUTION:** Battery may leak if improperly installed. Remove during extended storage.

## Maintenance

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the battery to reset the computer, or push in RESET.

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