

ELECTRONIC

**WATILLUM**

ADVANCED MISSION™

For 1 or 2 Players / Ages 8 to Adult

**All personnel are reminded to keep confidential material secure at all times. Log books, operational manuals, briefing notes, schedules and dispatches are to be kept locked away as per directive APDS1/3ii. Failure to observe recommended safety measures will result in disciplinary measures and may lead to Court Martial proceedings.**

### **CAUTION:**

#### **To Avoid Battery Leakage**

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.**
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.**
- 3) Always remove weak or dead batteries from the product.**

War zone 4 hours away E.T.A.  
02:00 hrs. Enemy fleet position  
estimated at Latitude 29°N,  
Longitude 47°E, moving SE @ 5  
knots. Expect Code Amber  
anytime.  
Confirm fleet configuration  
within 10 mins.

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**EQUIPMENT:** Folding game unit • 1 plastic frame containing  
10 ships • 200 white pegs • 100 red pegs • 50 blue pegs • 3 blue aircraft  
• 3 red aircraft • Label sheet

## FIRST MISSION — CHECKLIST

### 1. Apply Labels

Apply BATTLESHIP labels to both sides of the unit, as shown in Figure 1.



Figure 1

Then, flip open the peg storage compartment lids (on both sides of the game unit), and apply remaining pair of labels to the underside of each lid as shown in Figure 2.

**IMPORTANT:** One label is marked "Player 1" and the other label is marked "Player 2." Be sure to put the Player 1 label on the side of the unit with the red ON/OFF button. (See Figure 3 for ON/OFF button location.)



Figure 2

### 2. Insert Batteries

Remove the screw in the battery compartment door on the underside of the unit, and remove the door. Insert three AA-size alkaline batteries, making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

Test the batteries by pressing the ON/OFF button (see Figure 3). You should hear a voice saying «REMOTE TERMINAL ACTIVATED – INPUT NUMBER OF PLAYERS.» If you don't, the batteries may be weak or improperly installed.

### 3. Complete Set-Up

Carefully separate the ships and planes from the plastic frames. If you have difficulty, have an adult use safety scissors. Remove the pegs from the plastic bags, and divide them equally between the two players so that each has:

- 100 white MISS pegs
- 50 red HIT pegs
- 25 blue SCAN pegs\*
- 1 red plane (RECON 1)\*
- 1 blue plane (RECON 2)\*

\* used for ADVANCED MISSION only

**Note:** Each player needs only one red plane and one blue plane for the ADVANCED MISSION game. One extra plane in each color is included in case one is lost or damaged.

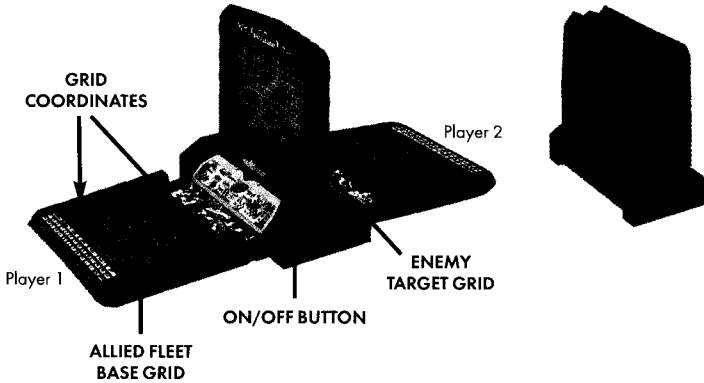
Place your pegs in the storage compartments under the flip door on both sides of the game unit, as shown in Figure 2.

# CONTROL MANUAL

**Figure 3**

GAME UNIT IN OPEN POSITION

GAME UNIT IN CLOSED POSITION



**Figure 4**

## SPECIAL WEAPONS

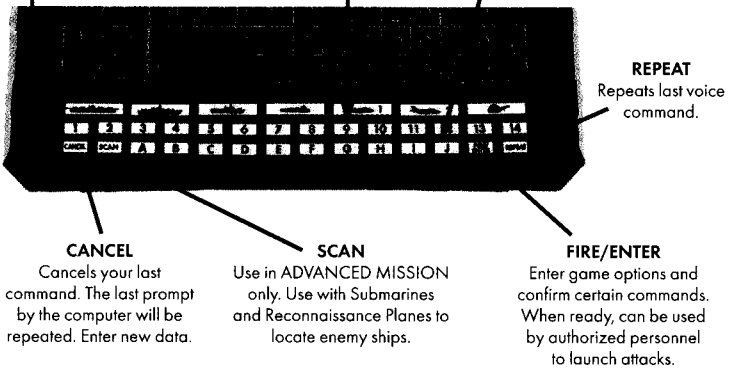
Use top row of buttons to deploy weapons with special capabilities. Use only in ADVANCED MISSION.

## NUMBER KEYS

1-14

## LETTER KEYS

A-J



## CANCEL

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

## SCAN

Use in ADVANCED MISSION only. Use with Submarines and Reconnaissance Planes to locate enemy ships.

## FIRE/ENTER

Enter game options and confirm certain commands. When ready, can be used by authorized personnel to launch attacks.

## CODE AMBER: BATTLE DEPLOYMENT

Playing Electronic BATTLESHIP is easy. All through the game, it will give you spoken commands telling you what to do next. If you make a mistake or try an invalid command, you will be helped by the computer.

To get the best from the game and to make sure you don't miss any of its many exciting features, **take the time to read through the relevant sections of this instruction book.**

The rest is up to you. Your skill and strategy will decide whether your fleet will be the one that survives and wins!

It is vital that all personnel study the Control Manual shown on the previous page. Remember, your game unit has the power to destroy an entire fleet.

**Note:** The grid cannot automatically "read" where you place your ships! You **MUST** input the coordinates of your ships before beginning each game. This is explained on the following pages.

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### MISSED AN IMPORTANT MESSAGE?

*If you aren't sure you heard the last voice message correctly, press the REPEAT button on your key pad to hear it again.*

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## START-UP SEQUENCE

(2-PLAYER GAME): Decide who is Player 1 and who is Player 2.

1. Press the ON/OFF button.
2. You will hear the unit say «REMOTE TERMINAL ACTIVATED – INPUT NUMBER OF PLAYERS.» If you are Player 1 (the player with the ON/OFF button on your side), follow the Start-up sequence (numbers 3-12) that follow. During this time, the keys on Player 2's side will be deactivated.
3. Player 1 presses the "2" number key to select a 2-player game.
4. You will hear «2-PLAYER MISSION SELECTED,» followed by «SATELLITE LINK ESTABLISHED – INPUT GAME OPTION.»
5. Choose which mission you will volunteer for (these are described on page 5):
  - 1 CLASSIC MISSION
  - 2 SALVO MISSION
  - 3 BONUS MISSION
  - 4 ADVANCED MISSION

We recommend you start with the CLASSIC MISSION. This will help you get used to the way the game plays, before moving on to more difficult missions.

## THE MISSIONS

### The Classic Mission

This is the simplest way to play and a great place to start perfecting your strategic battle skills.

You will use all five of your ships to make up a fleet, but none of your Reconnaissance Planes (these are reserved for the ADVANCED MISSION only).

On your turn, you will fire a single shot to score a hit or a miss.

The winner is the player who is first to sink all ships in the enemy fleet.

When prompted by the computer, press **number key 1** to choose this mission.

### The Salvo Mission

The Salvo Mission works in the same way as the Classic Mission. But in Salvo, you fire one shot for each one of your ships still afloat.

For example, while your fleet is still complete (even if some of your ships

have taken a hit), you will be able to fire five times on your turn. If, for instance, your fleet has lost two of its five ships, you will only be able to fire three times on your turn.

When prompted by the computer, press **number key 2** to choose this mission.

### The Bonus Mission

The Bonus Mission works in the same way as the Classic Mission with the following exception: Each time you score a hit on an enemy ship, you earn an extra turn, and so on until you miss.

When prompted by the computer, press **number key 3** to choose this mission.

### The ADVANCED MISSION

Restricted to experienced personnel. Turn to the special section, starting on page 10.

When prompted by the computer, press **number key 4** to choose this mission.

6. Follow the voice prompt by pressing the number key that matches your chosen mission. If you press number 1, you will hear «CLASSIC MISSION SELECTED.»

7. You'll then hear «PLAYER 1, ENTER FLEET CONFIGURATION.» Choose one of two options by pressing the appropriate number key:

### CUSTOM CONFIGURATION

**Number key 1.** This allows you to deploy your fleet by choosing the

position of each of your ships yourself. See page 6.

### AUTO CONFIGURATION

**Number key 2.** This lets you choose one of 100 different predetermined deployment formations. See pages 22-31 for your choice of configurations.

**Note:** Player 1 always plays on the side labeled Player 1 (the side with the ON/OFF button).

## CUSTOM CONFIGURATION

**8.** To select Custom Configuration, press number key 1. You will hear «CUSTOM CONFIGURATION SELECTED,» then the voice of the Aircraft Carrier Captain saying «AIRCRAFT CARRIER REPORTING» and finally, a voice from the Central Intelligence System (C.I.S.) with the prompt «ENTER COORDINATES, PLAYER 1.»

You will now need to position each of your ships somewhere on your base grid. Start with your Aircraft Carrier.

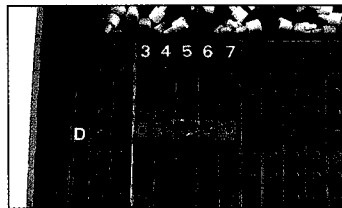
**9.** Place the plastic Aircraft Carrier in a location of your choice on your base grid by inserting its plastic tabs into the grid. Ships can be placed vertically or horizontally, but never diagonally.

**10.** Now enter the coordinates that match the position of your Aircraft Carrier into the computer.

To do this, you only need to key in two sets of coordinates: one set for one end of the ship and a second set for the other end of the ship, before pressing FIRE/ENTER to confirm.

In the case of the Aircraft Carrier, which takes up five spaces on the grid, you might enter coordinates A1 and A5 for a horizontal position (or perhaps, B3 and F3 for a vertical position). The computer automatically fills in the spaces in between and registers that your Aircraft Carrier is located over those five spaces on the grid.

**Note:** The computer does this for all ships in your fleet, except the Patrol Boat, which only covers two spaces. In this case, simply enter both sets of coordinates.



**Figure 5:** To enter the position of this Aircraft Carrier, you only need to enter coordinates D3 and D7. The computer will automatically enter the other spaces in between.

## To Enter Coordinates

Always press the letter key first (A-J), followed by the number key (1-14). If you make a mistake at any point, press the CANCEL button. You will hear the same prompt, for example, «AIRCRAFT CARRIER REPORTING – ENTER COORDINATES,» asking you to try again.

If you try to enter coordinates which the computer will not accept, you will hear «INCORRECT COORDINATES.» This might be because you are trying to place an Aircraft Carrier too close to the **edge** of the grid, for example, or, later in the setup procedure, when you try to place a ship over a space that is already occupied. When you hear this message, simply enter a new set of coordinates.



When you have entered correct coordinates for your Aircraft Carrier, press the FIRE/ENTER button. Your game unit will automatically register the information.

**11.** You will now hear the next prompt from the computer «BATTLESHIP REPORTING» and «ENTER COORDINATES.» Repeat the same sequence as above: choose the position for your Battleship on the grid (remember it takes up four spaces), place your plastic Battleship, key in two sets of coordinates, then confirm by pressing FIRE/ENTER.

**12.** Your game unit will prompt you to complete the programming for all ships in your fleet, continuing with your Destroyer and Submarine and finishing with your Patrol Boat.

**13. PLAYER 2:** When programming is complete for Player 1, you will hear «REMOTE TERMINAL ACTIVATED – ENTER FLEET CONFIGURATION, PLAYER 2.» The other side of the game unit is now activated for Player 2. If you are Player 2, it is now your turn to follow the same programming procedure, as described in points 7-12 above.

**Note:** Player 2 can choose Auto Configuration (see page 21), even if Player 1 has chosen a Custom Configuration and deployed his/her ships one by one. The reverse also applies: If Player 1 chose Auto Configuration, Player 2 can choose Custom Configuration.

**14.** When both players' sides have been programmed, you will hear... «GENERAL QUARTERS, GENERAL QUARTERS, MAN YOUR BATTLE STATIONS – THIS IS NOT A DRILL – REPEAT – THIS IS NOT A DRILL!»

The waiting is over. The time for preparation is up. Your enemy is within radar range and the cold voice of the C.I.S. rings out: «AWAITING ORDERS FROM PLAYER 1...»

#### **AUTOMATIC SHUTOFF**

Your game unit will shut off automatically after 10 minutes if no keys have been pressed.

If no keys have been pressed for one minute, you will hear «AWAITING ORDERS FROM PLAYER 1 (or 2).» This is a prompt to warn you that your game unit is going to shut down. You will hear two further signals at one-minute intervals. The unit will then switch off approximately seven minutes later. To "wake up" your unit during this 10-minute shutoff phase and continue the game where you left it, press the REPEAT button. You will hear the last voice command again, to remind you of where you were in the game.

As the game unit switches off (whenever you press the ON/OFF button or when the unit goes into automatic shutoff), you will hear three "beeps" and the lights will flash three times.

**Note:** Once the game unit is switched off, the current game will be lost.

## CODE RED: PLAYING THE GAME

Throughout the battle, you will receive messages and information from your Central Intelligence System (C.I.S.). The C.I.S. will confirm your orders and report back on the results of your attacks. You will also be in constant live satellite contact with each of the ships' captains at the battle scene. As the conflict develops, use this information to plan your next attack and develop your strategy.

1. When you hear «AWAITING ORDERS FROM PLAYER 1...» insert a white peg in a location of your choice on the upright target grid – this represents the area occupied by your opponent's fleet. Now read off the corresponding letter down the side and the number along the top to identify the peg's position. See Figure 6.

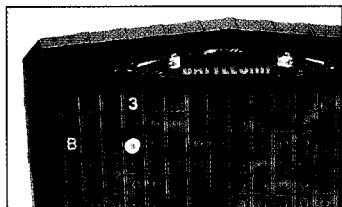


Figure 6: This target is located at B3.

2. Now enter those coordinates into the computer by pressing the matching letter and number keys on your game unit, and then press the FIRE/ENTER button!

The red light on the game unit will flash to indicate that your missile has been launched.

3. **Hit or Miss?** When the missile reaches its target, you will be able to tell from the sound whether you have scored a hit or a miss.

- **If you hit a ship**, you'll hear the explosion, then your ship's captain saying «RADAR CONFIRMS HIT AT...» followed by the coordinates you entered. Replace the white peg on your upright target grid with a red one to indicate a "Hit."

Your opponent records the hit by inserting a red peg in the corresponding space on his/her plastic ship. See Figure 7.

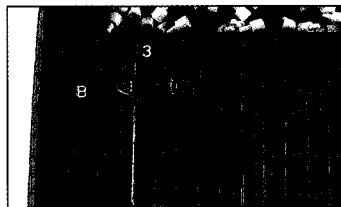


Figure 7: You hit a ship located at target B3. You'll hear: «RADAR CONFIRMS HIT AT BRAVO 3.»

- **If you miss**, you'll hear only the sound of the missile launch, followed by a deathly silence, then, for example, «RADAR CONFIRMS MISS AT BRAVO 3.» There is no ship located over your target space. Leave the white peg on your upright target grid in position. This now indicates a "Miss."

4. After firing one shot, your turn ends and you'll hear the C.I.S. say «AWAITING ORDERS FROM PLAYER 2.» It's now your opponent's turn to choose a target and follow steps 1-3 above.

5. Keep taking turns, firing shots at the enemy. By keeping an accurate record of where you scored a hit or a miss (using the pegs on your upright target grid), you'll begin to see where your opponent has placed his/her ships.

**Note:** If you score a hit on an enemy ship, and later in the battle you land a hit on the same space, this will be reported as a miss.

### Sinking a Ship

When you score a hit that sinks a ship (when all of its spaces have been hit), the computer will let you know. For example, a third hit on a Destroyer will sink it, and you will hear the C.I.S. confirm «TARGET NEUTRALIZED – DESTROYER SUNK.»

### Winning the Game

6. When you have sunk the fifth and final enemy ship, the C.I.S. will announce «ENEMY FLEET DESTROYED – CONGRATULATIONS, ADMIRAL!» You've won the battle!

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### ULTRA TOP-SECRET MISSIONS

*For missions where the utmost security is required, you may place ships on your **upright grid** and use your **base grid** to keep track of hits and misses.*

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*All Naval personnel must use the international maritime alphabet to refer to the letters in the grid coordinates. Use the chart below as a reminder:*

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

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### Starting a New Game

To play a new game, press the ON/OFF button to switch the unit off. Remove, sort and store the pegs from your upright target grid and then press the ON/OFF button again to switch the unit back on. This will return you to the very beginning of the setup procedure (if you want to choose between 2-player or solo play, or select another mission).

If you have finished playing, press the ON/OFF button once and place all ships and pegs in their storage areas. Close the game unit.

### Entered the Wrong Coordinates?

If you make a mistake or change your mind, you can change the letter or number of your chosen target, as long as you do so before pressing the FIRE/ENTER button. Press CANCEL immediately after pressing the letter or number key and make another choice.

## ADVANCED MISSION

Reserved for experienced personnel only, the ADVANCED MISSION presents new threats and opportunities. Its special features are summarized below and described in detail over the following pages.

- Your Aircraft Carrier is equipped with two Exocet Missiles, which can fire in two distinct Firing Patterns.
- You can launch two Reconnaissance Planes from the deck of your Aircraft Carrier to fly over enemy air space and report back using different scanning patterns.
- Your Battleship is equipped with one devastating Tomahawk Missile.
- Your Destroyer can fire two Apache Missiles with two Firing Patterns.
- Your Submarine can fire two Torpedoes, in four different directions, sweeping right across the enemy target zone. In addition, your sub can scan for enemy ships in the area.
- You can defend against enemy Recon Planes with your own Anti-aircraft Guns.

### Selecting the Advanced Mission

Follow the normal Start-up steps 1-5 (see page 4), and select the ADVANCED MISSION by pressing number key 4. You will hear «ADVANCED MISSION SELECTED.» Complete the Start-up procedure as normal, following the voice prompts.

### Programming the Recon Planes

If you chose Custom Configuration, you will need to input the position of your Recon Planes. After you complete Step 12 of the Start-up sequence and have entered the coordinates for your Patrol Boat (see page 7), you will hear «RECON 1 REPORTING – ENTER COORDINATES.»

Recon Planes can only be placed aboard your Aircraft Carrier at the start of the game. Enter any one of the five coordinates that correspond to the position of your Aircraft Carrier and press FIRE/ENTER. If you try to place a Recon Plane anywhere else, you will be asked to try again.

**Note:** When the C.I.S. says RECON 1, it's the **red** plane. RECON 2 is the **blue** plane.

Follow the prompts and place your second Recon Plane aboard your Aircraft Carrier.

Normal programming will now resume (see Step 13 on page 7).

When you choose any of the 100 Auto Configuration deployment formations (pages 22-31) after selecting ADVANCED MISSION, your Aircraft Carrier will be deployed with two Recon Planes in position and ready for action.

In both Auto and Custom Configuration, place the matching plastic Recon Plane on the base grid of your unit by inserting its tab into the Aircraft Carrier, so that the position of the plane matches the coordinates registered by the computer.

### Playing the ADVANCED MISSION

On your turn, play the game as you would a Classic Mission. With the ADVANCED MISSION, however, you can bring special weapons into play. Here's how...

### USING YOUR SPECIAL WEAPONS

To use a special weapon on your turn, simply press one of the buttons along the top row of your key pad, as described below and on the following pages.

**Note:** These buttons are deactivated during a Classic, Salvo or Bonus Mission.

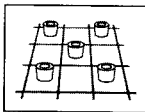
When selecting grid coordinates for special weapons or scanning, make sure each coordinate is appropriately located. If not, you will hear «INCORRECT COORDINATES.»

### AIRCRAFT CARRIER 2 EXOCET MISSILES

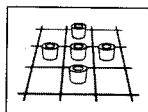
1. Press the Aircraft Carrier button. You will hear «AIRCRAFT CARRIER REPORTING – LAUNCH CODE ACCEPTED – EXOCET MISSILE ARMED» and then «ENTER FIRING PATTERN.»

The Aircraft Carrier can launch its Exocet Missiles in two distinct Firing Patterns:

Figure 9:



Firing Pattern 1



Firing Pattern 2

2. Look at your upright target grid and decide where you want your Exocet Missile to land. Your choice of Firing Pattern will depend on where you think your enemy might have deployed his/her fleet. Insert five white pegs on your target grid to mark your Firing Pattern.

3. Activate your chosen Firing Pattern by pressing the corresponding number key (1 or 2). You will hear, for example, «FIRING PATTERN 1 SELECTED, ENTER TARGET COORDINATES.»

4. Enter the coordinates for the space in the **center** of the Firing Pattern only (the computer will take care of the other four spaces, matching your chosen Firing Pattern). If you make a mistake when keying in your coordinates, press CANCEL immediately and, when prompted, try again. If you have chosen a set of coordinates which the computer will not accept, you will hear «INCORRECT COORDINATE.» Enter new coordinates.

5. Press FIRE/ENTER to confirm your orders. You will hear «TARGET CONFIRMED – FIRE WHEN READY.»

6. Press FIRE/ENTER. The red light on the game unit will flash, and you will hear an explosion if you have hit one or more ships and planes, or nothing if all of the spaces covered by your chosen Firing Pattern were free of ships and planes.

**Note:** Remember, if your enemy sinks your Aircraft Carrier before you use your Exocet Missiles, they are destroyed.

### Strike Capability

During any mission, you will only be able to use two Exocet Missiles (and only one on a turn). You can use a different Firing Pattern for each, or the same for both launches.

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### KEEPING TRACK

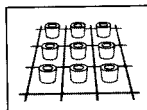
*Hits and misses will be confirmed by the computer. As you listen to the voice of your Captain, mark the hits on your upright target grid by replacing the white pegs with red ones, and leave the white pegs for any misses where they are.*

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## BATTLESHIP 1 TOMAHAWK MISSILE

1. Press the Battleship button. You will hear «BATTLESHIP REPORTING – ACTIVE RADAR GUIDANCE SYSTEMS OPERATIVE – TOMAHAWK MISSILE ARMED» and then «ENTER TARGET COORDINATES.»

The Battleship's Tomahawk Missile will hit any ships in a square covering nine spaces.



**Figure 10:** The Tomahawk Missile will hit all ships in a square area of nine spaces.

2. Look at your upright target grid and decide where you want your Tomahawk Missile to hit. Insert nine white pegs on your target grid to mark your Firing Pattern.

3. Enter the coordinates for the space in the **center** of the Firing Pattern only (the computer will take care of the other eight spaces that surround it). If you make a mistake when keying in your coordinates, press CANCEL immediately and, when prompted, try again. If you have chosen a set of coordinates which the computer will not accept, you will hear «INCORRECT COORDINATE.» Enter new coordinates.

4. Press FIRE/ENTER to confirm your orders. You will hear «TARGET LOCKED ON – FIRE WHEN READY.

5. Press FIRE/ENTER. The red light on your unit will flash, and you will hear an explosion if you have hit one or more targets, or nothing if all of the spaces covered by the Tomahawk's Firing Pattern were free of ships and planes.

**Note:** Remember, if your enemy sinks your Battleship before you use your Tomahawk Missile, that missile is not available anymore.

### Strike Capability

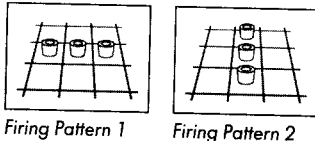
During any mission, you will only be able to use one Tomahawk Missile. Although this means you will have to choose carefully when to use it, remember that its effect is devastating!

## DESTROYER 2 APACHE MISSILES

1. Press the Destroyer button. You will hear «DESTROYER REPORTING – TARGET WINDOW ACHIEVED – APACHE MISSILE ARMED» and then «ENTER FIRING PATTERN.»

The Destroyer can launch its Apache Missiles in two distinct Firing Patterns:

Figure 11:



2. Look at your upright target grid and decide where you want your Apache Missile to hit. Your choice of Firing Pattern will depend on where you think your enemy might have deployed his/her fleet. Insert three white pegs on your upright target grid to mark your Firing Pattern.

3. Activate your chosen Firing Pattern by pressing the corresponding number key (1 or 2). You will hear, for example, «FIRING PATTERN 1 SELECTED, ENTER TARGET COORDINATES.»

4. Enter the coordinates for the space in the **center** of the Firing Pattern only (the computer will take care of the other two spaces, matching your chosen Firing Pattern). If you make a mistake when keying in your coordinates, press CANCEL immediately and, when prompted, try again.

If you have chosen a set of coordinates which the computer will not accept, you will hear «INCORRECT COORDINATE.» Enter new coordinates.

5. Press FIRE/ENTER to confirm your orders. You will hear «GUIDANCE SYSTEMS ON-LINE -- FIRE WHEN READY.»

6. Press FIRE/ENTER. The red light on your unit will flash, and you will hear an explosion if you have hit one or more targets, or nothing if all of the spaces covered by your chosen Firing Pattern were free of ships and planes.

### Strike Capability

During any mission, you will only be able to use two Apache Missiles (and only one on a turn). You can use a different Firing Pattern for each, or the same for both launches.

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### SUNK OR OUT OF AMMO?

*If you try to call on a ship's special weapons when that ship has been sunk or if you have used all the ammunition available (for example, after you have used your Aircraft Carrier's two Exocet Missiles), you will hear, for example, «AIRCRAFT CARRIER SUNK» or «MISSILE UNAVAILABLE.» You will then be asked for new orders.*

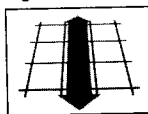
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## SUBMARINE 2 TORPEDOES

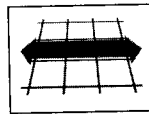
1. Press the Submarine button. You will hear «SUBMARINE REPORTING -- PERISCOPE DEPTH AND STABLE -- TORPEDO ARMED» and then «ENTER FIRING PATTERN.»

2. The Submarine can launch its Torpedoes in two distinct Firing Patterns:

Figure 12:



Firing Pattern 1  
Vertical



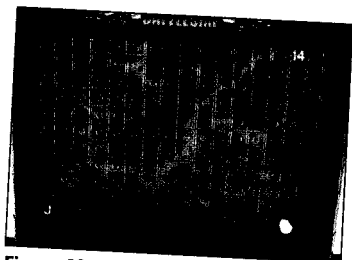
Firing Pattern 2  
Horizontal

Each Torpedo will travel in a straight line from a point along the **edge** of the grid, which you select. Depending on the Firing Pattern you select, it will travel vertically or horizontally from one side of the grid to the other. If it hits a target along its course, the Torpedo will explode and travel no further.

Look at your upright target grid and decide along which line of spaces you want your Torpedo to travel. Your choice of Firing Pattern will depend on where you think your enemy might have deployed his/her fleet. According to whether you wish to fire a Torpedo vertically (Firing Pattern 1) or horizontally (Firing Pattern 2), press the corresponding number key to select your Firing Pattern. You will hear the computer confirm with, for example, «FIRING PATTERN 1 SELECTED» and then «ENTER PATH COORDINATES.»



3. The direction in which the Torpedo travels is determined by the point from which it starts its course. To activate your chosen Firing Pattern, simply enter the coordinates for the space at the **edge** of the upright target grid that marks the starting point of your Torpedo's course. Insert a white peg on the grid to mark that starting point. See Figure 13.



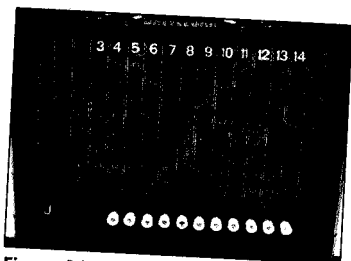
**Figure 13:** You've not fired at any targets along this line yet and you suspect there might be an enemy ship somewhere along this axis. Choose Firing Pattern 2 to fire your Torpedo horizontally across the grid, and choose space J14 as your starting point. Your Torpedo will travel westward from right to left.

If you make a mistake when keying in your coordinates, press CANCEL immediately and, when prompted, try again. If you have chosen a set of coordinates which the computer will not accept, you will hear «INCORRECT COORDINATE.» Enter new coordinates.

4. Press FIRE/ENTER to confirm your orders. You will hear «TUBES 1 TO 14 FLOODED – FIRE WHEN READY.»

5. Press FIRE/ENTER. The red light on your unit will flash, and you will hear an explosion if you have hit a target along your chosen line of fire. You will hear «SONAR CONFIRMS HIT AT...» followed by the coordinates of the space where the Torpedo hit a target. Once your Torpedo has hit a target, it does not travel any further along its course. There may still be ships lurking further along!

Mark the hit on your upright target grid by placing a red peg on the target space where you made a hit, and place a line of white pegs from the point on the **edge** of the grid where you launched the Torpedo up to the point where you hit a target. See Figure 14.



**Figure 14:** Your Torpedo hit a target at J3, but misses from J14 to J4.

If there were no ships along the axis you chose, you will hear a different sound effect as the Torpedo disappears out of range. Mark the entire line with white pegs. The computer will ask the next player to play.

## Strike Capability

During any mission, you will only be able to use two Torpedoes (and only one on a turn). You can fire in different directions for each launch, or the same if you so choose.

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## STRATEGY HINT

*Even if your Torpedo fails to hit a target along an entire row or column, all is not lost! At least you can mark that row with white "Miss" pegs and not waste time and ammunition firing at those spaces again.*

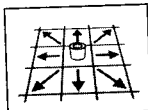
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## SCANNING AND RECONNAISSANCE

Instead of firing a weapon on your turn, you may use one of the following devices.

### UNDERWATER SONAR SCANNING

Your Submarine has the capability to detect enemy activity in a given area by emitting sonar waves under the sea. The sonar's ability is limited to scanning an area of nine spaces at a time (3 by 3 spaces) and cannot confirm the exact position of ships within that area or the number of ships.



**Figure 15:** Your Submarine will scan a square on nine target spaces.

1. Press the SCAN button.

2. Press the Submarine button. You will hear «SUBMARINE REPORTING – PERISCOPE DEPTH AND STABLE – SONAR ON-LINE» followed by «ENTER COORDINATES FOR SONAR SWEEP.»

3. Enter the coordinates for the space in the **center** of the sonar scanning pattern only (the computer will take care of the other eight spaces that surround it). If you make a mistake when keying in your coordinates, press CANCEL immediately and, when prompted, try again. If you have chosen a set of coordinates which the computer will not accept, you will hear «INCORRECT COORDINATE.» Enter new coordinates.

Insert a **blue** "Scan" peg into your upright target grid in the same position as the coordinates you just entered.

4. Press SCAN to confirm your orders and send out the sonar beam. If the scan finds something in your target area, you will hear «SONAR SYSTEM DETECTS ENEMY CRAFT – PRECISE LOCATION UNCONFIRMED.» Even though you cannot determine where the enemy lies, insert eight more blue pegs around the one you just placed on your upright target grid. This will highlight the area as one which conceals an enemy presence. On subsequent turns, you can concentrate your attacks in this area.

If the scan finds nothing in your target area, you will hear «SONAR SYSTEM CONFIRMS CLEAR WATERS.» You now know there are no enemy ships in the area and can mark all nine spaces covered by the scan with white "Miss" pegs. Even though you have found nothing in the area of your scan, the sonar can help you narrow down the precise location of the enemy.

You can make as many scans during a game as you want to (one per turn), as long as your Submarine has not been sunk. If this happens and you try to use its scan capability, you will hear «SUBMARINE SUNK.» You will then be asked for new orders.

### AIRBORNE RECONNAISSANCE JET PLANES

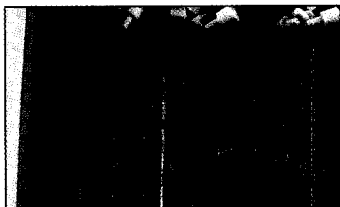
Unlike the Submarine, which can only give you an approximate indication of enemy presence in a given area, the Reconnaissance (or Recon) Planes can pin-point accurately whether an enemy ship lies over a specific target space.

On your turn, you can either move a Recon Plane or scan with it.

#### Moving Recon Planes

At the start of any ADVANCED MISSION, your two Recon Planes will be located on your Aircraft Carrier. See Figure 16.

**Note:** The game comes with an extra blue and an extra red plastic Recon Plane, should you lose or damage one.



**Figure 16:** Your two Recon Planes are ready for action.

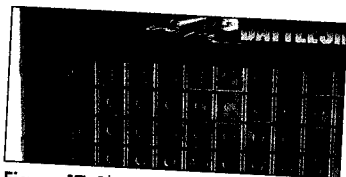
To explore enemy territory, you'll want to send your Recon Planes into the battle zone so that they can report back. Moving a Recon Plane counts as one turn. You cannot move a Recon Plane and carry out a scan (or make an attack) on the same turn.

To move your Recon Planes, follow the steps below:

1. Decide which of your two Recon Planes you will move and press the matching Recon Plane button on your key pad (RECON 1 for red plane, RECON 2 for blue plane). You will hear, for example, «RECON 1 REPORTING» followed by «ENTER TARGET COORDINATES.»

2. Choose the grid coordinates on your upright target grid and place your Recon Plane into that space on the grid. See Figure 17 on the following page.

**Note:** Do not announce these coordinates to your opponent, who would then be able to shoot your plane down with Anti-aircraft Guns!



**Figure 17:** Place your Recon Plane over enemy territory on the upright target grid.

3. Now press the corresponding letter and number keys and press FIRE/ENTER. You will hear the sound of your Recon Plane as it makes its way across the sky.

If you try to call a Recon Plane into action which has been destroyed, when you press its matching key on your game unit you will hear, for example, «RECON 1 DESTROYED.» If you can, call on your second Recon Plane!

**Note:** Even if your Aircraft Carrier is sunk, you can keep using your Recon Planes, as long as:

1. They left the Aircraft Carrier before it was sunk.
2. They were not hit while on the Aircraft Carrier.
3. They are not shot down by enemy Anti-aircraft Guns.

(explained below)

### Using Recon Planes to Scan for Enemy Vessels

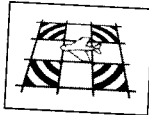
Tracking the enemy with one of your Recon Planes counts as one turn. You cannot scan and move a Recon Plane (or make an attack) on the same turn.

To find out exactly what lies in a given area of your enemy target zone, do the following:

1. Press the SCAN button. Select one of your Recon Planes by pressing its corresponding key (1 or 2) on your game unit. You will hear, for example, RECON 1 REPORTING – ALTITUDE REACHED – EARLY WARNING SYSTEMS ON LINE.»

2. The plane will scan four of the spaces immediately surrounding it. There are two scanning patterns available:

**Figure 18:**



Scanning Pattern 1



Scanning Pattern 2

**Note:** Recon Planes cannot scan the actual square they are over.

### STRATEGY HINT

It's a good idea to move your Recon Planes off your Aircraft Carrier early in the game. Once they have taken off, they fly over enemy air space and cannot be hit by enemy gunfire aimed at your ships. If your Aircraft Carrier takes a hit on one of the spaces where a Recon Plane is still stationed, not only will the Aircraft Carrier take some damage (or be sunk), your Recon Plane will be lost, too. If your Recon Plane is hit onboard your Aircraft Carrier, remove the plastic Recon Plane from the game and place a red "Hit" peg in your Aircraft Carrier.

Choose which of the two scanning patterns you want your Recon Plane to emit and press the corresponding number key. You will then hear, for instance, «SURVEILLANCE PATTERN 1 SELECTED.»

3. Press SCAN. You will then hear the result of the Recon scan.

**If enemy ships have been sighted,** you will hear «ENEMY SIGHTED – COORDINATES CONFIRMED AT...» followed by the coordinates of the space or spaces on which an enemy presence has been confirmed.

Place a blue plastic peg into each of the target spaces called out where ships are present, and white pegs on the spaces scanned where no enemy has been sighted. If you didn't hear all the spaces, press REPEAT to listen to the message again.

On your future turns, you can fire at any enemy ship you have located.

**If the scan revealed nothing,** you will hear «NO ENEMY SIGHTED.» Place white pegs in all four spaces scanned on the enemy target grid.

**Note:** During the game, it's possible you may need to place a peg on the same space as a Recon Plane. Do this by lifting out the Recon Plane, inserting the colored peg and placing the Recon Plane into the top of the peg as shown in Figure 19.



Figure 19

## ANTI-AIRCRAFT GUNS

Instead of firing at an enemy ship on your turn, you can defend yourself against enemy Recon Planes flying over your fleet by firing your Anti-aircraft Gun.

You will first need to identify the approximate position where you think an enemy Recon Plane is flying. Listen carefully to the coordinates called out when your enemy uses one of his/her Recon Planes to scan your fleet. This will help you narrow down the area where the plane is likely to be.

1. To use your Anti-aircraft Gun, press the Anti-aircraft button on the top row of your key pad. You will hear «BANDIT SIGHTED CLOSING IN AT 5,000 FEET – INPUT COORDINATE.»

2. Enter the coordinates for the space on your own fleet's grid where you think the enemy Recon Plane is flying, then press FIRE/ENTER to confirm. If you change your mind at any stage, press the CANCEL button.

3. You will then hear «LOCKED AND LOADED – FIRE WHEN READY.»

4. Press FIRE/ENTER to attack and listen to the result of your anti-aircraft attack.

• **If you scored a hit**, you will hear an explosion and the message «BIRD DOWN! BIRD DOWN!»

• **If you missed**, you will hear the message «TARGET OUT OF RANGE.»

**Note:** When both enemy Recon Planes have been shot down, your Anti-aircraft button will be deactivated.

## SOLO PLAY

You can also play BATTLESHIP by challenging the computer. To go it alone, open the Player 1 side of the game unit (the side with the ON/OFF button) and follow the Solo Start-up sequence below.

1. Press the ON/OFF button on your game unit.

2. You will hear «REMOTE TERMINAL ACTIVATED – INPUT NUMBER OF PLAYERS.»

3. Press the “1” number key to select Solo Play.

4. You will hear «1-PLAYER MISSION SELECTED,» followed by «INPUT SKILL LEVEL.» Press your choice of number keys 1, 2 or 3 to select your chosen level of difficulty. You will hear your choice confirmed with, for example, «SKILL LEVEL 1 SELECTED» followed by «SATELLITE LINK ESTABLISHED – INPUT GAME OPTION.»

5. Now follow Steps 5-7 (on pages 4-5) to select which Mission you will volunteer for, and then select Custom or Auto Configuration.

When you have completed the Start-up sequence, you will hear the prompt «AWAITING ORDERS FROM PLAYER 1.» You are ready for battle!

## Code Red: Battle Stations!

In a Solo game, play as you would during a 2-player game. At the end of your turn, the computer will automatically take it's turn just as if you were facing a human opponent.

Listen for the result of the enemy attack and, when prompted, take your next turn. Plan your strategy carefully and depending on the Skill Level chosen, prepare to outwit the enemy!

If you need to hear any of the prompt again, press the REPEAT button.

---

## 3 SKILL LEVELS

*Skill Level 1 is the easiest. Skill Level 3 is the most challenging. The difference between the levels is the speed at which the computer will analyze and decipher your battle strategy. Whenever the computer scores a hit or a miss, it gathers information about the possible position of your fleet. The higher the Skill Level, the better the computer performs this function... and the harder it will be for you to defeat the enemy.*

---

## AUTO CONFIGURATION

Read **Steps 1-7** under the START-UP SEQUENCE (2 PLAYER GAME) section on pages 4-5. If you wish to select one of the 100 predetermined deployment formations stored in the computer, follow the steps below:

**8.** To select Auto Configuration, press number key 2. You will hear «AUTO CONFIGURATION SELECTED – ENTER COORDINATES.»

Check through the 100 available deployment formations (see pages 22-31). When you have found one that suits your battle strategy, enter its coordinates by pressing the appropriate letter and then number key.

If you make a mistake at any point, press the CANCEL button. You still hear the same prompt «AUTO CONFIGURATION SELECTED – ENTER COORDINATES» asking you to try again.

If you try to enter coordinates which the computer will not accept, you will hear «INCORRECT COORDINATES.» This might be because you have keyed in a set of coordinates that does not correspond to any of the options available. When you hear this message, check the coordinates for your chosen configuration and enter them again.

When you have correctly keyed in your chosen coordinates, press FIRE/ENTER to confirm.

**Note:** All 100 configurations include Reconnaissance Planes that only come into play in the ADVANCED MISSION (see pages 10-19). Place the plastic Recon Planes into position on your Aircraft Carrier only when playing an ADVANCED MISSION.

**9.** Now place the matching plastic ships on your base grid by inserting their tabs into the grid, so that the positions of your ships match those of your chosen Auto Configuration.

**10.** If you are Player 1 and have finished entering Auto Configuration, Player 2 will now hear «REMOTE TERMINAL ACTIVATED – ENTER FLEET CONFIGURATION.» It is now Player 2's turn to choose Custom Configuration (see page 6) or Auto Configuration as described above.

When both players have programmed their sides, you will hear «GENERAL QUARTERS, GENERAL QUARTERS, MAN YOUR BATTLE STATIONS – THIS IS NOT A DRILL – REPEAT – THIS IS NOT A DRILL!» and «AWAITING ORDERS FROM PLAYER 1...»

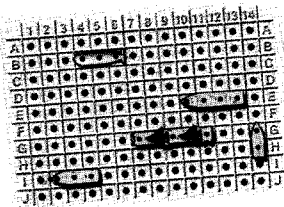
Now turn to page 8.

# DEPLOYMENT FORMATIONS

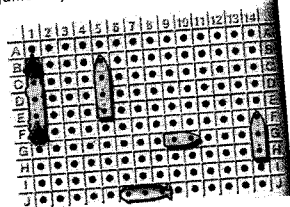
Red and blue Recon Planes are for ADVANCED MISSION game only.



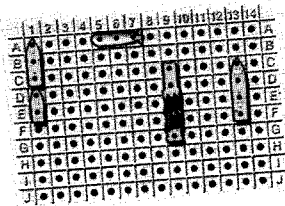
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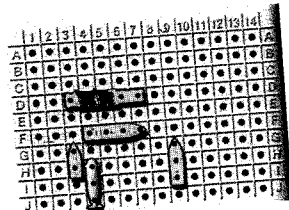
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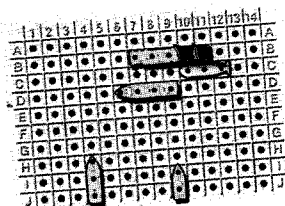
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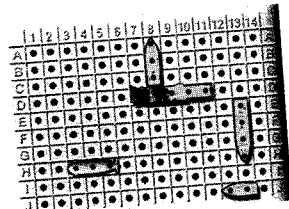
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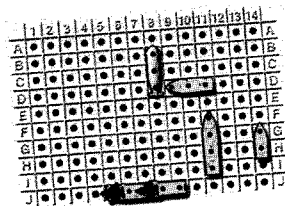
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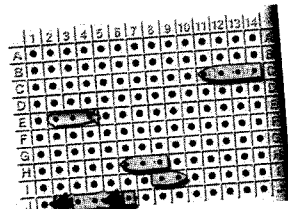
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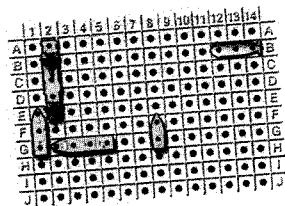
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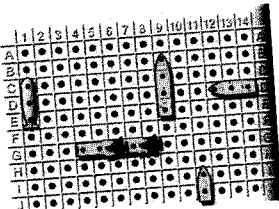
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**A9**



**A10**







**B1**

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G	.	.	.	.	.	.	.	.	.	.	.	.	.	.	G
H	.	.	.	.	.	.	.	.	.	.	.	.	.	.	H
I	.	.	.	.	.	.	.	.	.	.	.	.	.	.	I
J	.	.	.	.	.	.	.	.	.	.	.	.	.	.	J

**B9**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
A	.	.	.	.	.	.	.	.	.	.	.	.	.	.	A
B	.	.	.	.	.	.	.	.	.	.	.	.	.	.	B
C	.	.	.	.	.	.	.	.	.	.	.	.	.	.	C
D	.	.	.	.	.	.	.	.	.	.	.	.	.	.	D
E	.	.	.	.	.	.	.	.	.	.	.	.	.	.	E
F	.	.	.	.	.	.	.	.	.	.	.	.	.	.	F
G	.	.	.	.	.	.	.	.	.	.	.	.	.	.	G
H	.	.	.	.	.	.	.	.	.	.	.	.	.	.	H
I	.	.	.	.	.	.	.	.	.	.	.	.	.	.	I
J	.	.	.	.	.	.	.	.	.	.	.	.	.	.	J

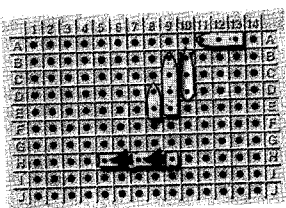
**B10**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
A	.	.	.	.	.	.	.	.	.	.	.	.	.	.	A
B	.	.	.	.	.	.	.	.	.	.	.	.	.	.	B
C	.	.	.	.	.	.	.	.	.	.	.	.	.	.	C
D	.	.	.	.	.	.	.	.	.	.	.	.	.	.	D
E	.	.	.	.	.	.	.	.	.	.	.	.	.	.	E
F	.	.	.	.	.	.	.	.	.	.	.	.	.	.	F
G	.	.	.	.	.	.	.	.	.	.	.	.	.	.	G
H	.	.	.	.	.	.	.	.	.	.	.	.	.	.	H
I	.	.	.	.	.	.	.	.	.	.	.	.	.	.	I
J	.	.	.	.	.	.	.	.	.	.	.	.	.	.	J

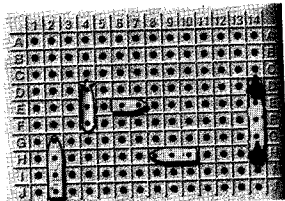
# DEPLOYMENT FORMATIONS



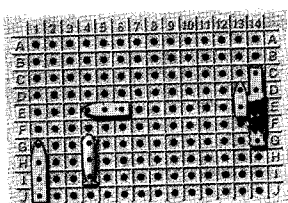
C1



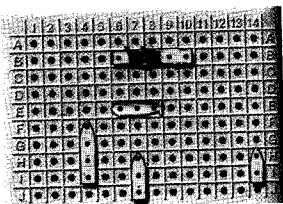
C2



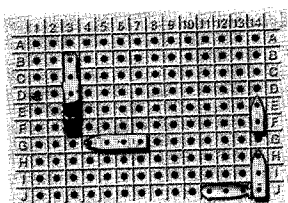
C3



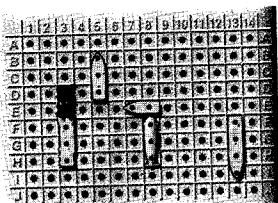
C4



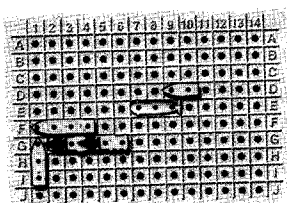
C5



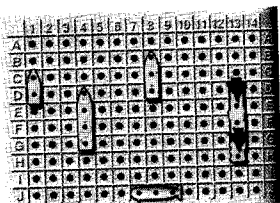
C6



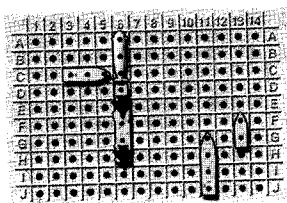
C7



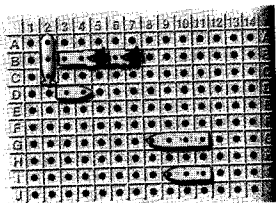
C8

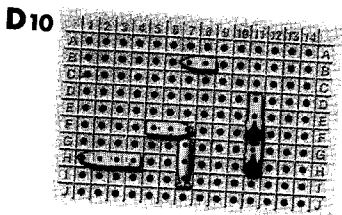
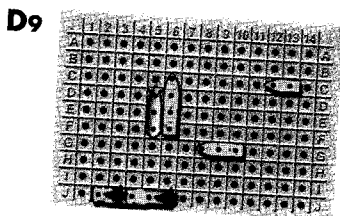
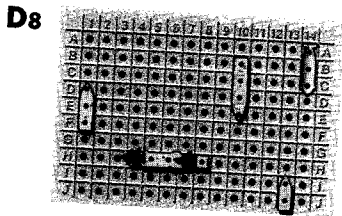
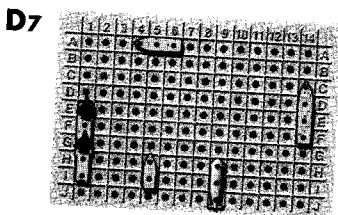
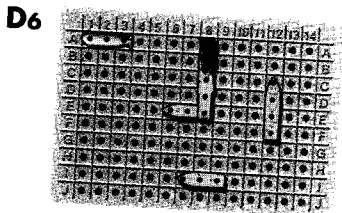
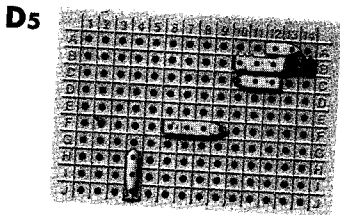
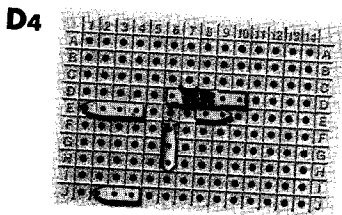
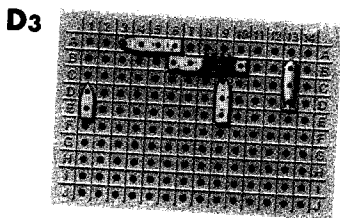
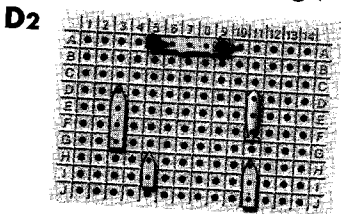
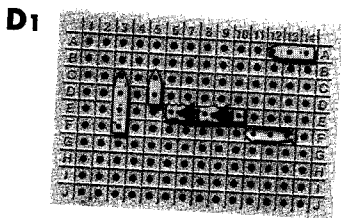


C9



C10

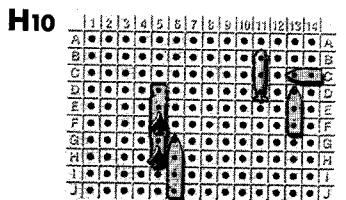
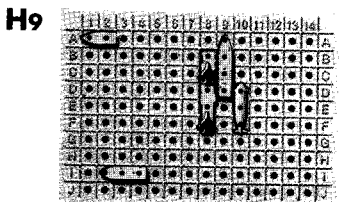
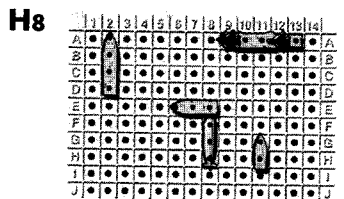
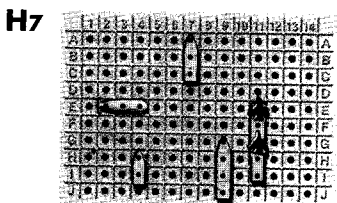
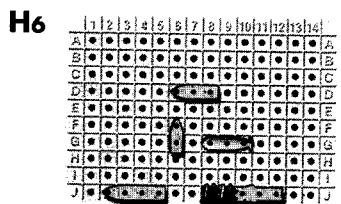
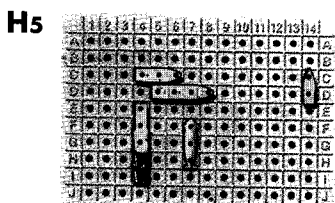
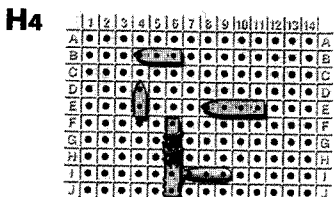
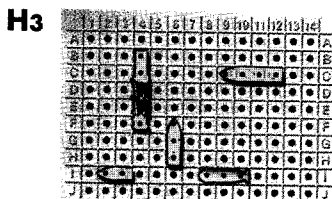
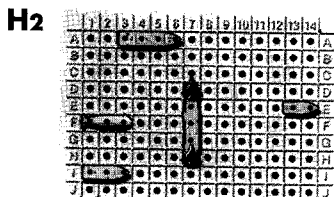
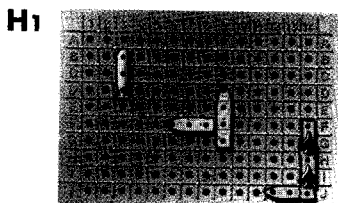








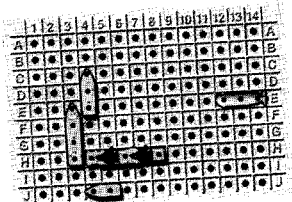




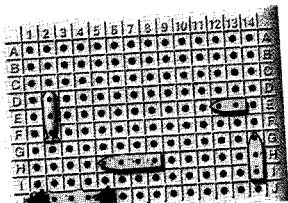
# DEPLOYMENT FORMATIONS



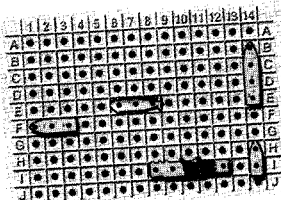
I1



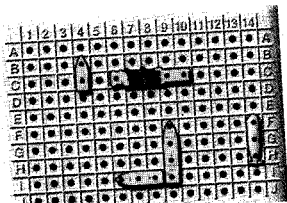
I2



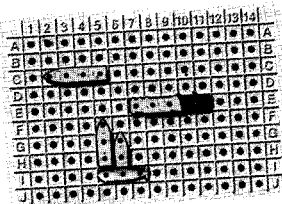
I3



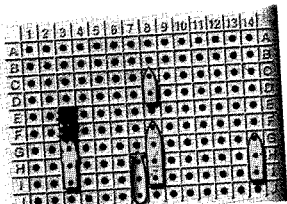
I4



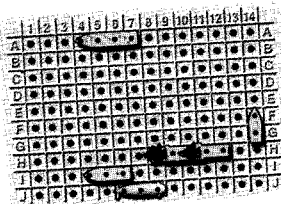
I5



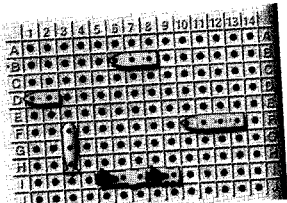
I6



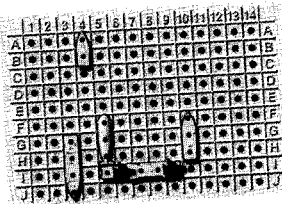
I7



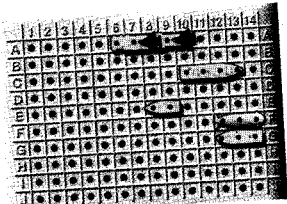
I8



I9



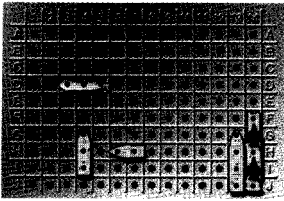
I10



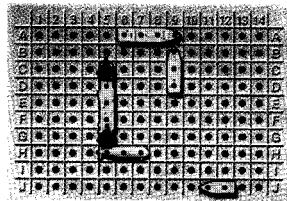




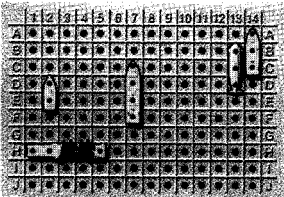
**J1**



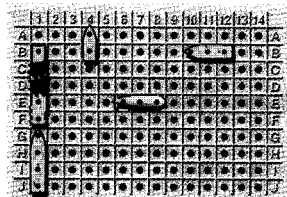
**J2**



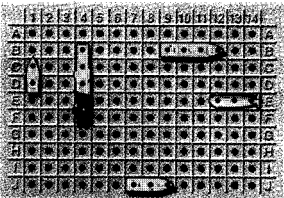
**J3**



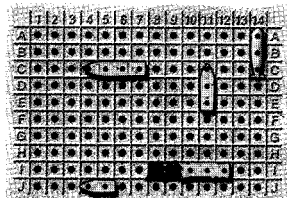
**J4**



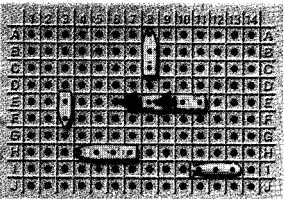
**J5**



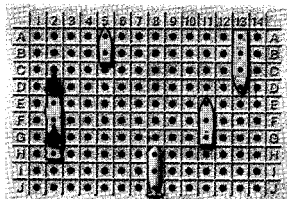
**J6**



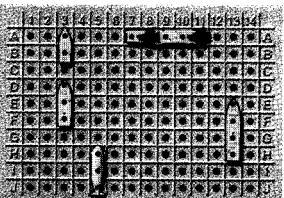
**J7**



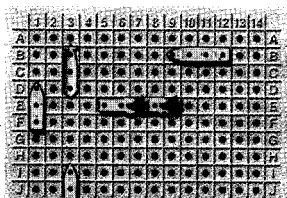
**J8**



**J9**



**J10**



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**AIRCRAFT CARRIER**

• • • • •



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**BATTLESHIP**

• • • • •



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**DESTROYER**

• • •



Briefing in the  
Officers' Mess —  
Thursday, 19:00 hrs.

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**SUBMARINE**

• • •



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**PATROL BOAT**

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**RECON ONE**



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**RECON TWO**



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**ANTI-AIRCRAFT GUN**



## 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 batteries to reset the computer.

## FCC NOTICE

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.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820. [www.battleship.com](http://www.battleship.com)