

HIT!

If you guessed correctly, put a red peg in the space you guessed. Your opponent should put a red peg in the corresponding hole on the boat you've hit.

MISS!

If you were wrong, put a white peg in the space that you guessed, so that you don't guess there again.

SINK!

The number of spaces covered by each ship varies. If you manage to guess all spaces covered by one of your opponent's fleet, you've sunk that ship! Your opponent must tell you which ship it was, i.e. Submarine.

- 4** Keep playing until one player has sunk all of their opponent's fleet, then:

RESCUE YOUR CAPTURED MAN

When you've sunk all of your opponent's fleet, it's time to rescue your captured man! Play as above, calling out co-ordinates. Remember, he can only be located on an island, NOT in the sea!

WINNER

The first player to sink all of their opponent's fleet and rescue their captured man wins the game! Then slide the mission card out of the grid to see how close you were!

STORAGE

- 1** Divide up your pegs and fleet evenly between your two drawers and close them.
- 2** Remove the two side pieces from the plastic grid by gently pulling them out.
- 3** Carefully detach the plastic grid from the base unit. Store everything in the box until the next time you play!



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BATTLESHIP

THE TACTICAL COMBAT GAME



CONTENTS:

- 1 grid,
- 1 base with drawers,
- 10 ships,
- 2 men,
- 145 white pegs,
- 80 red pegs,
- mission card,
- 4 rubber feet and
- 2 grid attachments.

AGE
7+



15



2 PLAYERS

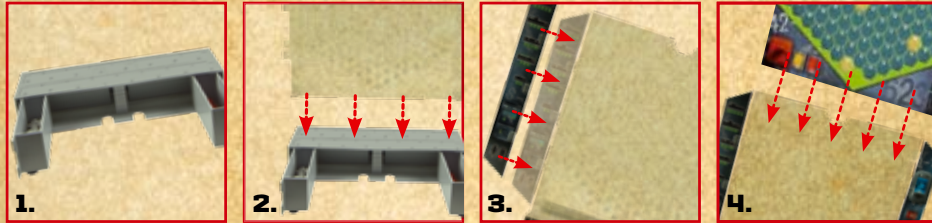
MB
GAMES

YOUR MISSION

Be the first player to identify and destroy your enemy's five ships and rescue your captured man.

ASSEMBLY

Figure 1.



1. Open the drawers on the base of the game and place the unit on the table.

2. Slide the clear, plastic grid into the base unit and slot it in.

3. Take the sheet of card and carefully separate the two, perforated side pieces from the main grid section. Slot them onto the sides of the grid.

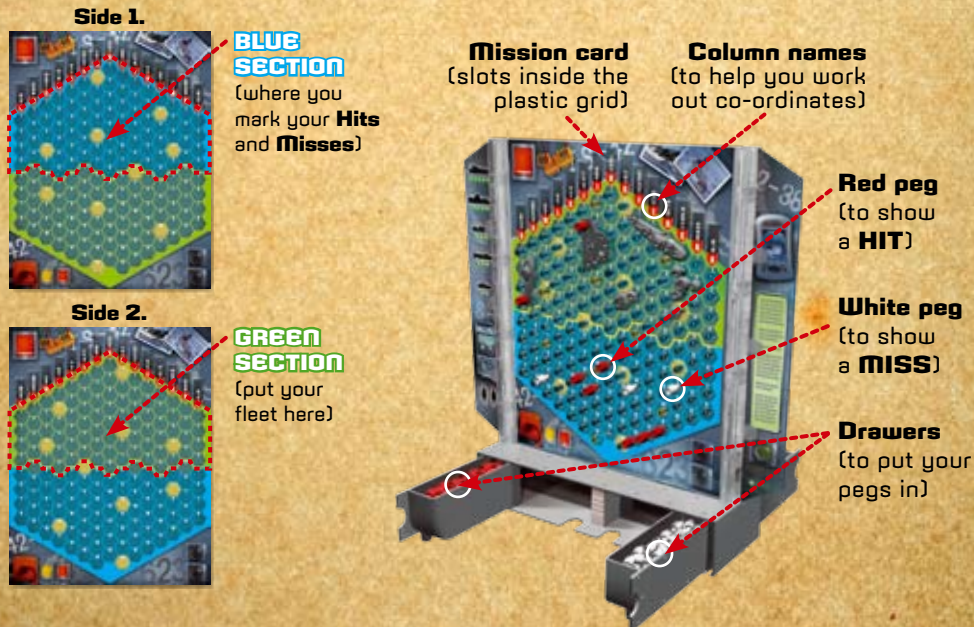
4. Slide the mission card into the plastic grid, so that the red letters (A-O) are at the top.

5. Break the ships, men and rubber feet off of the runners. Push the rubber feet into the holes on the underside of the drawers.

6. Divide the white and red pegs evenly between both players. Both put your pegs in the drawers on your side of the grid.

THE GAME

The mission card is different on both sides.



POSITION YOUR FLEET

1 Each take one of the following:



THIS IS YOUR FLEET

2 Sit either side of the grid, so that each player can see only one side of the mission card.

3 BOTH PLAYERS: Position your **fleet of boats** vertically or diagonally in the **GREEN** half of the grid, on sea spaces. Do not cover any islands (the darker spaces) with boats.

Position your **captured man** on any island space in the **GREEN** half of the grid.

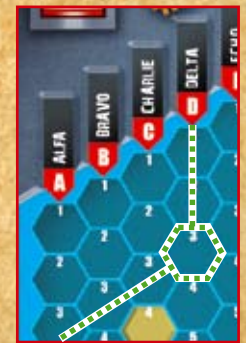
ATTACK!

1 Decide who's going first and take turns to guess where your opponent's boats are located.

2 On your turn, call out a set of co-ordinates to establish where your opponent has positioned their fleet. To work out the co-ordinates of a space, look along the top of the grid to find out which column the space is in, and then check the number directly above the peg-hole.

Remember, your opponent's boats will be in the BLUE half of the grid, and their boats will be on sea spaces, not islands!

For example, the co-ordinates for this space would be 'Delta 3'.



3 Your opponent must tell you if your guess was a **Hit** or a **Miss**, by checking the co-ordinate on their side of the grid to see if it's covered by one of their boats.