1-2 PLAYERS / AGES 8+

ADULT ASSEMBLY REQUIRED

A3846

THE ORIGINAL ELECTRONIC GAME OF

BATTLESHIP®

GAME GUIDE



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INTRODUCTION

GAME CONTENTS

- Four-piece folding game unit with tray lids
- 5 gray combat crafts
- 5 red combat crafts
- Red, white, and blue pegs
- Label sheet
- 4 rubber feet

OBJECT

Destroy your opponent's fleet of ships before yours is destroyed!

QUICK START

To get into the game fast! 5

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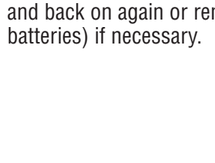
THE FIRST TIME YOU PLAY

x3 1.5V AA
ALKALINE BATTERIES REQUIRED
NOT INCLUDED

1. INSERT THE BATTERIES

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. Then replace the door and tighten the screw. Phillips/cross head screwdriver (not included) needed to insert batteries.



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.

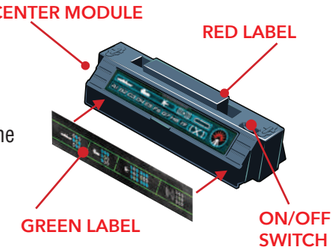
e. Do not short-circuit the supply terminals.

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.

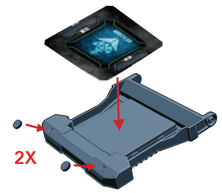
2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

2. ASSEMBLE THE GAME UNIT

Apply the green Advanced Weapons label to the side of the center module with the red ON/OFF switch. Apply the red label to the other side.

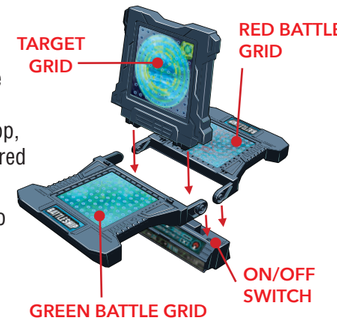


Apply the large green BATTLESHIP label and two rubber feet to the back of the green battle grid. Apply the large red BATTLESHIP label and two rubber feet to the back of the red battle grid.



Press the battle grid panels into the sides of the module, with the green grid on the side with the red ON/OFF switch. Snap the target grid into the top, with the green side facing the red ON/OFF switch.

Apply the storage tray labels to both tray lids.



3. PLACE THE GAME PARTS IN THE TRAY

Carefully detach the 10 combat crafts from the plastic frames, and then discard or recycle the frame. Assemble each tank by inserting the peg on the underside of the gun turret into the body. Use an emery board or sandpaper to remove excess plastic from the ships.

Remove all pegs from the bags. Place half of the parts in each storage tray, so that each tray has:

- **34 red HIT pegs**
- **64 white MISS pegs**
- **10 blue SCAN pegs**



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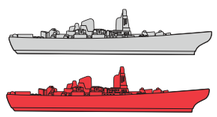
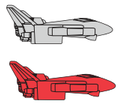
CRAFTS & SETUP

THE COMBAT CRAFTS

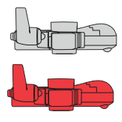
Each player commands five crafts. The fleet includes a battleship, three planes, and a tank. (The terms "ships" and "crafts" are used interchangeably in Electronic Battleship.)



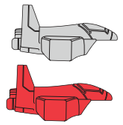
BATTLESHIP
5 hits to sink



SPY PLANE
3 hits to sink



FIGHTER
3 hits to sink



ATTACK PLANE
4 hits to sink



TANK
2 hits to sink

SETTING UP YOUR GAME

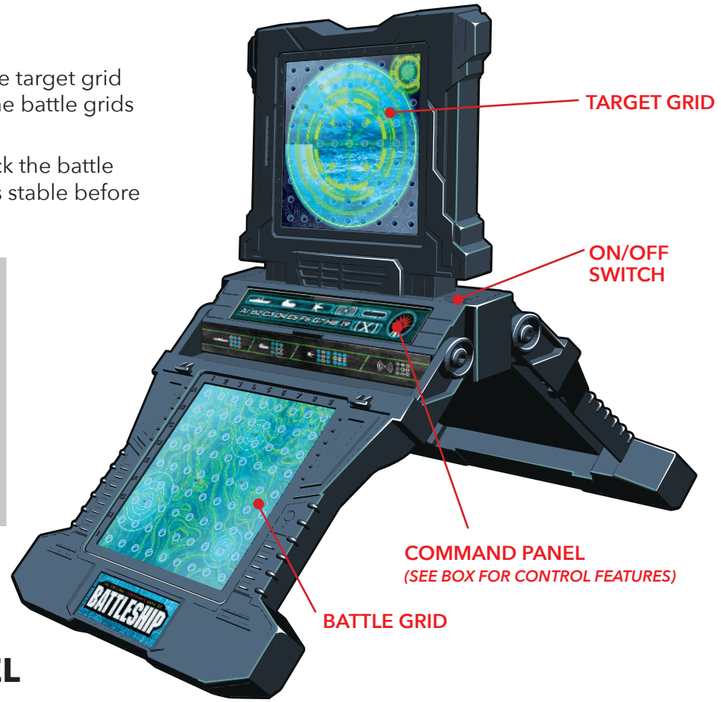
1. Lay the battle grids flat. Then lift the target grid straight up until the rubber feet on the battle grids grip the play surface.

2. Push down on the game unit to lock the battle grids in place. Make sure the game is stable before you start playing.

NATO LETTER CODES

Battleship uses these NATO codes to call out letter coordinates:

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



THE COMMAND PANEL

SPECIAL WEAPONS (ADVANCED GAME)
Press to use a craft's special weapon.

BATTLE SCAN (ADVANCED GAME)
Press to search for enemies.

REPEAT
Press to repeat the last voice prompt.

FIRE
Press to launch an attack or confirm a menu selection.



LETTER/NUMBER BUTTONS
To enter a coordinate, press the letter button first, and then the number button.
To enter C7, for example, first press the button labeled C3, then press the button labeled G7.

CANCEL

QUICK START

QUICK START: 2-PLAYER CLASSIC BATTLESHIP

Best for first-time players, or to get going fast!

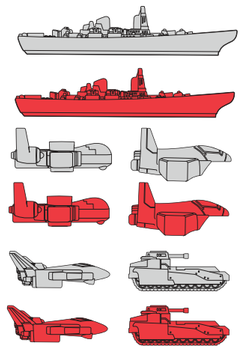
1. If necessary, follow the instructions on pages 3–4 to assemble and set up your game. Press the ON/OFF switch to turn the game on. Then:
   - Press 2 to select two players.
   - Press 1 to select the Classic game.
2. Deploy your forces in one of two ways:
   - Press 1 to select Custom Ship Layout. Place your crafts on your battle grid. Then enter the first and last coordinates of their locations.
   - Press 2 to select Automatic Layout. This lets you choose from 30 preset layouts (pages 10–11). Choose your layout, place your crafts on the battle grid, and enter the code of the layout.
3. Attack the enemy!

   In the Classic game, you have one attack per turn. When the game starts, fire coordinates.
   - If you miss, place a white peg on your target grid.
   - If you hit, place a red peg on your target grid. Your opponent also places a red peg on the ship you hit.
4. First player to destroy all enemy ships wins.

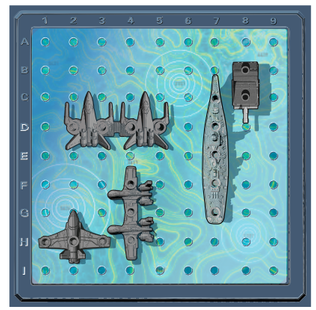
GAMES MODES

1. Classic Game: 1 or 2 players
Basic game that lets you develop your battle skills. Play solo against the game, or against another player. On your turn, fire one shot to score a hit or a miss. To win, destroy the enemy fleet.

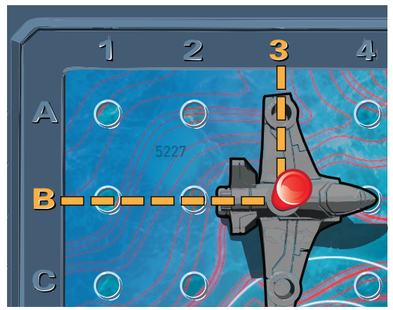
2. Advanced Game: 2 players
More complex game that allows you to make attacks on each turn and access special weapons. To win, destroy the enemy fleet first.



BATTLE CRAFTS



EXAMPLE OF A POSSIBLE FLEET DEPLOYMENT



FIRE COORDINATES

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SOLO CLASSIC GAME

Play against the computer.

STARTING THE GAME

1. Sit on the green side of the game unit.

2. Turn the game on. The game will say <The battle has begun! Input number of players. Press 1 for Solo game. Press 2 for 2-player game>. Press 1, then press FIRE to confirm. You'll be playing against the computer.

3. Choose Custom or Automatic ship layout. Press 1 to choose Custom Ship Layout. Press 2 to choose Automatic Ship Layout. Then place your ships on your battle grid.

SHIP LAYOUT OPTIONS

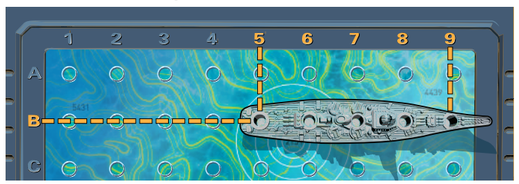
1. Custom: press 1 and FIRE to choose. Place each of your ships on your battle grid and input their coordinates so the game knows where they are.

2. Automatic: press 2 and FIRE to choose. Place each of your ships in one of 30 preset layouts (see pages 10 and 11). Enter the code for that layout, and the game automatically inputs its coordinates.

Custom Ship Layout

If you selected Custom Ship Layout, the game will say <Player 1, deploy your fleet. When the ship reports, input the first and last coordinates of its location. Battleship reporting!>. Place your five ships on your battle grid, starting with your Battleship, and then input their coordinates:

- Place each ship by fitting its pegs into the holes. Do not place your ships diagonally.
- Don't place your ships so their target holes are off the battle grid or overlap other ships.
- Input only the first and last coordinates of the ships so the game will know where they are. Then press FIRE to confirm. For example, if you place your Battleship as shown below, the coordinates are B5, B6, B7, B8, and B9. To enter its location, just press B5 and B9. The game will automatically know the coordinates in between.



TO INPUT THE POSITION OF YOUR BATTLESHIP, PRESS B5 AND B9.

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

Fixing incorrect coordinates. If you've entered wrong coordinates, the game will say <Incorrect>. Simply enter the correct coordinates.

Automatic Ship Layout

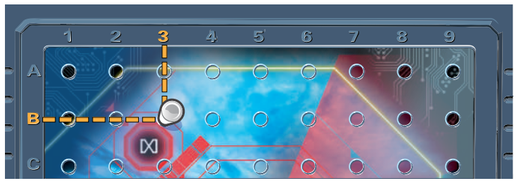
If you've chosen this option, take a look at the 30 preset fleet layouts on pages 10 and 11. Choose a layout, and place your ships in the positions shown. When the game asks, enter the letter and number of the formation you used, then press FIRE to confirm.

PLAYING THE GAME

In the solo game, you are playing classic Battleship against the computer, which simulates the second player. After you make a layout selection, the computer simulates choosing a starting formation. Then, it simulates all attack choices on its turn, reporting hits or misses.

The game begins by saying <Awaiting orders Player 1>. Do the following:

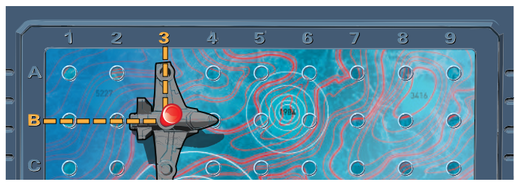
1. Choose a target: Choose a coordinate on the upper target grid. Put a white peg in that hole, and enter the letter/number coordinate.



IF YOU CHOOSE THIS TARGET, ENTER B3 TO FIRE AT IT.

2. Fire! 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 and <Enemy hit at [target]!>. Replace your white peg with a red one to record the hit. Your opponent (in the solo game, it's the computer) then announces the hit, matching the same coordinate. (Your opponent does not tell you which ship was hit.)



YOU HIT YOUR OPPONENT'S SPY PLANE AT B3. HE PLACES A RED PEG IN THAT SHIP HOLE.



- **Miss!** If you didn't hit an enemy ship, you'll hear <Miss at [target]>. Leave your white peg in the hole to mark it as a miss.

3. You'll now hear <Awaiting orders Player 2>. Now it's your opponent's turn to choose a target and fire at it.

4. Continue taking turns firing, and keep track of your hits and misses.

Destroying a Ship

When all coordinates of a ship have been hit, the ship is sunk. You'll hear <Enemy target neutralized!> and the name of the ship that was destroyed. Leave destroyed ships on the grid, with red pegs still in place.

WINNING THE GAME

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

2-PLAYER CLASSIC GAME

Play with a friend.

STARTING THE GAME

1. Choose sides. Player 1 sits on the green side of the game. Player 2 sits on the red side.

2. Turn the game on. The game will say <The battle has begun! Input number of players. Press 1 for Solo game. Press 2 for 2-player game>. Press 2, then press FIRE to confirm.

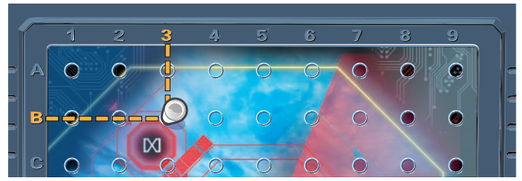
3. Choose a game mode: When the game says <Press 1 for Classic game. Press 2 for Advanced game>, press 1. You'll hear <Classic game selected. Press FIRE to confirm>. Press FIRE.

4. Choose your ship layout. **(See Ship Layout Options on page 6.)**

PLAYING THE GAME

The game begins by saying <Awaiting orders Player 1>. Do the following:

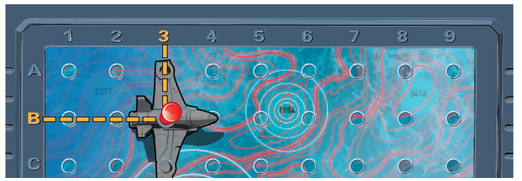
1. Choose a target: Choose a coordinate on the upper target grid. Put a white peg in that hole, and enter the letter/number coordinate.



IF YOU CHOOSE THIS TARGET, ENTER B3 TO FIRE AT IT.

2. Fire! 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 and <Enemy hit at [target]!>. Replace your white peg with a red one to record the hit. Your opponent then announces the hit, matching the same coordinate (your opponent does not tell you which ship was hit).



YOU HIT YOUR OPPONENT'S SPY PLANE AT B3. HE PLACES A RED PEG IN THAT LOCATION ON THE SHIP.

- **Miss!** If you didn't hit an enemy ship, you'll hear <Miss at [target]>. Leave your white peg in the hole to mark it as a miss.

3. You'll now hear <Awaiting orders Player 2>. Now it's your opponent's turn to choose a target and fire at it.

4. Continue taking turns firing, and keep track of your hits and misses.

Destroying a Ship

When all coordinates of a ship have been hit, the ship is sunk. You'll hear <Enemy target neutralized!> and the name of the ship that was destroyed. Leave destroyed ships on the grid, with red pegs still in place.

WINNING THE GAME

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

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ADVANCED GAME

The Advanced game plays just like the 2-player Classic game, but it gives you special weapons that add power to your battle. The weapons are described below.

STARTING THE GAME

1. Choose sides. Player 1 sits on the green side of the game. Player 2 sits on the red side.

2. Turn the game on. The game will say <The battle has begun! Input number of players. Press 1 for Solo game. Press 2 for 2-player game>. Press 2, then press FIRE to confirm.

3. Choose a game mode: When the game says <Press 1 for Classic game. Press 2 for Advanced game>, press 2 for the Advanced game. You'll hear <Advanced game selected. Press FIRE to confirm>. Press FIRE.

4. Choose your ship layout. Both players choose their layout style and then place their ships on the grid. Press 1 to choose Custom Ship Layout. Press 2 to choose Automatic Ship Layout.

SHIP LAYOUT OPTIONS

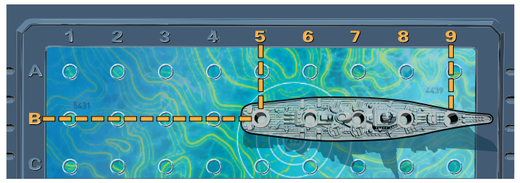
1. Custom: Press 1 and FIRE to choose. Place each of your ships on your battle grid and input their coordinates so the game knows where they are.

2. Automatic: Press 2 and FIRE to choose. Place each of your ships in one of 30 preset layouts (see pages 10 and 11). Enter the code for that layout, and the game automatically inputs its coordinates.

Custom Ship Layout

If you selected Custom Ship Layout, the game will say <Player 1, deploy your fleet. When the ship reports, input the first and last coordinates of its location. Battleship reporting!>. If you're Player 1, place your five ships on your battle grid, starting with your Battleship, and then input their coordinates:

- Place each ship by fitting its pegs into the holes. Do not place your ships diagonally.
- Don't place your ships so their target holes are off the battle grid or overlap other ships.
- Input only the first and last coordinates of the ships so the game will know where it is. Then press FIRE to confirm. For example, if you place your Battleship as shown below, the coordinates are B5, B6, B7, B8, and B9. To enter its location, just press B5 and B9. The game will automatically know the coordinates in between.



TO INPUT THE POSITION OF YOUR BATTLESHIP, PRESS B5 AND B9.

B5 B9

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

Fixing incorrect coordinates. If you've entered wrong coordinates, the game will say <Incorrect>. Simply enter the correct coordinates.

Automatic Ship Layout

If you've chosen this option, take a look at the 30 preset fleet layouts on pages 10 and 11. Choose a layout, and place your ships in the positions shown. When the game asks, enter the letter and number of the formation you used, then press FIRE to confirm.

PLAYING THE ADVANCED GAME

In this game, you make three attacks on each turn. One of them can be a special weapon. To activate a special weapon on your turn, press its corresponding button. If a ship is destroyed, you can't use its special weapon. These are your options:



- Your **Battleship** has powerful missile salvos that can hit five spaces at once. You can use it twice per game.



- Your **attack plane** can go on Air Raids, attacking in a straight line until it finds an enemy. You can use it twice per game.



- Your **tank** can attack four spaces at once with powerful blasts. You can use it four times per game.



- Your **Battle Scan** finds enemies in a 3 x 3 location. You can use it as long as you have ships remaining in the game.

SPECIAL WEAPONS TARGET PATTERNS

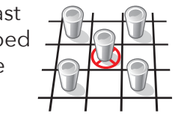


Refer to this label on the game unit to quickly check the target patterns of the special weapons.

BATTLESHIP
Two salvos



1. When you're prompted to input blast coordinates, choose a 5-space X-shaped area on your target grid. Place a white peg in each targeted hole. Enter the coordinates of the center hole.

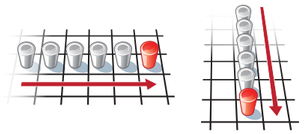


2. When you're prompted to fire, press FIRE. Then wait to see if the missile finds any targets. For each target found, you'll hear <Enemy hit at [target]!>. Replace the white peg with a red peg to record the hit. Leave any misses as white pegs.

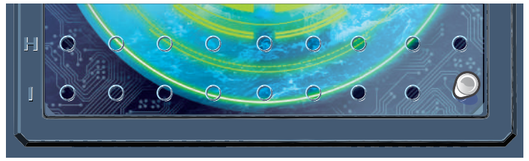
ATTACK PLANE
Two air raids



1. When you are prompted, press 1 to select a vertical attack, or press 2 for a horizontal attack. The air raid will move in the direction chosen from its starting location.



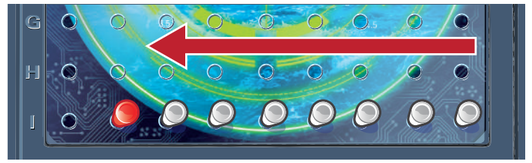
2. Choose a coordinate on the top, bottom, left, or right of the grid. Place a white peg in that coordinate. Press FIRE to confirm.



TO SEARCH FOR ENEMY SHIPS ALONG THE BOTTOM ROW, ENTER FIRING PATTERN 1 AND PLACE A WHITE PEG AT COORDINATE I9.

3. Wait to see if the attack finds a target.

- If a target is hit, you'll hear <Enemy hit at [target]!>. The attack will not travel any further. Place a red peg at the hit, and place a white peg in each hole before that to record the misses.
- If no targets are found, you'll hear a buzzer. Place a white peg in every hole in the line.

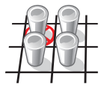


YOUR MISSILE HITS A TARGET AT I2. ALL COORDINATES BEFORE THAT ARE MISSES.

TANK
Four blasts



1. Choose a coordinate for the blast to hit. The three coordinates to the right, bottom, and bottom right will also be hit.



To hit a location with a tank blast, target the top left corner.

2. When prompted to fire, press FIRE.

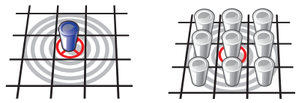
- If you score any hits, you'll hear <Enemy hit at [target]>. Record the hits with red pegs.
- If you miss at any coordinates, you'll hear <Miss at [target]>. Record the misses with white pegs.

BATTLE SCAN
No limit



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 FIRE to confirm.

- If one or more enemy ships are detected, you'll hear <Search confirms enemy presence. Exact location unknown>. Leave the blue peg in—there is at least one ship in the nine-space square centered on that blue peg.
- If no enemy ships are detected, you'll hear <Search confirms clear waters>. Record all nine spaces as misses with white pegs.



Destroying a Ship

When all coordinates of a ship have been hit, the ship is sunk. You'll hear <Enemy target neutralized!> and the name of the ship that was destroyed. Leave destroyed ships on the grid, with red pegs still in place.

WINNING THE GAME

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

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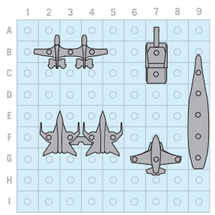
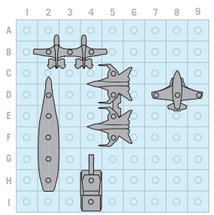
AUTOMATIC FLEET LAYOUTS



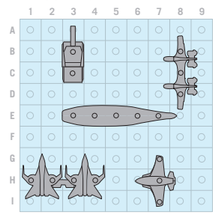
LAYOUT A-1



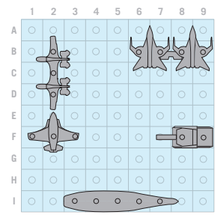
LAYOUT A-2



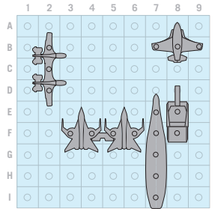
LAYOUT A-3



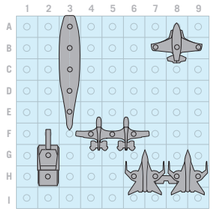
LAYOUT A-4



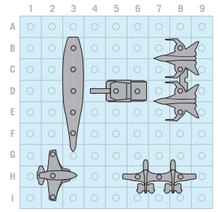
LAYOUT A-5



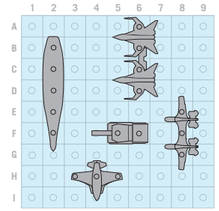
LAYOUT A-6



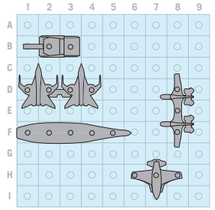
LAYOUT A-7



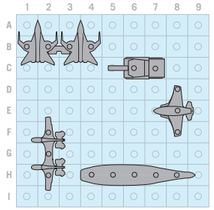
LAYOUT A-8



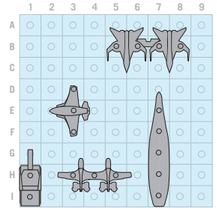
LAYOUT A-9



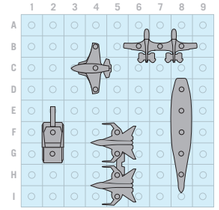
LAYOUT B-1



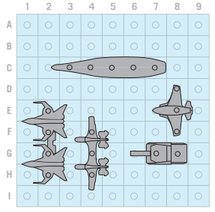
LAYOUT B-2



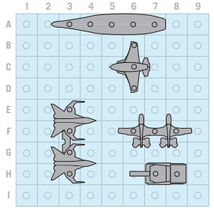
LAYOUT B-3



LAYOUT B-4



LAYOUT B-5



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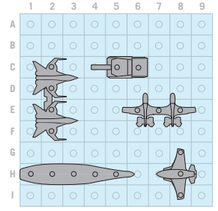

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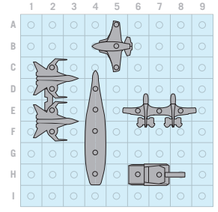
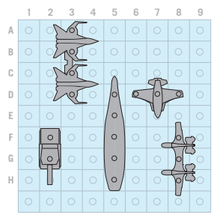


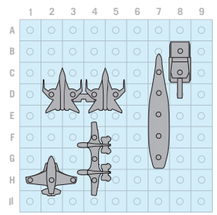
AUTOMATIC FLEET LAYOUTS



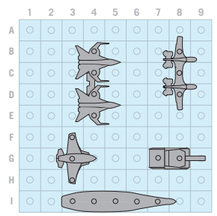
LAYOUT B-8



LAYOUT B-9



LAYOUT C-1



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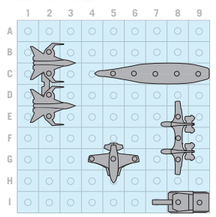

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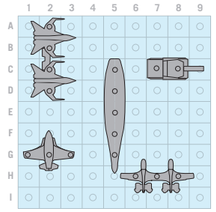

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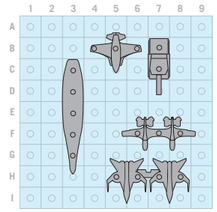

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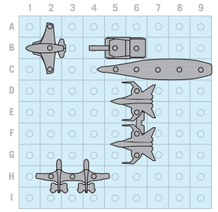

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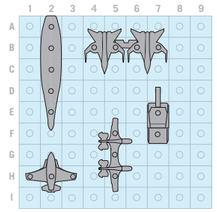

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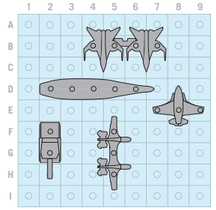

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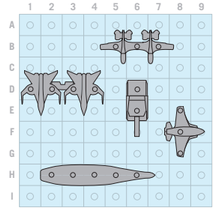

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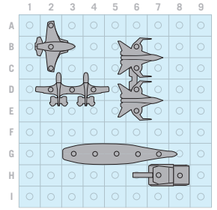
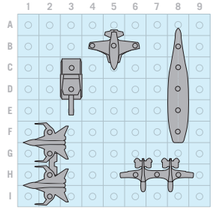


LAYOUT D-1



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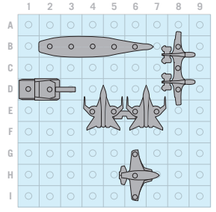
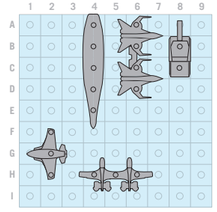


LAYOUT D-3



A38461050 I Battleship Elec.indd 10-11
1/11/17 12:11 PM

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

CAN ICES-3 (B) / NMB-3 (B)

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