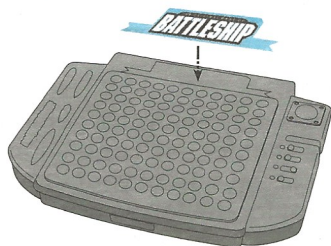# THE NAVAL COMBAT GAME
BATTLESHIP®

CONTENTS

2 portable battle cases | 10 plastic ships | 2 plastic planes | 84 red "hit" pegs | 168 white "miss" pegs | label sheet

OBJECT

Sink your opponent's fleet of ships and planes before your opponent sinks yours!

THE FIRST TIME YOU PLAY

- Apply the "Battleship" labels to the lids of the two battle cases.
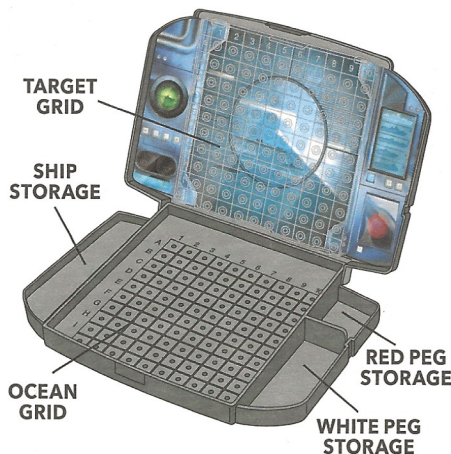

- Carefully detach the 10 ships and two planes from the plastic frames. (Each player's fleet contains five different ships and a plane.) If needed, use an emery board or sandpaper to remove any excess plastic from the ships and planes.

- Divide the red and white pegs equally between you and your opponent and place them in the storage compartments of each battle case.

TARGET GRID
SHIP STORAGE
OCEAN GRID
RED PEG STORAGE
WHITE PEG STORAGE

YOUR FLEET SHOULD CONTAIN:

CARRIER–5 HOLES

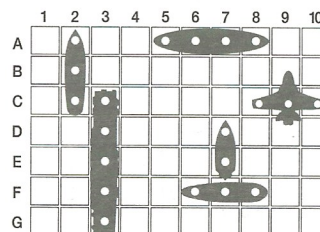BATTLESHIP–4 HOLES

DESTROYER–3 HOLES

SUBMARINE–3 HOLES

PATROL BOAT–2 HOLES

PLANE –3 HOLES

RULES FOR PLACEMENT

- Place each ship or plane horizontally or vertically, but not diagonally.
- Do not place a ship or plane so that any part of it overlaps letters or numbers.

Here's an example of how to position your fleet correctly.

PREPARE FOR BATTLE!

Sit facing each other with the lids of your game battle cases raised so that neither of you can see the other's ocean grid.

Both of you secretly place your five ships and one plane on your ocean grid. To place each ship and plane, fit its two pegs into two holes on your ocean grid.

HOW TO PLAY

Decide who will go first. Then alternate turns, calling out one shot per turn to try to hit each other's fleet.

CALL YOUR SHOT!

On your turn, pick a coordinate on your target grid and call out its location by letter and number. For example, this is the shot location D-4.

You call "D-4" as your shot.

When you call a shot, your opponent must tell you whether it's a hit or a miss. After you record your hit or miss, your turn is over.

IT'S A HIT!

If a ship or plane on your opponent's ocean grid occupies the location you called out, it's a hit! Your opponent tells you what you hit (destroyer, patrol boat, plane, etc.). Record your hit by placing a red peg in the corresponding hole on your target grid, while your opponent places a red peg in the corresponding hole of the ship or plane you hit.

Example: You and Alex are the players. It's your turn.

You call: "D-4."

Alex answers: "Hit. Destroyer."

You place a red peg in coordinate D-4 of your target grid. Alex places a red peg in the hole of his destroyer directly above coordinate D-4 on his ocean grid.

It's a hit! Your opponent marks it with a red peg on his ocean grid.

IT'S A MISS!

If the location you called out is not occupied by a ship on your opponent's ocean grid, it's a miss. Place a white peg in the corresponding hole on your target grid, so you won't call this shot again. It's not necessary for players to record each other's misses with white pegs on their ocean grids.

Example: Now it's Alex's turn.

Alex calls: "F-4."

You answer: "Miss."

Alex places a white peg in coordinate F-4 of his target grid.

SINKING A FLEET

Once all of the holes in a ship or plane have red pegs, it has been sunk. The owner announces what was sunk.

WINNING THE GAME

If you sink your opponent's fleet of five ships and one plane before they sink yours, you win the game!

THE SALVO GAME

Experienced players may enjoy this game variation, in which you get one shot for each operational ship or plane in your fleet at the start of your turn. The rules are the same except for the following:

• You each start with a salvo of six shots (one for each ship and the plane in your fleet). You fire them one at a time, and your opponent announces whether the shot is a hit or a miss. Mark your hits and misses as in the standard game.

• For each ship or plane that is sunk, you lose one shot in the salvo on your next turn.

Continue calling out salvos until a player wins.

For a more challenging Salvo game, don't announce which components of your fleet are hit.

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