# BATTLESHIP

# A TWO-PLAYER GAME AGES 7+

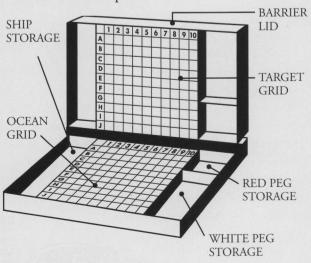
**CONTENTS:** 2 game kits, 2 fleets of 5 ships (a Carrier, a Battleship, a Cruiser, a Submarine, and a Destroyer in each), and 2 sets of marker pegs (84 white and 42 red in each).

BATTLESHIP is the old favorite naval combat game where two players try to sink each other's hidden ships. It is conveniently packaged in self-contained sturdy plastic game kits, complete with storage compartments for the small ships and marker pegs. It can be set up, ready for play, in minutes and quickly stored away when not in use. In this modern, compact form, BATTLESHIP will provide pleasant entertainment for almost everyone.

Players place their "fleet" of 5 ships on their "ocean," hidden from the opponent's view. Taking turns, players call out their "shots" attempting to get "hits" on the opponent's ships in order to sink them. Strategy and some luck must be combined to be the first to locate and sink all 5 opponent's ships to win the game.

#### TO PREPARE THE KITS

The two plastic game kits (1 red and 1 blue) are used for playing the game and storing the small parts. The diagram below of an OPEN KIT shows the various parts.



**OPEN GAME KIT** 

The lid of the box acts as a BARRIER SCREEN to block the view of the opponent and contains the TARGET GRID for marking a player's shots. The bottom of the box contains the OCEAN GRID for placement of a player's fleet. It also contains bins for storage of the SHIPS and MARKER PEGS.

Each kit should have FIVE SHIPS as follows: "Carrier" (5 holes), "Battleship" (4 holes), "Cruiser" (3 holes), "Submarine" (3 holes), and "Destroyer" (2 holes). Each kit should have 84 WHITE pegs and 42 RED pegs. Each player has a kit.

THE OBJECT OF THE GAME is to be the first player to sink all five of your opponent's ships.

#### RULES FOR THE BASIC GAME

(one shot in a turn)

## SET UP THE FLEET

- 1. Two players sit FACING EACH OTHER, each with their kit on the table in front of them. Each opens their BARRIER LID so they cannot see the OCEAN GRID of their opponent's kit. The lids are kept open throughout the playing of the game.
- TARGET GRID

  2. Each player SECRETLY places their fleet of 5 ships on their OCEAN GRID. The BOTTOM of each ship has two "anchoring pegs" which must be pushed THROUGH the holes in the OCEAN GRID for placing them. Ships may be placed in ANY HORIZONTAL (back and forth) or VERTICAL (up and down) position but NOT DIAGONALLY. The ship's "anchoring pegs" will NOT fit in the grid holes if placed diagonally. All holes on the TOP of the SHIPS must be lined up over holes on the OCEAN GRID. DO NOT place a ship so

- that a part of it is overhanging the grid holes or over letters and numbers.
- 3. When both players have placed their 5 ships as desired, they announce, "READY." From then on, throughout the game, they MAY NOT change the position of any ship. To do so would be cheating!

## CALL OUT THE SHOTS

In this BASIC Game, the players call out ONE shot each turn to try to hit an opponent's ship.

- 1. The player with the RED kit takes the first shot. Players then alternate, taking one shot at a time (red, blue, red, etc.).
- 2. A shot is made by calling a LETTER and a NUMBER to locate which hole in the opponent's OCEAN GRID that shot is to be placed. That hole is located by going straight across, horizontally, from the called LETTER (printed on the side) and down, vertically, from the called NUMBER (printed across the top). The following 2 diagrams show examples of how shots are located. The black dot shows where the shot is placed.

CALL "D-4"

	1	2	3	4	5	6	7	8	9	10
Α	0	0	0	•	0	0	0	0	0	0
В	0	0	0	•	0	0	0	0	0	0
С	0	0	0		0	0	0	0	0	0
D	-	•	•	*	0	0	0	0	0	0
E	0	0	0	0	0	0	0	0	0	0
F	0	0	0	0	0	0	0	0	0	0
G	0	0	0	0	0	0	0	0	0	0
Н	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0
J	0	0	0	0	0	0	0	0	0	0
							1000	-		

	1	2	3	4	5	6	7	8	9	10
A	0	0	0	0	0	0	0	0	0	•
В	0	0	0	0	0	0	0	0	0	•
С	0	0	0	0	0	0	0	0	0	•
D	0	0	0	0	0	0	0	0	0	•
E	0	0	0	0	0	0	0	0	0	•
F	0	0	0	0	0	0	0	0	0	•
G	0	0	0	0	0	0	0	0	0	•
Н	•	•	•	•	•	•	•	•	•	ò
I	0	0	0	0	0	0	0	0	0	0
J	0	0	0	0	0	0	0	0	0	0

3. When a shot is called, the opponent immediately tells the player whether it is a "hit" or a "miss." It is a "hit" if the called hole on their OCEAN GRID is covered by a ship and a "miss" if no ship occupies that hole. If the shot is a "hit," the opponent tells the player what KIND of SHIP was "hit" (Cruiser, Carrier, etc.).

#### MARK SHOTS WITH PEGS

- 1. After a player has called their shot and found out whether it is a "hit" or a "miss," they place a marker peg in their TARGET GRID (the one in the lid) a WHITE peg for a "miss" and a RED peg for a "hit" to mark the location of that shot. This will guide them in placing future shots and prevent them from calling the same holes more than once.
- 2. A player does not have to mark their opponent's "misses" with white pegs, but they MUST MARK any "hits" that the opponent makes on their ships with RED pegs. When a hit has been made on a player's ship, they place a RED peg in the SHIP at that location on their OCEAN GRID.

Examples of marking the shots:

- a. John calls "F-4" to Harry. Harry announces it as a "miss." John places a WHITE PEG at "F-4" on his TARGET GRID. Harry does not place a peg in his kit.
- b. Harry calls "H-6" to John. John announces it as a "hit" "on a Destroyer." Harry places a RED PEG at "H-6" in his TARGET GRID. John places a RED PEG in a hole of his Destroyer at "H-6" on his OCEAN GRID.

#### SINK THE FLEET

- 1. Players continue taking turns, calling shots and marking them.
- 2. Whenever a ship has received enough "hits" to fill all of its holes with RED PEGS, it is SUNK and is removed from the OCEAN GRID. The player whose ship is sunk must announce this to their opponent.
- 3. The number of "hits" each ship must receive to be SUNK is as follows: Carrier 5 hits, Battleship 4 hits, Cruiser 3 hits, Submarine 3 hits, Destroyer 2 hits.
- 4. It is expected that players will be HONEST in announcing "hits" when they are made. Occasionally players may make a mistake in calling a hole they didn't mean or in locating the correct hole called. If a player feels an error has been made, they may call a TRUCE and stop the game temporarily to review shots they have made in past turns. They can easily do this by calling out the location of the pegs they have placed on their TARGET GRID and asking the opponent to verify the "hits" and "misses" they have marked.

### WIN THE GAME

The first player to sink all 5 of their opponent's ships is the WINNER.

#### RULES FOR THE SALVO GAME

The SALVO game version is recommended for more experienced players who have become familiar with the basic game. It differs mainly in how many shots are taken in a turn by each player. Use the same rules as in the Basic Game except:

1. Each player at the start takes a SALVO of 5 SHOTS on their turn. As they call out each shot, they mark them with WHITE pegs in their TARGET GRID. At the END of the SALVO, their opponent announces which shots were "hits" and on which ships. For example, John called a SALVO of 5 shots at F-4, F-6, F-10, A-2, and A-4. Harry announces one "hit" on his Destroyer at F-6, and two "hits" on the Submarine at A-2 and A-4.

- 2. After learning of any "hits," the player changes their WHITE peg at that location to a RED peg, to help guide them for further shots. The opponent must continue to place RED pegs in the holes of any ships that were hit.
- 3. Whenever a player has had one of their ships SUNK, they LOSE ONE SHOT for their next salvo. As their ships are removed from the game, the shots for each salvo are reduced. For example, if Harry has had 2 of his ships SUNK, he may only shoot 3 shots on his next turn. One shot is lost for each ship sunk, regardless of what KIND it is. For example: losing a Destroyer counts as much as losing a Carrier.

#### ADVANCED SALVO GAME

This game offers the most challenge for the "expert" player. It is played as SALVO, except:

- After a salvo of shots is called, the opponent simply announces how many HITS were made — but NOT WHERE or on WHICH SHIPS.
- 2. Since players are never sure which shot was a hit in any salvo, they cannot use RED pegs in their TARGET GRID. It is advised to keep a record of hits for each salvo on a separate piece of paper.

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