

For 1 or 2 Players

AGES 8+

ELECTRONIC BATTLESHIP®

ADVANCED MISSION

OFFICIAL
USE ONLY



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 AF/DST/311. Failure to observe recommended safety measures will result in disciplinary measures and may lead to Court Martial proceedings.

IMPORTANT:

If your game malfunctions, switch the game off then back on or try fresh batteries. Requires 3 x 1.5V "AA"/LR6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.



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.

IMPORTANT-BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.

INDEX

First Mission — Checklist	02
Control Manual	03
Code Amber: Battle Deployment	04
Start-up Sequence (2-Player Game)	04
The Missions	05
Custom Fleet Deployment	06
Solo Play	07
Code Red: Playing the Game	08
ADVANCED WEAPONS	10
— Using Your Special Weapons	11
— Attack Squadrons	11
— Battleship: Tomahawk Missile	13
— Light Missile Cruiser: Harpoon Missiles	14
— Fast-Attack Sub: Torpedoes	15
— Scanning and Reconnaissance	16
— Anti-aircraft Missile Battery	17
Automatic Fleet Deployment	19
Deployment Formations	20–29

EQUIPMENT

- Folding game unit
- 100 red pegs
- 3 blue aircraft
- Rubber Feet
- 1 plastic frame containing 10 ships
- 200 white pegs
- 50 blue pegs
- 3 red aircraft
- Label sheet

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 Panel shown in Figure 5. 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.

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.

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 «GLOBAL POSITIONING SYSTEM 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 CONFIRMED — ENTER WAR GAME.»
5. Choose which mission you will volunteer for (these are described on page 5):
 - 1 - TERRITORIAL WATERS MISSION
 - 2 - SALVO MISSION
 - 3 - TARGET PLUS ONE MISSION

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

THE MISSIONS

Territorial Waters Mission

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

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.

Salvo Mission

The Salvo Mission works in the same way as the Territorial Waters 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.

Target Plus One Mission

The Target Plus One Mission works in the same way as the Territorial Waters Mission with the following exception: Each time you score a hit on an enemy ship or detect an enemy ship during a scan, you earn an extra turn, and so on until you miss.

When prompted by the computer, press **number key 3** 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 «TERRITORIAL WATERS MISSION SELECTED.» Press the ENTER key to select your mission.

7. You'll then hear «ENTER WEAPONS.» Choose one of the two options by pressing the appropriate number key. Then press ENTER to select.

BASIC WEAPONS

Number key 1. In a Basic Weapons game, each player selects a single coordinate to fire at. This is the easiest way to play.

ADVANCED WEAPONS

Number key 2. In an Advanced Weapons game, you can use your fleet's special weapons, attack squadrons and scanning abilities.

8. Follow the voice prompt by pressing the number key that matches your chosen mission. If you press number 1, you will hear «BASIC WEAPONS SELECTED.» Press the ENTER key to select your mission.

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

CUSTOM FLEET DEPLOYMENT

Number key 1. This allows you to deploy your fleet by choosing the position of each of your ships yourself.

PREDETERMINED FLEET DEPLOYMENT

Number key 2. This lets you choose one of 100 different predetermined deployment formations. See page 19 for instructions & your choice of configurations.

CUSTOM FLEET DEPLOYMENT

10. To select Custom Fleet Deployment, press number key 1. You will hear «CUSTOM FLEET DEPLOYMENT SELECTED.» Press ENTER to select. Then you will hear 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 «PLAYER 1, ENTER COORDINATES.»

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

11. 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.

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

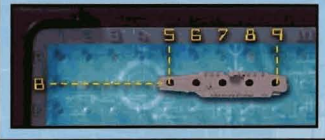
To do this, you only need to key in two sets of coordinates: one set for one end of the ship and a second set for the other end of the ship, before pressing ENTER to confirm.

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. See Figure 6.

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

Figure 6

To enter the position of this Aircraft Carrier, you only need to enter coordinates B5 and B9. 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 ENTER button. Your game unit will automatically register the information.

13. You will now hear the next prompt from the computer «AIRCRAFT CARRIER ON STATION. BATTLESHIP REPORTING» and «PLAYER 1, 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 ENTER.

14. Your game unit will prompt you to complete the programming for all ships in your fleet, continuing with your Light Missile Cruiser and Fast Attack Sub and finishing with your Special Operations Craft.

15. PLAYER 2: When programming is complete for Player 1, you will hear «PLAYER 2, ENTER FLEET DEPLOYMENT.» 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 9-14 above.

Note: Player 2 can choose Predetermined Fleet Deployment (see pages 19-29), even if Player 1 has chosen a Custom Fleet Deployment and deployed his/her ships one by one. The reverse also applies: If Player 1 chose Predetermined Fleet Deployment, Player 2 can choose Custom Fleet Deployment.

AUTOMATIC SHUTOFF

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

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.

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

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. Move the ON/OFF switch on your game unit into the ON position.

2. You will hear «GLOBAL POSITIONING SYSTEM 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, «ENSIGN SKILL LEVEL SELECTED.» followed by «SATELLITE LINK CONFIRMED — ENTER WAR GAME.»

5. Now follow Steps 5-8 (on pages 4-5) to select which Mission you will volunteer for, and then select Custom or Predetermined Fleet Deployment.

When you have completed the start-up sequence, you will hear the prompt «AWAITING ORDERS 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 its 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 prompts again, press the REPEAT button.

3 SKILL LEVELS

Ensign level (key 1) is the easiest, Commander level (key 2) is intermediate and Captain level (key 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.

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 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 7 on page 9.



Figure 7
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 button!

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

• If you hit a ship, you'll hear the explosion and see the red light illuminate, 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 8.



Figure 8
You hit a ship located at target B3. You'll hear: «RADAR CONFIRMS HIT AT BRAVO 3.»

• If you miss, you'll hear a buzzer and see the yellow light illuminate, then, for example, «RADAR CONFIRMS MISS AT...» 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 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 Light Missile Cruiser will sink it, and you will hear the C.I.S. confirm «TARGET NEUTRALIZED — LIGHT MISSILE CRUISER 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!

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:

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

Starting a New Game

To play a new game, move the ON/OFF switch to the OFF position to turn the unit off. Remove, sort and store the pegs from your upright target grid and then move the ON/OFF switch to the ON position to turn 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, move the ON/OFF switch to the OFF position 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 button. Press CANCEL immediately after pressing the letter or number key and make another choice.

ADVANCED WEAPONS

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

- You can launch two Attack Squadrons from the deck of your Aircraft Carrier to fly over enemy air space, scan for targets and then fire.

- Your Battleship is equipped with one devastating Tomahawk Missile.

- Your Light Missile Cruiser can fire two Harpoon Missiles with two Firing Patterns.

- Your Fast Attack Sub 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 Attack Squadrons with your own Anti-aircraft Missile Batteries.

Selecting the Advanced Mission

Follow the normal Start-up steps 1-7 (see page 4), and select the ADVANCED WEAPONS by pressing number key 2. You will hear «ADVANCED WEAPONS SELECTED.» Complete the Start-up procedure as normal, following the voice prompts.

Programming the Attack Squadrons
If you chose Custom Fleet Deployment,

you will need to input the position of your Attack Squadrons. After you complete Step 14 of the Start-up sequence and have entered the coordinates for your Special Operations Craft (see page 7), you will hear «ATTACK SQUADRON 1 REPORTING — ENTER COORDINATES.»

Attack Squadrons 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 ENTER. If you try to place a Attack Squadron anywhere else, you will be asked to try again.

Note: When the C.I.S. says Attack Squadron 1, it's the red aircraft. Attack Squadron 2 is the blue aircraft.

Follow the prompts and place your second Attack Squadron aboard your Aircraft Carrier.

Normal programming will now resume (see Step 15 on page 7).

When you choose any of the 100 Pre-determined Fleet Deployment formations (pages 20-29) after selecting ADVANCED WEAPONS, your Aircraft Carrier will be deployed with two Attack Squadrons in position and ready for action.

In both Predetermined and Custom Fleet Deployment, place the matching plastic Attack Squadron on the base grid of your unit by inserting its tab into the Aircraft Carrier, so that the position of the aircraft matches the coordinates registered by the computer.

Playing the ADVANCED WEAPONS

On your turn, play the game as you would in a basic game. With the ADVANCED WEAPONS, 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 keypad, as described below and on the following pages.

Note: These buttons are deactivated during Territorial Waters, Salvo or Target Plus One Missions when Basic Weapons are selected.

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

ATTACK SQUADRONS

At the start of any ADVANCED WEAPONS MISSION, your two Attack Squadrons will be located on your Aircraft Carrier. You'll want to send your Attack Squadrons into the battle zone so that they can scan for enemy targets. To move your Attack Squadrons, follow these steps:

1. Press the Aircraft Carrier button. You will hear «AIRCRAFT CARRIER REPORTING — SELECT ATTACK SQUADRON».
2. Decide which of your two Attack Squadrons you will move and press the matching button on your key

pad (SQUADRON 1 for red aircraft, SQUADRON 2 for blue aircraft). You will hear, for example, «ATTACK SQUADRON 1» followed by «ENTER TARGET COORDINATES.»

3. Choose the grid coordinates on your upright target grid and place your Attack Squadron into that space on the grid. See Figure 9.

Note: Do not announce coordinates to your opponent, who could shoot your plane down with Anti-aircraft Missiles!

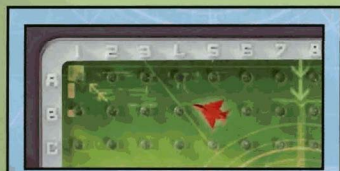
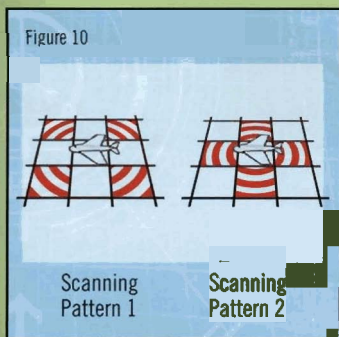


Figure 9
Place your Attack Squadron on the upright target grid.

4. You will then hear «ENTER SEARCH PATTERN.» The aircraft will scan five of the spaces immediately surrounding it. There are two scanning patterns available:



5. Now press the corresponding number key and press ENTER.

6. **Did you find a target?** The Attack Squadron will scan for enemy ships in any of the coordinates within the scanning pattern you chose.

• **If you find a target,** you will be prompted to fire at each of the targets found within the scanning pattern. For example, you may hear «ENEMY AT ECHO 3 — TARGET LOCKED ON — READY TO FIRE.» Press the FIRE button to launch your missile. Then you'll hear «MISSILE AWAY — I GOT HIM! — RADAR CONFIRMS HIT AT ECHO 3.» This sequence will repeat for each of the targets found in the scanned area.

Note: Each Attack Squadron can only fire on an enemy target once. After it has used its missiles, that Attack Squadron can only scan.

• **If no targets are found,** you'll hear «ATTACK SQUADRON 1 CONFIRMS CLEAR WATERS.» Record the miss by inserting white pegs in the corresponding coordinates.

If you try to call an Attack Squadron into action that has been destroyed, when you press its matching key on your game unit you will hear, for example, «ATTACK SQUADRON 1 DESTROYED.» If you can, call on your second Attack Squadron!

Note: Even if your Aircraft Carrier is sunk, you can keep using your Attack Squadrons, 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 Missiles.

(explained below)

STRATEGY HINT

It's a good idea to move your Attack Squadrons 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 an Attack Squadron is still stationed, not only will the Aircraft Carrier take some damage (or be sunk), your Attack Squadron will be lost, too. If your Attack Squadron is hit onboard your Aircraft Carrier, remove the plastic Attack Squadron from the game and place a red "Hit" peg in your Aircraft Carrier.

BATTLESHIP

1 TOMAHAWK MISSILE

1. Press the Battleship button. You will hear «BATTLESHIP REPORTING — RADAR GUIDANCE SYSTEMS OPERATIVE — TOMAHAWK MISSILE ARMED — READY TO LAUNCH» and then «INPUT TARGET COORDINATES.»

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



Figure 11

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.

4. You will hear «TARGET LOCKED ON — READY TO FIRE.» Press FIRE.

5. The yellow light on your unit will flash, and you will hear the missile fire and an explosion if you have hit one or more targets, or a buzzer if all of the spaces covered by the Tomahawk's Firing Pattern were free of ships and planes. You will then hear confirmation of any hits or misses.

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

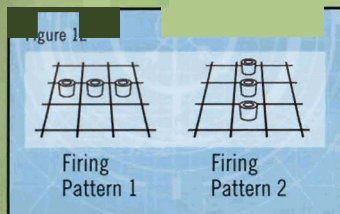
Strike Capability

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!

LIGHT MISSILE CRUISER 2 HARPOON MISSILES

1. Press the Light Missile Cruiser button. You will hear «LIGHT MISSILE CRUISER REPORTING — RADAR GUIDANCE SYSTEMS OPERATIVE — HARPOON MISSILE ARMED» and then «ENTER FIRING PATTERN.»

The Light Missile Cruiser can launch its Apache Missiles in two distinct Firing Patterns:



2. Look at your upright target grid and decide where you want your Harpoon 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, «VERTICAL FIRING PATTERN.» Press ENTER to select. You will hear «INPUT 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.

5. You will hear «TARGET LOCKED ON — READY TO FIRE.» Press FIRE.

6. The yellow light on your unit will flash, and you will hear the missile fire and an explosion if you have hit one or more targets, or a buzzer if all of the spaces covered by your chosen Firing Pattern were free of ships and planes. You will then hear confirmation of any hits or misses.

Strike Capability

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

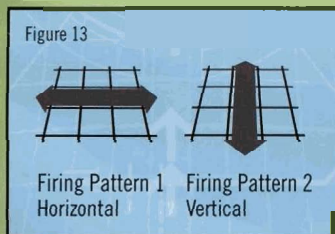
SUNK OR OUT OF AMMO?

If you try to call on a ship's special weapons when that ship has been sunk or you have used all the ammunition available, you will hear, for example, «BATTLESHIP SUNK» or «MISSILE UNAVAILABLE.» You will then be asked for new orders.

FAST-ATTACK SUB 2 TORPEDOES

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

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

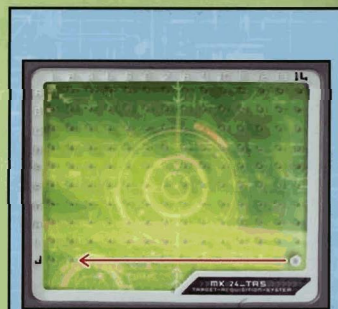


Each Torpedo will travel in a straight line from a point along the edge of the grid, which you select. Depending on the Firing Pattern you select, it will travel vertically or horizontally from one side of the grid to the other. If it hits a target along its course, the Torpedo will explode and travel 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 horizontally (Firing Pattern 1) or vertically (Firing Pattern 2), press the corresponding number key to select your Firing Pattern. You will hear the computer confirm with, for example, «HORIZONTAL FIRING PATTERN.» Press ENTER to

select. Then you'll hear «INPUT TARGET 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 14.



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. You will hear «TUBE 1 FLOODED — READY TO FIRE.»

5. Press FIRE. The yellow 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 «RADAR 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 15.



Figure 15
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.

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.

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.

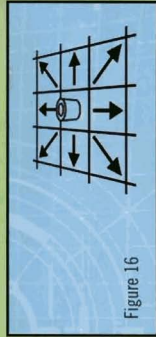


Figure 16

1. Press the SCAN button.
2. You will hear «SUBMARINE REPORTING

followed by «ENTER SONAR SWEEP COORDINATES.»

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.

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

4. Press ENTER to confirm your orders and send out the sonar beam. If the scan finds something in your target area, you will hear «SONAR SWEEP 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 SWEEP 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 «FAST ATTACK SUBMARINE SUNK.» You will then be asked for new orders.

ANTI-AIRCRAFT MISSILE BATTERY

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

You will first need to identify the approximate position where you think an enemy Attack Squadron is flying. Listen carefully to the coordinates called out when your enemy uses one of his/her Attack Squadrons 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 Missiles, press the Anti-aircraft button on the top row of your key pad. You will hear «ANTI-AIRCRAFT MISSILE BATTERY REPORTING — RADAR GUIDANCE SYSTEMS OPERATIVE — SEA SPARROW MISSILE ARMED» and then «INPUT TARGET COORDINATES.»

2. Enter the coordinates for the space on your own fleet’s grid where you think the enemy Attack Squadron is flying, then you will hear «TARGET LOCKED ON — READY TO FIRE.»

3. Press FIRE 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 «RADAR CONFIRMS HIT AT . . .» and then «ATTACK SQUADRON 1 DOWN!»

- If you missed, you will hear the message «RADAR CONFIRMS MISS AT . . .»



AUTOMATIC FLEET DEPLOYMENT

Read Steps 1-8 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:

9. To select Predetermined Fleet Deployment, press number key 2. You will hear «PREDETERMINED FLEET DEPLOYMENT SELECTED — ENTER COORDINATES.»

Check through the 100 available deployment formations (see pages 20-29). 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 «PREDETERMINED FLEET DEPLOYMENT 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 ENTER.

Note: All 100 configurations include Attack Squadrons that only come into play in the ADVANCED WEAPONS (see pages 10-17). Place the plastic Attack Squadrons into position on your Aircraft Carrier only when playing ADVANCED WEAPONS

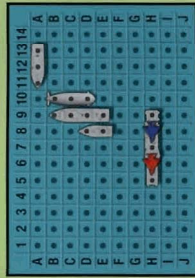
10. Now place the matching plastic ships on your base grid by inserting their tabs into the grid, so that the positions of your ships match those of your chosen Predetermined Fleet Deployment.

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

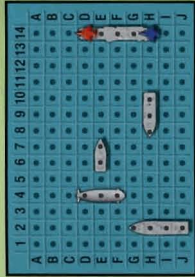
When both players have programmed their sides, you will hear «RED ALERT, RED ALERT, MAN YOUR BATTLE STATIONS — THIS IS NOT A DRILL — REPEAT — THIS IS NOT A DRILL!» and «AWAITING ORDERS PLAYER 1...»

Now turn to page 8.

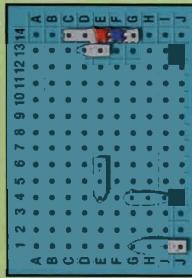
DEPLOYMENT FORMATIONS



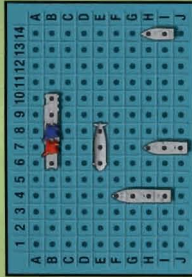
C1



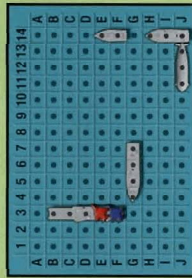
C2



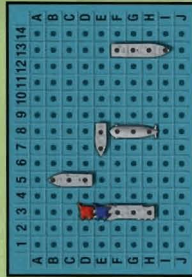
C3



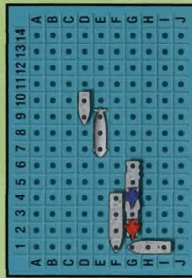
C4



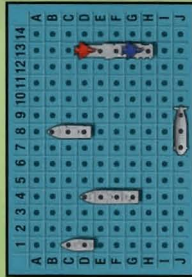
C5



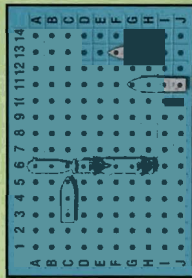
C6



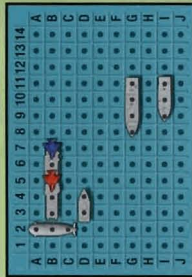
C7



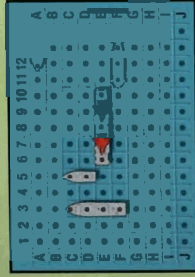
C8



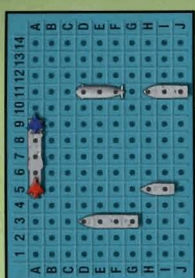
C9



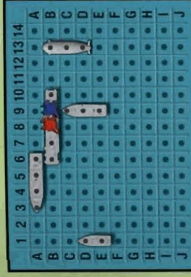
C10



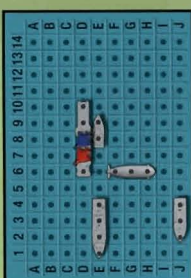
D1



D2



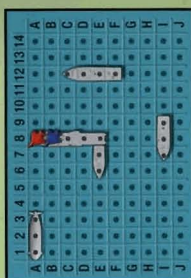
D3



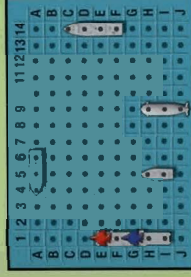
D4



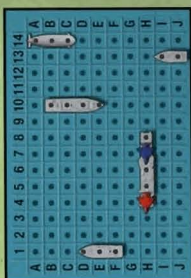
D5



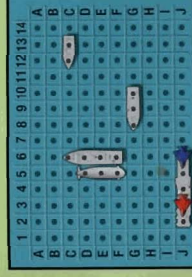
D6



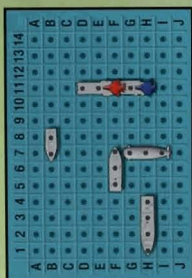
D7



D8



D9



D10

DEPLOYMENT FORMATIONS



G1

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

G3

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

G5

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

G7

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

G9

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

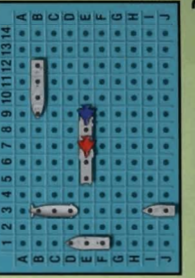
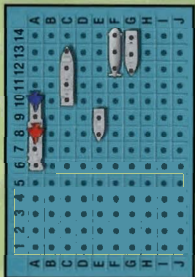
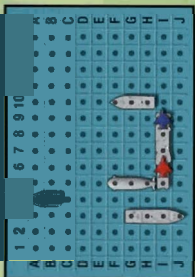
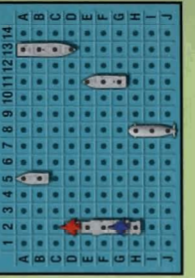
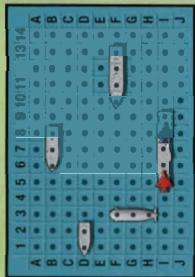
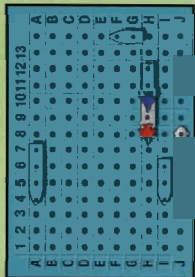
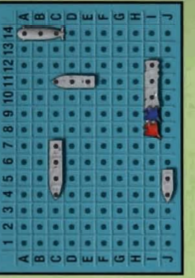
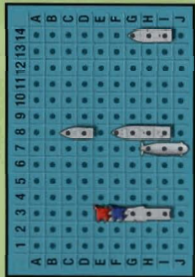
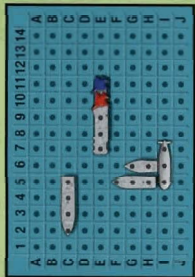
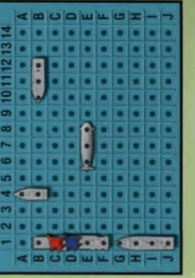
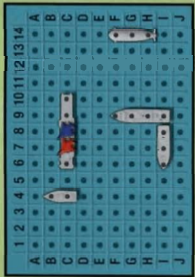
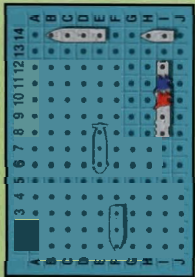
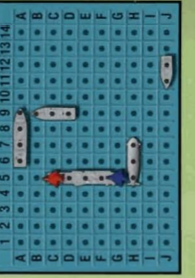
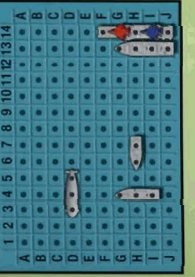
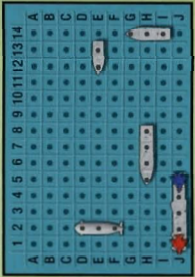
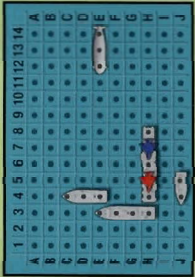
G2

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

G4

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

DEPLOYMENT FORMATIONS



15 horizontal dashed lines for writing.

15 horizontal dashed lines for writing.

AIRCRAFT CARRIER



BATTLESHIP



LIGHT MISSILE CRUISER



FAST ATTACK SUBMARINE



SPECIAL OPS CRAFT



ATTACK SQUADRON ONE



ATTACK SQUADRON TWO



ANTI-AIRCRAFT MISSILE



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, turn the game off then back on or remove and replace the batteries to reset the computer.

FCC STATEMENT:

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. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

PROOF OF PURCHASE



04750

ELECTRONIC
BATTLESHIP

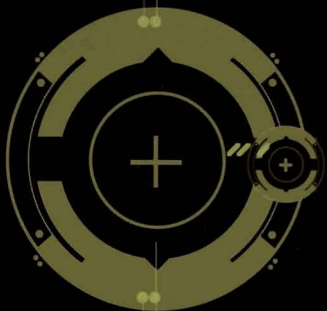


battleship.com





© 2006 Hasbro, Pawtucket, RI 02862. All Rights Reserved.
TM & ® denote U.S. Trademarks. U.S. Patent Pending. 04750-1-1205



CONFIDENTIAL

