

Be the first to sink your opponent's ships

Contents

2 game units, 10 ships, 144 white pegs, 72 orange pegs.

Assembly

Carefully remove the game pieces from the plastic frame, if needed, use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.

Note: Adult assembly supervision recommended.

Setting up

Prepare for battle

1. Separate the game units by sliding them apart. Each player takes a game unit.
2. Players must sit facing each other with the game units open. The lid of each game will form a barrier to hide the ocean grid from the opposite player. Keep them open throughout the game.
3. Each player takes a fleet of five ships:

Carrier
(5 Holes)



Battleship
(4 Holes)



Cruiser
(3 Holes)



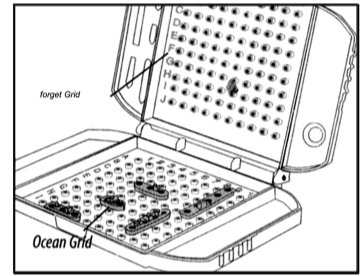
Submarine
(3 Holes)



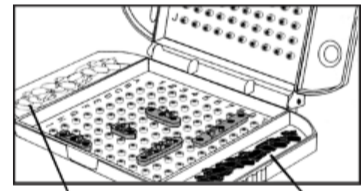
Destroyer
(2 Holes)



4. Secretly place your fleet on your ocean grid by pressing the ship into the raised holes; your opponent does the same.
Ships can be placed vertically or horizontally (as shown), but not diagonally. All the ships must be on the grid. Once the game has begun, you cannot change its position.



5. Each player takes half of the red pegs and half of the white pegs and places them in the storage area on the sides of their ocean grid, as shown.



White Peg Storage Red Peg Storage

Attack

1. Decide who goes first. You and your opponent will take turns calling out one shot per turn to try to hit each other's ships. To make a shot, choose a target hole on your target grid and announce its location by saying the corresponding letter and number.
2. When shot, you must tell your opponent whether the shot was a hit or a miss. If it hits, mark the impacted ship with a red pin.
3. The player firing the shot records it on their target grid (on the game lid). Use red pegs to record hits and white pegs to record misses.

Sinking a ship

Once the holes of the ships have been filled with red pegs, it is sunk and must be removed from the ocean grid. Tell your opponent which ship was sunk.

Winning

The first player to sink the opponent's fleet of five ships wins the game!

Storage

Locate the 10 ships anywhere on the two ocean grids and place the pegs in the storage areas. Close the game units and slide them together.

