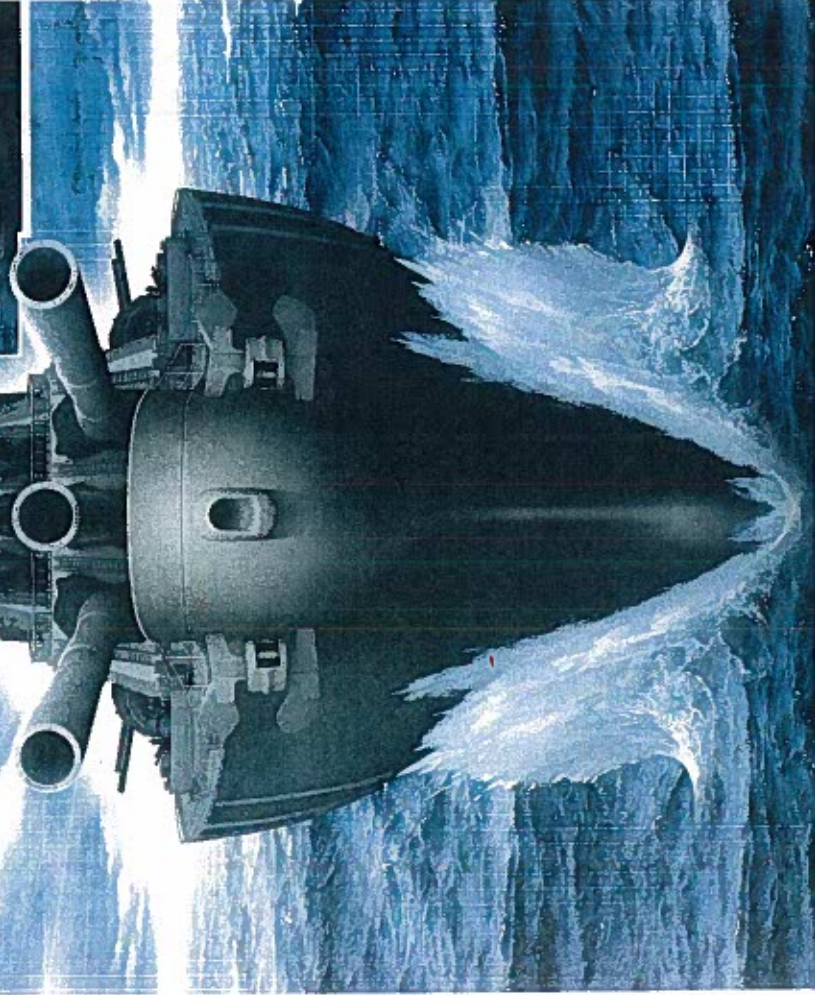


# CLASSIC BATTLESHIP

MOVIE EDITION

RULES FOR 2 PLAYERS AGES 7+  
Adult Assembly Required



## YOUR MISSION

Sink your opponent's fleet of five ships before he sinks yours.

## CONTENTS

- 2 Game Units • 5 Navy Ships • 5 Alien Ships
- 24 Navy Cards • 24 Alien Cards • Red HIT Pegs
- White MISS Pegs • Reference Card

## THE FIRST TIME YOU PLAY

1. Open up the two game units as shown in Figure 1. Slide out the storage trays and remove the game parts.
2. Carefully detach the 10 ships from their plastic frames. If needed, use an emery board or sandpaper to remove excess plastic from the ships. Discard all waste materials.



STORAGE TRAY

FIGURE 1

## A LOOK AT YOUR SHIPS

In this game, the Alien fleet and the Navy fleet face off in a do-or-die battle for Earth. Each player controls a fleet of five ships based on the BATTLESHIP movie. Here's a look at the ships that make up each fleet.

### THE NAVY FLEET



CARRIER (5 HOLES)



BATTLESHIP (4 HOLES)



JAPANESE DESTROYER (3 HOLES)



AMERICAN DESTROYER (3 HOLES)



RHIB (2 HOLES)

### THE ALIEN FLEET



FLAGSHIP (5 HOLES)



HEAVY ORDNANCE CRAFT (4 HOLES)



RED STORM STINGER (3 HOLES)



BLUE SHREDDER STINGER (3 HOLES)



SMALL ASSAULT SHIP (2 HOLES)



## CLASSIC BATTLESHIP

### Setup

1. Choose a side—Navy or Alien. Then take a game unit (target grid for the Navy player, red grid for the Alien player), open it up, and shuffle your opponent's ships.
2. Secretly place your five ships on your ocean grid by pressing their pegs into the holes. See Figure 2.
3. Place strips vertically or horizontally, but not diagonally. Ships may overlap the edge of the grid or overlap other ships, but make sure that each target hole in your ships has its own coordinate.
4. Slide out the storage trays and make sure you have plenty of red and white pegs in your tray. Place the two card decks and the reference card out of the game.

### How to Play

- Decide who will go first. You and your opponent take turns calling out one shot to try to hit each other's ships. For a hit, call out the coordinate on your target grid, then call it out by its letter and number (for example, "B-2").
- **Hit!** If your shot hits an enemy ship, your opponent announces it as a hit, but doesn't reveal which ship was hit. Mark the hit by pushing and twisting a red peg into the hole on your target grid. Your opponent places a red peg into the hole in his ship.
  - **Miss!** If your shot does not hit an enemy ship, your opponent announces it as a miss. Push and twist a white peg into the hole on your target grid. Your opponent does not need to mark the miss on his grid.

FIGURE 2



TARGET GRID

NAVY SHIPS ON OCEAN GRID

NAVY PLAYER'S GAME UNIT



TARGET GRID

ALIEN SHIPS ON OCEAN GRID

ALIEN PLAYER'S GAME UNIT

## SPECIAL OPS GAME (BASIS)

This game features the search-and-destroy strategy of the classic game, and the added excitement of movie-based cards that give you extra firepower. The object is the same: to destroy and sink your opponent's fleet to win.

### Setup

1. Set up the game as you would for a classic game. The Navy player takes the blue card deck; the Alien player takes the red card deck.

2. Shuffle your card deck and place it face down in your tray.

### How to Play

On your turn, draw a card from your deck, follow the directions on it, then place it face up in a discard pile beside your tray. (If the deck runs out, just shuffle the discard pile to create a new drawpile.) This ends your turn.

## CARD DIRECTIONS



**Fire 1 Shot:** Call out a shot and mark it, as in the classic game.



**Com Tower:** Place this card face up in a separate pile next to your game unit. Then draw another card and follow the direction on it.



**Fire 2 Shots:** Call out a shot and mark it, as in the classic game. Then do it again.

If you collect all 4 of your Com Tower cards before your opponent draws all 4 of his, you'll earn a very special power for the rest of the game: all of your hits are instant sink shots! Whenever you score a hit, your opponent must reveal all of the remaining coordinates of that ship. Mark the hits as you would in the classic game. The ship is instantly sunk.



**Fire 4 Shots:** Call out a shot and mark it, as in the classic game. They do it two more times.

If you draw a Com Tower card after your opponent has collected his 4 Com Tower cards, discard it. Then the once-by-calling-out-and-marking-a-ship-as-you-would-in-the-classic-game.





**Fire & Draw:** Call out a shot and mark it, then draw another card and follow the direction on it.



**Column Blitz:** If your Carrier (or Flagship) is still afloat, pick a number column, then call out a shot in every coordinate in that column. If your Carrier (or Flagship) has been sunk, just call out one shot.



**Reveal:** Your opponent must reveal one "unhit" coordinate on a ship of his choice. Mark it as a hit.



**Row Scan:** Pick a letter row. Your opponent reveals the number of coordinates in that row occupied by his ships, but does not reveal their locations. Do not fire on this turn.



**Row Blitz:** If your Battleship (or Heavy Ordnance Craft) is still afloat, pick a letter row, then call out a shot in every coordinate in that row. Mark your hits and misses. If your Battleship (or Heavy Ordnance Craft) has been sunk, just call out one shot.



**Salvo:** Place this card face up next to your grid and leave it there. Now, every time you draw a Fire 1 Shot card, you may fire as many shots as you have ships. You lose this power the moment one of your ships is destroyed. Discard it when this happens.

## How to Play

- On your turn, take any of the following actions. Your turn is then over.
- Draw two cards from your deck and keep them in your hand, or
  - Draw one card, then play any card from your hand and follow the directions on it, or
  - Play any two cards from your hand and follow the directions on them.

Card directions are the same as for the basic Special Ops game. After playing a card, place it in a discard pile next to your deck.

**Card limit:** You can never have more than 10 cards in your hand at the end of your turn.

## STORAGE

Done playing for now? Storage is a snap: just fit the ships into the holes on each side of your ocean grid. Place the pegs and card decks in the storage trays and slide them closed. Then close the game units and fit them together as shown in Figure 3.

FIGURE 3



## SPECIAL OPS GAME (ADVANCED)

This game plays the same as the basic Special Ops game, except that instead of drawing a card on every turn, you'll be playing with a hand of cards.

### Setup

1. Set up the game as you would for a classic game. The Navy player takes the blue card deck; the Alien player takes the red card deck.
2. Shuffle your card deck and place it face down nearby.
3. Draw a hand of five cards, and secretly look them over.

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MB GAMES

CLASSIC

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# BATTLESHIP



## **FIRE 1 SHOT**

Call out one shot and mark the result.



## **FIRE 2 SHOTS**

Call out one shot and mark the result. Then do it once more.



## **FIRE 3 SHOTS**

Call out a shot and mark the result. Then do it two more times.



## **COM TOWER**

Keep it faceup, then draw another card and follow the directions.

If you're the first to collect all 4 of your Com Tower cards, all of your hits are instant sink shots! When you score a hit, your opponent reveals all remaining coordinates of that ship. Mark each hit. That ship is sunk!

If you draw a Com Tower card after your opponent has collected his 4 Com Tower cards, discard it. Then call out one shot and mark the result.



## **FIRE & DRAW**

Call out a shot and mark it, then draw a card and follow the directions.



## **REVEAL**

Your opponent reveals one "unhit" coordinate on a ship of his choice. Mark it as a hit.



## **ROW BLITZ**

If your 4-hole ship is still afloat, pick a letter row and call out every coordinate. Mark hits and misses. If your 4-hole ship is sunk, just call out one shot and mark the result.



## **COLUMN BLITZ**

If your 5-hole ship is still afloat, pick a number column and call out every coordinate. If your 5-hole ship is sunk, just call out one shot and mark it.



## **ROW SCAN**

Pick a letter row. Your opponent reveals the number of coordinates in that row occupied by his ships, but does not reveal their locations. Do not fire on this turn.



## **BALVO**

Keep it faceup next to your grid. Every time you draw a FIRE 1 SHOT card, fire as many shots as you have ships afloat. The next time one of your ships is sunk, you lose this power and discard this card.

REFERENCE CARD

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