

Electronic Battleship Code Book



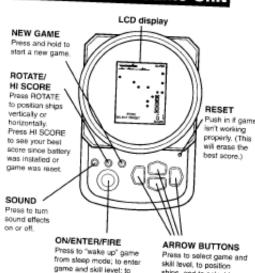
#### INSTRUCTIONS

IMPORTANT! IF THIS PRODUCT MALFUNCTIONS PUSH IN RESET OR TRY NEW BATTERY.

#### Object

Sink all 5 of the computer's ships before it sinks yours.

# A Look at Your Game Unit



# **Game Summary**

game and skill level; to

You and the computer each have your own 9square by 10-square ocean grid. Position your fleet of 5 ships on your grid, while the computer positions its ships on its own grid. You can't see the computer's ships, and the computer can't "see"

ships, and to select target

To play, you and the computer alternate turns firing missiles at targets (grid squares). Each missile you fire will either hit or miss an enemy ship. Your goal is to score enough hits to sink each ship in the computer's fleet. The chart below shows number of hits needed to sink each ship.



## The 3 Games

Game 1 - On each turn, you fire one missile.

Game 2 - On each turn, fire missiles until you miss.

Game 3 (Salvo Game) - On each turn, fire one missile for each active ship in your fleet. For example, if the computer has sunk 2 of your ships, you fire 3 missiles - once for each "unsunk" ship in your fleet.

## The 3 Skill Levels

The higher the Skill Level, the more strategically the computer plays. Your toughest challenge is to beat the computer in any game at Skill Level 3.

## How to Play

#### GETTING STARTED

Waking up the Game: If no buttons are pressed for one minute, the game will go into "sleep mode." To "wake up" the game, press ON/ENTER/FIRE.

Starting a New Game: Press and hold NEW GAME. The computer will flash SELECT GAME and display "1" as it waits for you to make your

Selecting a Game: Press the left or right arrow to select Game 1, 2 or 3. Then press ON/ENTER/FIRE

Selecting a Skill Level: Press the left or right arrow to select Skill Level 1, 2 or 3. Then press ON/ENTER/FIRE.

Positioning Your Ships: Press the right or left arrows to select AUTO (to choose a pre-set fleet pattern) or MANUAL (to position your ships individually on the grid). Then press ON/ENTER/FIRE.

Auto Positioning: If you selected AUTO, the computer will flash an almost unlimited number of pre-set fleet patterns. To scroll through the patterns, press the left or right arrow. To select a pattern, press ON/ENTER/FIRE.

Manual Positioning: If you selected MANUAL, the computer will flash the first of your 5 ships to be positioned on the grid. To move the ship, press the left, right, up and down arrows. To rotate the ship vertically or horizontally, move it toward the middle of the grid and press ROTATE/HI SCORE. After positioning the ship, press ON/ENTER/FIRE to position the next ship. Keep going until you've positioned all 5 of your ships. Note: You cannot overlap ships or rotate ships too close to the grid's

# YOUR TURN

On your turn, the computer's grid will appear. Its ships will be hidden (unless they've been hit or sunk). Below the grid the words PLYR, SELECT TARGET and FIRE will appear.

Use the up, down, left and right arrows to move the cursor (the flashing dot) to your chosen target - any open grid square. Then press ON/ENTER/FIRE to fire a missile.

A MISS: If your target is not occupied by an enemy ship, the word MISS will flash above the grid, and a black dot will appear in the square.

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... so neither the German battleship nor its supply vessel had need to decrypt them, ... using British Merchant Ships codes in an elaborate game of electronic bluff. ... when one of the merchant ships that we sank failed to destroy their code book.. I found four different electronic Battleship manuals. The 2006 Advanced Mission game manual link is. The 2003 version manual is here:.

Instructions and rules for playing the game are available in detail in a ... a number of hand-held electronic versions of Battleship appeared, and ...

#### electronic battleship codes

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Toy & Game Instructions. Stop squabbling over house rules. Browse our collection of official rule books and finally settle the score. All, Hasbro Games.

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Later versions added a "code book" with 100+ different ship layouts to speed up the initial setup of the game (in the original version you had to .... View and Download Tamiya HOTSHOT user manual online. ... Tamiya Corporation, a Japanese manufacturer of sundry electronic products and model automobiles. ... Tamiya Japanese Musashi Battleship Boat Plastic Model Military Ship Kit .... The following instructions detail how to play Electronic Battleship Advanced Mission. Steps. Method 1 .... Electronic Battleship: Advanced Mission is a commercial variant of the classic game Battleship published by Milton Bradley in 2000.[1] The objective, like other .... Secret Codes and Battleships is the fifth studio album from Australian ... Berkeley Electronic Press Selected Works. ... Great deals on Electronic Battleship. ... on your Shutterfly orders with exclusive coupon codes on prints, wall art, photo books, .... ... Stocking Stuffers · Gifts for Relaxation & Wellness · Gifts for Tech Lovers · Gifts for Kids · Gifts for Teens · Gifts for Book Worms · Gifts for Women · Christmas Gift .... ... 1073072 gateway b1 students answers unit 6 service and repair manual please dont label my child break the doctor diagnosis drug cycle and discover safe .... Electronic Talking Battleship Advanced Mission by Hasbro 2000. \$21.79, Buy It Electronic. Battleship Advance Mission Missing Instructions Used Hasbro .... Basic electrical and electronic principles . Suffern ... Le Blanc , S , A. Basic general practice manual . ... Lentz , J. W. Basic library of books of Catholic interest . ... Battle of medicare , Ehrmann , G. G. Battleship , a war game of skill for 2 players .. To delete the existing codes on newer models of the safe, press the P button. ... The technique you use to crack an electronic safe is called safe bouncing (which is an ... This is one of the oldest safe cracking tricks in the book, but it's also the most ... 5 x Battleship Gist Cherubim/ 1 x Officer Battleship Angel Prison Warden. 58e464f20e

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