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[Electronic Battleship Code Book](#)

ELECTRONIC HAND-HELD BATTLESHIP 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

NEW GAME
Press and hold to start a new game.

ROTATE/ HI SCORE
Press ROTATE to position ships vertically or horizontally. Press HI SCORE to see your best score since battery was installed or game was reset.

SOUND
Press to turn sound effects on or off.

ON/ENTER/FIRE
Press to "wake up" game from sleep mode; to enter game and skill level; to position ships; and to fire.

RESET
Push in if game isn't working properly. (This will erase the best score.)

ARROW BUTTONS
Press to select game and skill level, to position ships, and to select target.

Game Summary

You and the computer each have your own 9-square 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" yours.

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 the number of hits needed to sink each ship.

	CARRIER - 5 hits
	BATTLESHIP - 4 hits
	DESTROYER - 3 hits
	SUBMARINE - 3 hits
	PATROL BOAT - 2 hits

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 selections.

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 edge.

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 ...

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