



ELECTRONIC BATTLESHIP[®]

**CODE
BOOK**
AND INSTRUCTIONS

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INTRODUCTION

THE CHALLENGE—OBJECT OF THE GAME

Electronic Battleship is the ultimate duel at sea! A computerized naval combat game that challenges you and an opponent to discover the secret locations of each other's ships and to sink them. If you sink all 5 of your opponent's ships before he or she can sink all 5 of your ships, you'll win the game.

THE PROGRAMMING—2 DIFFERENT WAYS

Before play begins, you and your opponent must secretly tell the computer where your 5 ships are hidden. Do so by programming, that is, sliding switches and pressing buttons to let the computer know your fleet location.

There are two ways to program:

1. **"Instant Programming,"** a fast, fully automatic system in which you program the identifying code letter and number of a Location Pattern (choose from 100 of them) and in just a few seconds all 5 of your ships are programmed to those pre-selected locations.
2. **Manual Programming,** a versatile system in which you may place your 5 ships anywhere on the ocean grid and individually program in their locations. Plot out your location strategy carefully, then press all the appropriate buttons.

THE BATTLE—ACTUAL PLAY OF THE GAME

After the ship's locations are programmed, play can begin. Search out enemy ships, fire at them and try to sink them. Just program in a target location and fire away. Hopefully you'll score a hit. All the battle action is accompanied by realistic sounds...probing sonar, flying missiles. Hits are accompanied by flashing lights and explosive sounds!

HOW TO SET UP THE GAME

CONTENTS:

- base unit with two Control Consoles and two ocean grids
- upright target grid
- two sets of 84 white pegs
- two sets of 42 red pegs
- 10 plastic ships
- Code Book with instructions

BATTERY INSERTION:

Four "AA" size batteries (not included) are needed to power the game unit. Alkaline batteries are recommended for longer life and better performance. Weak batteries will produce uneven sound and inaccurate results. Always check batteries if game operates unusually or erratically.

1. See Figure 3, on page 5, for location of battery compartment.
2. Lift out the battery holder from the compartment and insert the 4 batteries as shown in Figure 1 being sure to match up the (+ and -) symbols on the batteries with the (+ and -) symbols molded into the holder. Replace holder into compartment as shown in Figure 1A.
3. Secure the battery door (packaged with the plastic ships and pegs) to the battery compartment by pressing it into place as shown in Figure 2.

FIGURE 1

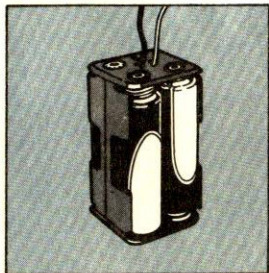


FIGURE 1A

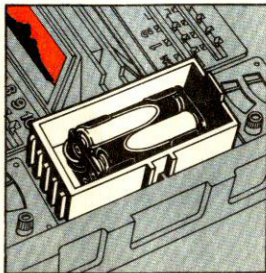


FIGURE 2

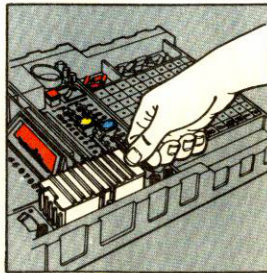
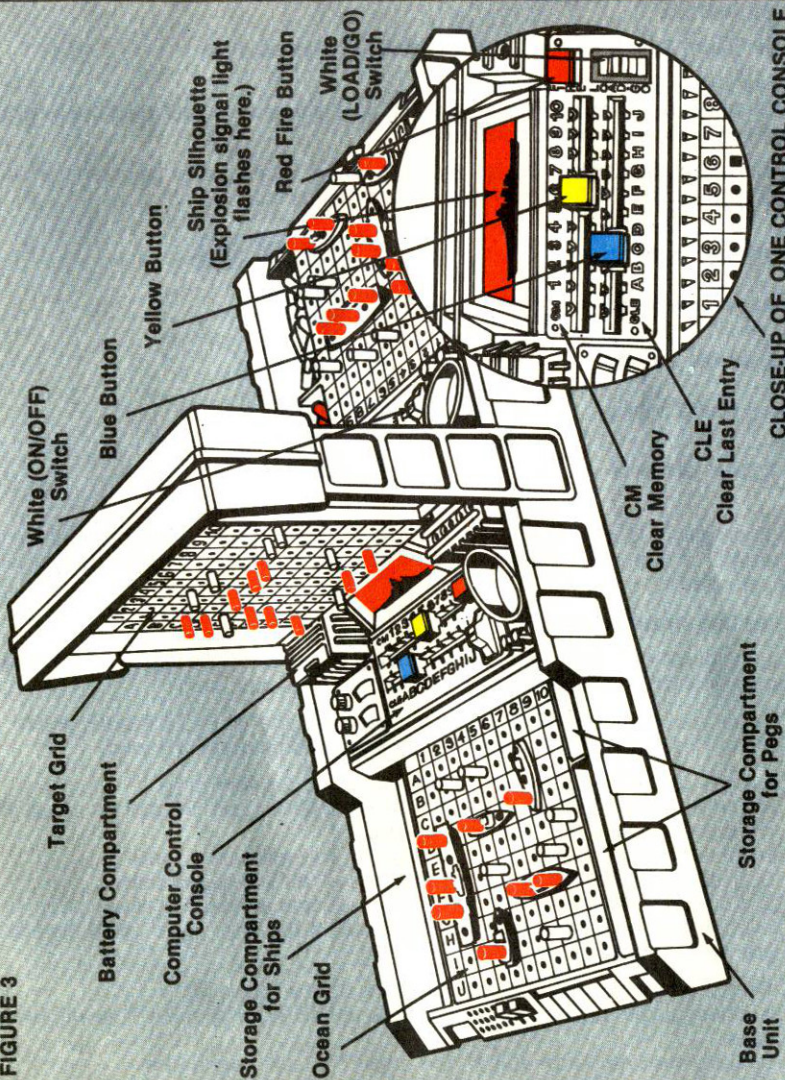


FIGURE 3



ASSEMBLY:

See Figure 3 for a look at the completely assembled game.

Here's how you put it all together:

1. Slide the target grid onto the base unit so it is positioned between the two control consoles and the two ocean grids.
2. Separate the 10 plastic ships from the runner. Each player takes one of each kind and places the 5 ships in the ship storage compartment.

Carrier (5 holes)



Battleship (4 holes)



Submarine (3 holes)



Destroyer (3 holes)



P.T. Boat (2 holes)



3. Each player is given 2 runners of white pegs (84 of them) and 1 runner of red pegs (42 of them). Separate pegs from runners and place them in peg storage compartment.

TESTING PROCEDURE:

To get acquainted with many of Electronic Battleship's audio signals and to see if the game is functioning properly, conduct the following test...

1. Move the white ON/OFF switch to "ON" and the white LOAD/GO switch to "LOAD." You should hear a continuous **Beep and ping sonar sound.**
2. On one of the Computer Control Consoles, do the following...
 - A. Slide yellow button to "CM" (CLEAR MEMORY) and press. This clears the computer memory. **You will hear a tone.**
 - B. Slide the blue button to "A" and press. **You will hear a tone.**
 - C. Slide the yellow button to "1" and press. **You will hear a tone.**
 - D. Now press the red "FIRE" button. **You will hear a tone.** You have just entered the coordinate (letter/number combination) for the "A-1" location on the ocean grid for that side of the unit.
3. On the other Computer Control Console, do the following...
 - A. Slide yellow button to "CM" (CLEAR MEMORY) and press. **You will hear a tone.**
 - B. Slide the blue button to "J" and press. **You will hear a tone.**
 - C. Slide the yellow button to "10" and press. **You will hear a tone.**

D. Now press the red "FIRE" button. **You will hear a tone.** You have just entered the coordinate for the "J-10" location on the ocean grid for that side of the unit.

4. Move the white LOAD/GO switch to "GO."

5. On the first Computer Control Console (the one used in Step 2., of Testing Procedure), do the following...

A. Slide the blue button to "J" and press (Listen for a tone).

B. Slide the yellow button to "10" and press (Listen for a tone).

C. Now press the red "FIRE" key. You will hear the sound of a flying missile, see a flash of light, and hear an exploding sound. Then you will hear three sets of "WHOOOP," "WHOOOP," "WHOOOP" signals.

You have just fired a missile at the "J-10" location on the other ocean grid and scored a "HIT."

6. On the Computer Control Console (the one used in Step 3, of Testing Procedure) do the following...

A. Slide blue button to "A" and press (Listen for a tone.)

B. Slide yellow button to "1" and press (Listen for a tone.)

C. Now press the red "FIRE" button. You will hear the same sounds and see the same explosion as you did in Step 5.

EXCEPTION: you **will not** hear the three sets of "WHOOOP" signals.

You have just fired a missile at the "A-1" location on the other ocean grid and scored a "HIT."

Caution: if you do not hear the tones and sounds or see the flash of light as described in the Testing Procedure, replace the batteries and/or check the battery connectors and repeat test.

PROGRAMMING— THE 2 DIFFERENT WAYS:

The object of the game is to sink all 5 of your opponent's ships before your opponent can sink all 5 of your ships.

Before you attempt to fire at and sink enemy ships, you and your opponent must tell the computer exactly where your fleet is located...so the computer can record the battle action and correctly signal missile hits and misses.

You and your opponent tell the computer your ships' locations by **programming**. There are two ways to program: Instant Programming and Manual Programming. During a game, both of you can Instant Program or Manual Program or one can program "Instantly" and the other program manually.

HERE'S HOW YOU INSTANT PROGRAM...

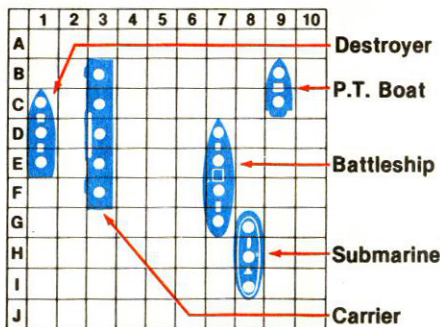
Instant Programming is a fast, totally automatic way to enter your ships' coord-

dinates (letter and number locations on the ocean grid) into the computer. It takes seconds to program "instantly." Just choose one of the 100 computer-selected Location Patterns on pages 18 to 30. Enter its identifying code letter and number into the computer by pressing the appropriate buttons and all 5 of your ships will be programmed to those pre-selected locations in just seconds. Follow the step by step procedure, below, and you'll discover how easy it is to "Instant Program!"

Instant Programming—Step By Step

1. You and your opponent decide who programs first. **Important:** only one person can "Instant Program" at a time.
2. The first programmer flips through the 100 Location Patterns on pages 18 to 30 of this Code Book and secretly picks one to use. For example, Location Pattern A1 on page 18.
3. The first programmer then secretly places the 5 plastic ships on his or her ocean grid in the positions designated by the selected Location Pattern. To position ships correctly, just push their pegs into the proper holes on the grid. **Be sure to place the correct ship in the correct location.**
Please Note: if you have any difficulty distinguishing what ship goes where, see page 18 for a valuable illustration of all 5 ships.

Here is a close-up illustration of Location Pattern A1...



NOTE:

Carrier is placed in positions
B-3, C-3, D-3, E-3, F-3

Battleship is placed in positions
D-7, E-7, F-7, G-7

Destroyer is placed in positions
C-1, D-1, E-1

Submarine is placed in positions
G-8, H-8, I-8

P.T. Boat is placed in positions
B-9, C-9

4. The first programmer slides the white ON/OFF switch to "ON." The continuous "Beep...Ping" sonar sound will be heard.
5. The first programmer then slides the white LOAD/GO switch to "LOAD."
6. The first programmer slides the yellow button to "CM" on his or her Computer Control Console, presses it and listens for a tone.
7. The first programmer presses the red "FIRE" button on his or her computer Control Console and listens for a tone.

8. The first programmer then enters the identifying code letter and number of the selected Location Pattern by pressing the appropriate blue and yellow buttons on his or her Computer Control Console. A tone is emitted each time a button is pressed. For example, if you wish to program in Location Pattern A1, slide the blue button to "A," press it and listen for a tone. . . then slide the yellow button to "1", press it and listen for a tone.

9. Finally, the first programmer presses the red "FIRE" button on his or her Computer Control Console, listens for one beep followed by one "WHOOOP" signal. Once the "WHOOOP" signal is sounded, the first programmer's Instant Programming is completed!

The second programmer now begins the same procedure as outlined in rules 2 to 9. After the second programmer "Instant Programs" and hears the "WHOOOP" signal, the game can begin! See Battle Action on page 12 for how to play!

How to correct an Instant Programming mistake:

If you enter in an incorrect code letter and number of a Location Pattern, you can correct your programming fault by doing the following. . .

...if you have not pressed the red "FIRE" button for the second time, just reprogram your entry...that is, slide the blue button to the appropriate letter, press it and listen for a tone. . . then slide the yellow button to the appropriate number, press it and listen for a tone. Now press the red "FIRE" button, listen for one beep and the final "WHOOOP" signal.

...if you have pressed the red "FIRE" button for the second time, you must wait for the long series of beeps and the final "WHOOOP" signal to end. Then slide the yellow button to "CM" (CLEAR MEMORY) and press it. Then press the red "FIRE" button, reprogram your correct code letter and number entry pressing the appropriate letter and number buttons, press the red "FIRE" button. . . then listen for one beep and the "WHOOOP" signal again.

Caution: At any time during programming, if you do not hear a tone after pressing a blue or yellow button, make sure the button is lined up directly in front of the letter or number and press again.

The 100 computer-selected location patterns for Instant Programming are on pages 18 to 30.

HERE'S HOW YOU MANUAL PROGRAM. . .

If you prefer to place your ships on the ocean grid in positions you desire rather than in computer-selected locations, then you may **Manual Program** instead of **Instant Program**.

It takes longer to Manual Program, for you must enter the coordinates (that's the letter/number location) for each ship. There are 17 coordinates that must be programmed.

Manual Programming is more versatile than Instant Programming because it offers you the freedom to position your ships in any vertical or horizontal position on the grid. Instant Programming, however, is totally automatic (with fewer buttons to press—less chance of making a programming error) and much, much faster.

You decide which programming system works the best for you...Instant or Manual!

Manual Programming—Step By Step

1. You and your opponent may Manual Program at the same time, each entering coordinates into your own Computer Control Console. Be sure to react to the audio signals for your own console, however, and not your opponent's!

NOTE: program separately if you find each other's audio signals confusing.

2. Slide the white ON/OFF switch to "ON." You will hear the continuous "Beep...Ping" sonar sound.

3. Slide the LOAD/GO switch to "LOAD."

4. Slide the yellow button to "CM" (CLEAR MEMORY), press it and listen for a tone. This will erase all data from the computer's memory bank.

5. Secretly place any ship on your ocean grid by pushing its pegs into the ocean grid holes. You place a ship in any horizontal or vertical position but **not diagonally**.

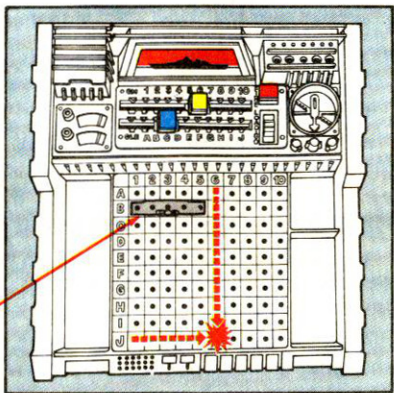
Please Note: make sure that no part of the ship hangs over the end of the ocean grid or covers any letters or numbers.

6. **Entering the coordinates:** you must determine the coordinates for the ship you just positioned and program in that location into your Computer Control Console. Here's how you do it...

FIGURE 4

Determining the coordinates...see Figure 4. Notice number 1 to 10 across the top of the grid and letters A to J along the side of the grid. any position on the grid can be pinpointed by reading a certain letter across and a certain number down. For example, in Figure 4, the coordinate for the starred location on the grid is **J-6**.

Carrier



Each hole on your ocean grid has a corresponding letter/number coordinate that labels its position. Each hole of each ship is positioned **over** a grid hole...so the coordinate for a specific ship hole is the same as the coordinate for the grid hole it covers. **Important:** the number of holes in a ship determines the number of coordinates that must be entered for that ship. For example, the Carrier in Figure 4, has 5 holes. Therefore 5 coordinates must be entered for the Carrier.

Example of entering coordinates...in Figure 4, the 5 coordinates for the Carrier are B-1, B-2, B-3, B-4 and B-5. To enter them in your Computer Control Console, you would do the following...

- A. Slide the blue button to "B," press it and listen for a tone.
- B. Slide the yellow button to "1," press it and listen for a tone.
- C. Press the red "FIRE" button and listen for a tone. **You have just entered coordinate B-1.**
- D. You would continue the same procedure as above to enter the remaining B-2, B-3, B-4 and B-5 coordinates.

Position your remaining 4 ships on the grid and enter their coordinates as above.

***Caution:** Enter coordinates accurately. If coordinates are not entered exactly as ships appear on the grid, then you will not be able to complete the game.*

7. Once you and your opponent have Manually Programmed or entered all 5 of your ships into your computer, you will each hear a single "WHOOP" signal for your particular console. Listen carefully for your signal. If you do not hear it, you have made a programming error and you will have to re-enter **all** of your coordinates again (see "How To Correct A Manual Programming Mistake," below).

8. When you and your opponent both hear your single "WHOOP" signal, the Manual Programming has been successfully completed and the Battle Action can begin.

How to correct a Manual Programming mistake:

If you enter the wrong coordinate and you notice it **before** you press the red "FIRE" button, then do the following...

1. Slide the yellow and/or blue buttons to the correct letter and/or number locations and press down, listening for a tone.
2. If only one of the buttons is being corrected (either the yellow or the blue), the other button does not have to be pressed again.

If you enter the wrong coordinate and you notice **after** you press the red "FIRE" button, then do the following...

1. Slide the blue button to "CLE" (CLEAR LAST ENTRY) and press. This will erase your last entry only (the incorrect one).
2. Then slide the blue letter button and the yellow number buttons to their correct locations, press down and listen for the tones.
3. Then press the red "FIRE" button as usual. Continue the rest of your programming.

If you have entered all of your coordinates but did not hear the single "WHOOOP" signal after completing your programming, then do the following...

1. Slide the yellow button to "CM" (CLEAR MEMORY) and press. This will erase all the data from the computer's memory bank for your Computer Control Console only.
2. Enter all of your coordinates again (all 17 of them) as outlined in Rule 6., on page 11.

Caution: when programming, if you do not hear a tone after pressing a yellow or blue button, make sure the button is lined up directly in front of the letter or number and press again...you should hear a tone!

THE BATTLE ACTION— ACTUAL PLAY OF THE GAME

After you and your opponent have programmed in your ships, the actual play of the game (called the Battle Action) can begin. You and your opponent must search out enemy ships, fire at them with your missiles and hopefully score hits. Here's how you play...pick a location on your target grid to fire at, program in that location on your Computer Control Console and press your red "FIRE" button. You'll either score a hit or a miss. Remember, the object of the game is to sink all 5 of your opponent's ships before your opponent can sink all 5 of your ships. A ship is sunk only when **all** of its coordinates have been successfully fired at. Follow the step by step Battle Action procedure, below, to see how easy it is to play.

BATTLE ACTION—STEP BY STEP FOR THE BASIC GAME

1. Slide the white LOAD/GO switch to "GO." You and your opponent decide who plays first.
2. The first player looks at the upright target grid (it represents his or her opponent's ocean grid), chooses a target location and marks it with a white peg.
3. The first player then enters the letter/number coordinate for that location on his or her Computer Control Console. This coordinate is entered the same way ship coordinates are entered.

For example: if the target coordinate you chose is C-6, you would do the following...

- A. Slide blue button to "C," press it and listen for a tone.
- B. Then slide yellow button to "6," press it and listen for a tone.
- C. Press the red "FIRE" button. You will hear **the whistle sound of a missile in flight.**

4. The results of entering a target coordinate: after pressing the red "FIRE" button, either of the following will occur...

A. A hit...if you program in a target coordinate and fire and see a flash of light behind your console ship silhouette and hear the sound of an explosion, then you have scored a hit. Do the following...

- (1) Announce the letter and number of the target coordinate to your opponent.
- (2) Your opponent then tells you which ship you hit (Carrier, Destroyer, etc.) and places a red peg into the ship hole you hit.
- (3) You record your hit by replacing the white peg on your upright target grid with a red peg.

Important: a hit does not mean that you have sunk the ship. You must locate the remaining coordinates of the ship, fire at them and hit them in order to sink a ship.

B. A miss...if you program in a target coordinate and fire and hear only the sound of a missile without the flash of light and the sound of an explosion, then you fired a **MISS**. Do the following...

- (1) Leave the white peg in place on your upright target grid so you will not program in that position again. **Do not announce this coordinate to your opponent!**

5. The first player's turn is now over. The second player then programs in his or her target coordinate and fires hoping for a hit. Players continue to play as above, alternating turns, firing one missile at a time.

HOW TO WIN THE GAME:

The first player to sink all 5 of his or her opponent's ships is the winner and will hear the following victory signal...three sets of "WHOOOP," "WHOOOP," "WHOOOP" signals.

ALTERNATE GAME PLAY SITUATION...THE SALVO GAME

Once familiar with the Battle Action of the Basic Game, you might want to try the following Salvo Game which is more challenging. In a Salvo Game, players do not alternate turns after firing at a single target coordinate, but rather after several!

1. Players set up their fleets and program their ships' coordinates as usual. Decide who plays first.

2. Rules of play for the first player:

A. Choose 5 target locations on your upright target grid and mark them with 5 white pegs.

B. Enter in the 5 coordinates into your Computer Control Console firing missiles at all 5 locations.

(1) As you fire each missile, record any hit by replacing its white peg location on the target grid with a red peg.

(2) White pegs remain in place on the target grid for any misses.

C. Now announce aloud all the **hit** coordinates to your opponent. Your opponent must then identify by name which type of ship was hit and he or she places red pegs in the ship holes that were hit.

3. The second player then follows the same procedure as above. Players continue to fire Salvos in this fashion with one exception.

Exception: when an opponent sinks one of your ships, remove it from the grid. On your next turn, as a penalty, you lose one shot in your Salvo. **Each time** one of your ships is sunk you lose one shot in your next Salvo. For example, you have 5 ships on your ocean grid...your opponent sinks one. On your next turn, you can only fire 4 shots in your Salvo which means you can only enter in 4 target locations and fire only 4 times.

4. **How to win a salvo game:** the first player to sink all 5 of his or her opponent's ships wins the game and will hear the following victory signal...three sets of three "WHOOOP," "WHOOOP," "WHOOOP" signals.

ADVANCED GAME VARIATIONS

Now that you know how to program and play the Basic Electronic Battleship and Salvo games, you may wish to try some different, more difficult ship placement options. Listed below are some suggestions...all optional!

BASIC RULES FOR ADVANCED GAME VARIATIONS

1. Both players must agree ahead to abide by the particular placement rules chosen.

2. Only Manual Programming is used in Advanced Game Variations. You and your opponent must each individually program all 17 coordinates into your Computer Control Console.

3. Do not use plastic ships on your ocean grid as markers. Use white pegs to show ship locations. Replace white pegs with red pegs when a hit occurs.

4. Decide ahead with your opponent whether you want to alternate turns after each target coordinate is programmed and fired upon as in the Basic Game...or whether you wish to alternate turns after several consecutive firings as in the Salvo game.

HERE ARE 3 ADVANCED GAME VARIATIONS

1. Diagonal "Battleship"

Place the 17 white pegs on your ocean grid in the following manner:

- 5 pegs for the Carrier
- 4 pegs for the Battleship
- 3 pegs for the Destroyer
- 3 pegs for the Submarine
- 2 pegs for the P.T. Boat

Place the pegs that represent the ships in a straight line on the grid in any horizontal, vertical or **diagonal position**.

2. Odd Shape "Battleship"

Place the 17 white pegs on your ocean grid in the following manner:

- 5 pegs for the Carrier
- 4 pegs for the Battleship
- 3 pegs for the Destroyer
- 3 pegs for the Submarine
- 2 pegs for the P.T. Boat

Place the pegs that represent the ships in any cluster grouping you desire...not necessarily in a straight line. The cluster grouping must be in adjacent grid holes, however.

Submarine Warfare "Battleship"

The standard 5 ship grouping **does not** apply for this game. The 17 white pegs represent 7 submarines (each with 2 holes) and 1 submarine tender (with 3 holes) for a total of 17 coordinates.

Place the pegs that represent the ships in a straight line on the ocean grid in any horizontal, vertical or **diagonal position**.

Important: If your submarine tender is sunk by your opponent, you suffer another penalty...you must announce the locations of 2 more of your submarines and immediately allow your opponent to sink them.

EXAMPLE: Diagonal Placement of a Battleship

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

EXAMPLE: Battleship in a square cluster

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

APPENDIX

Below is a quick reference guide to the switches and buttons on your Computer Control Console and the signals and sounds your console emits. The two Computer Control Consoles are identical except for the white switches. Both have a red "FIRE" button, a yellow number button and a blue letter button. See Figure 3 on page 5 for a closeup view of a Computer Control Console.

THE WHITE SWITCHES:

- On one console, the white switch is marked ON/OFF. It controls the ON/OFF function for both consoles.
- On the other console, the white switch is marked LOAD/GO. In the "LOAD" position, both consoles are ready for programming or entering coordinates. In the "GO" position, both consoles are ready for firing missiles.
- When the white switch is in the "ON" position you will hear the continuous "BEEP...PING" sonar sound. This means **proceed, power is on**.

THE YELLOW BUTTON:

- On each console, the yellow button is pressed to enter the number part of a coordinate during the "LOAD" and "GO" phases. When you press the yellow button and enter a number, you'll hear a tone.
- The yellow button will also erase all the information in the computer's memory bank (for its own console only, if it is pressed at the "CM" (CLEAR MEMORY) location during the "LOAD" phase. When you press the yellow button at "CM," you'll hear a tone.

Please Note: "CM" function is only possible during the "LOAD" phase.

THE BLUE BUTTON:

- On each console, the blue button is pressed to enter the letter part of a coordinate during the "LOAD" and "GO" phases. When you press the blue button and enter a letter, you'll hear a tone.
- The blue button will also erase the last coordinate entered if it is pressed at the "CLE" (CLEAR LAST ENTRY) location during the "LOAD" phase in Manual Programming. When you press the blue button at "CLE," you'll hear a tone.

Please Note: "CLE" function is only possible during the "LOAD" phase during Manual Programming.

THE RED "FIRE" BUTTON:

- On each console, the red "FIRE" button is pressed after each coordinate (letter/number) entry. This action **locks in** the information during the "LOAD" phase.

When you press the red "FIRE" button to lock in the information, you'll hear a tone.

- The red "FIRE" button is also pressed to **fire a missile** after each coordinate (letter/number) entry during the "GO" phase. When the "FIRE" button is pressed during this phase, you'll hear the sound of a flying missile.

Note: no correction of a coordinate is possible at this point.

"CM" CLEAR MEMORY LOCATION:

- Slide the yellow button to "CM" Location during your programming or "LOAD" phase at the beginning of Instant Programming and Manual Programming. This erases all the information in your console's memory.

Caution: never press the yellow button at the "CM" Location during the "GO" phase.

"CLE" CLEAR LAST ENTRY LOCATION:

- Slide the blue button to "CLE" during your programming or "LOAD" phase if you make a mistake when Manual Programming only. This will erase your last entry in your console.

THE CORRECT ENTRY SIGNAL:

- When each player has successfully finished his or her programming (either Instant or Manual), a single "WHOOOP" sound will be emitted from his or her console. The signal means all entries have been correctly programmed. *Each player must hear this signal from his or her own console.*

THE EXPLOSION SIGNAL:

- When you score a "HIT," the computer will react by signaling you with the sound of an explosion and a flash of light behind the ship's silhouette on your console.

THE VICTORY SIGNAL:

- When you have scored 17 hits on an opponent's fleet, 3 sets of "WHOOOP," "WHOOOP," "WHOOOP" signals will sound signaling the end of the game and announcing you as the winner!

PLEASE NOTE...during the "LOAD" phase, if the yellow button [in any position "CM" (CLEAR MEMORY) or "1 to 10"] or the blue button [in any position "CLE" (CLEAR LAST ENTRY) or "A to J"] is pressed, the tone will repeat as long as you hold the button down. The red "FIRE" key, however, will emit only a single tone when pressed in the "LOAD" phase during Manual Programming and repeated tones during Instant Programming. IMPORTANT: during the "GO" phase, if either the yellow button in the "CM" (CLEAR MEMORY) position or the blue button in the "CLE" (CLEAR LAST ENTRY) position is pressed, no tone will be emitted. However, if any of the yellow button positions from "1 to 10" or blue button positions from "A to J" is pressed during the "GO" phase, a tone will be emitted and it will be repeated as long as the button is pressed down.

100 COMPUTER-SELECTED LOCATION PATTERNS

To "Instant Program," just choose one of the following Location Patterns, enter it into your Computer Control Console by programming its code letter and number and all 5 of your ships will be programmed to those pre-selected locations in a matter of seconds. See "Instant Programming—Step By Step" on page 8 for details.

Carrier



Battleship



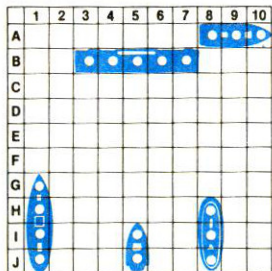
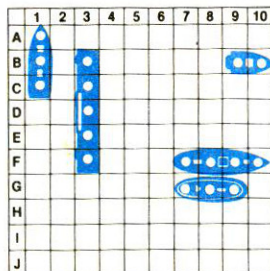
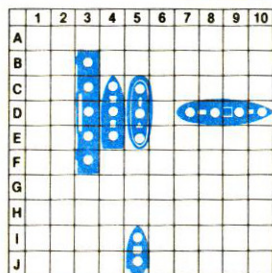
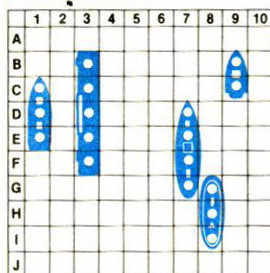
Submarine

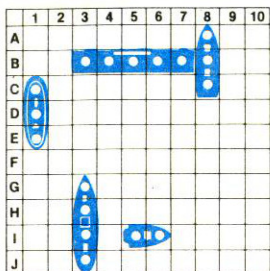


Destroyer

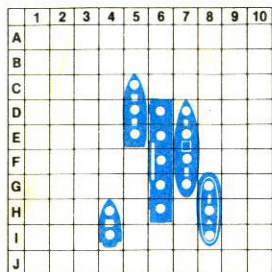


P.T. Boat

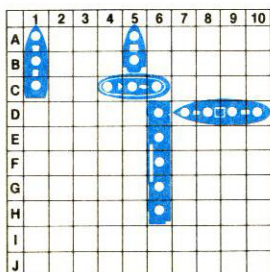




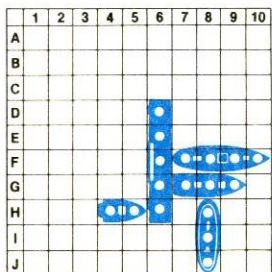
A-5



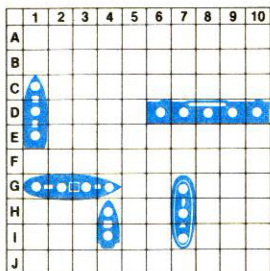
A-6



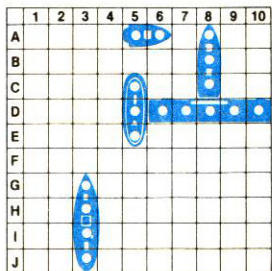
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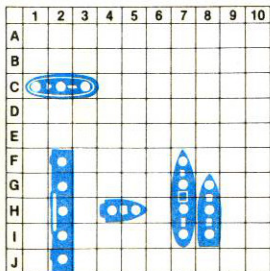
A-8



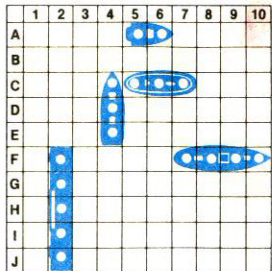
A-9



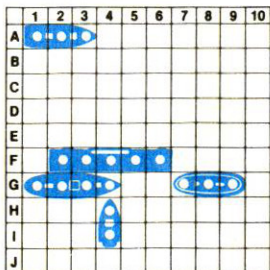
A-10



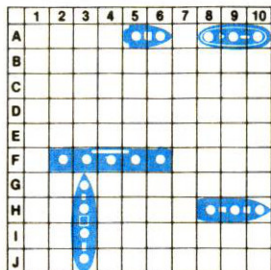
B-1



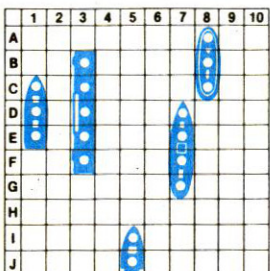
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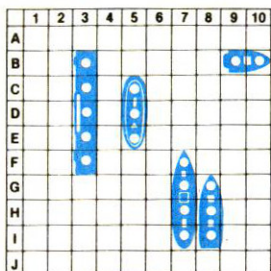
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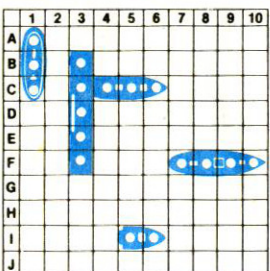
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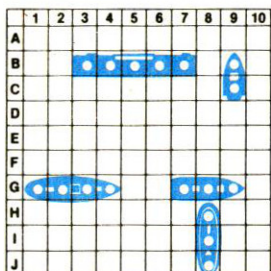
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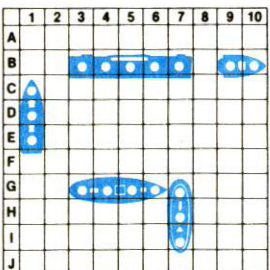
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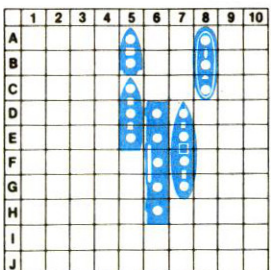
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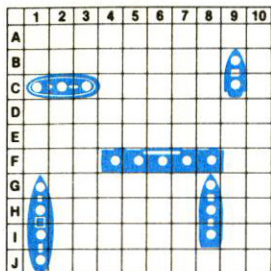
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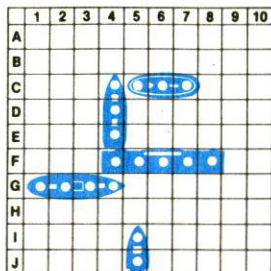
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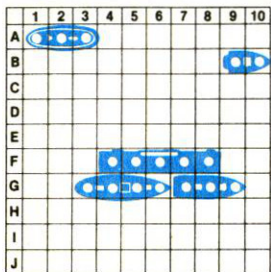
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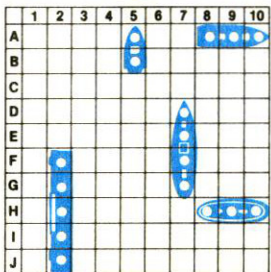
C-1



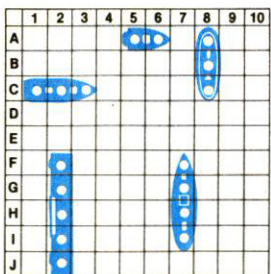
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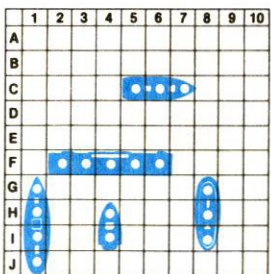
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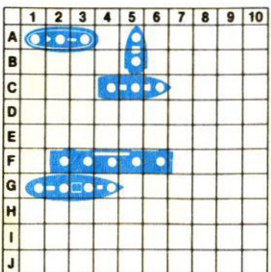
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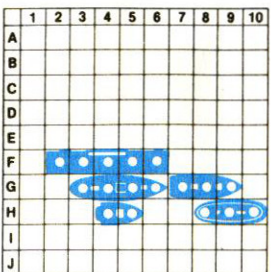
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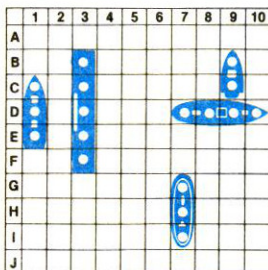
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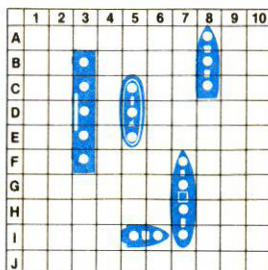
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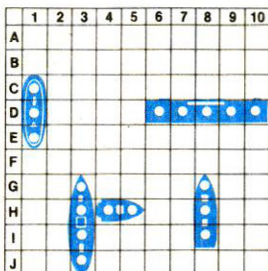
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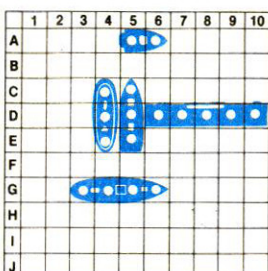
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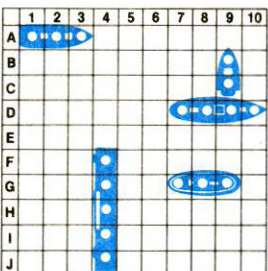
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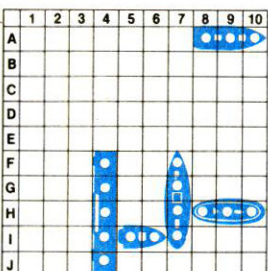
D-1



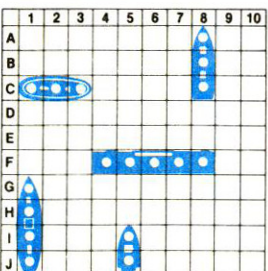
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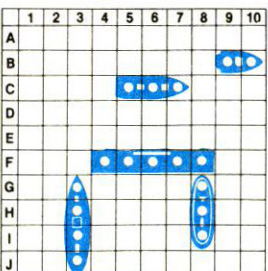
D-3



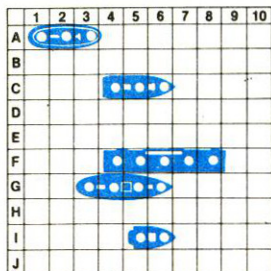
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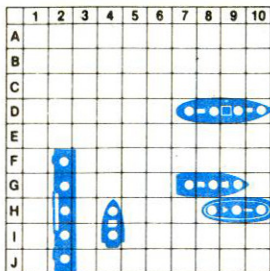
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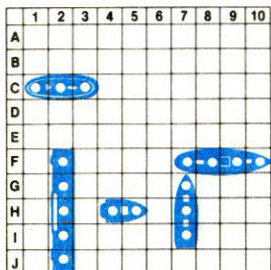
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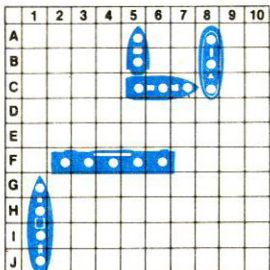
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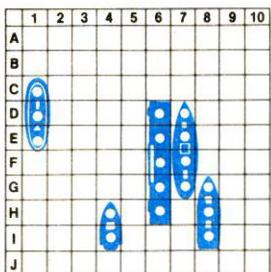
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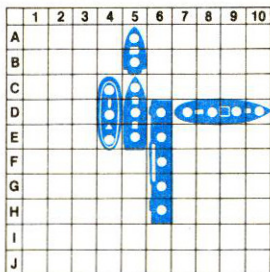
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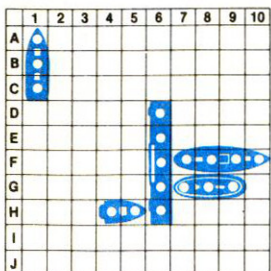
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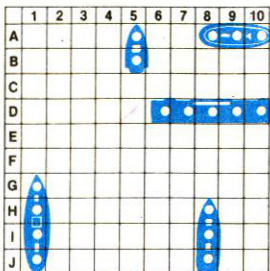
E-1



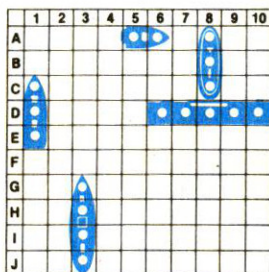
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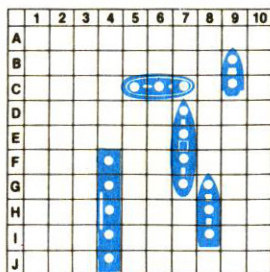
E-3



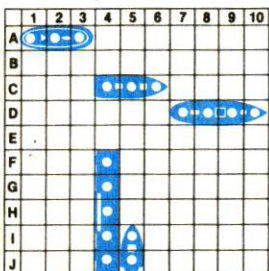
E-4



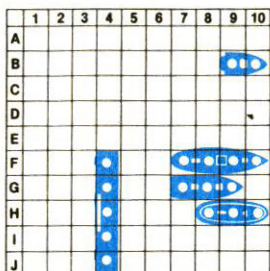
E-5



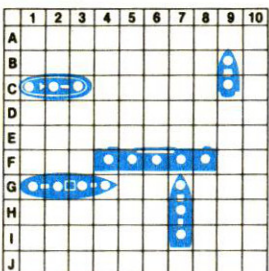
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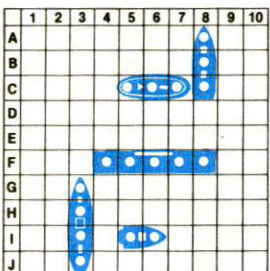
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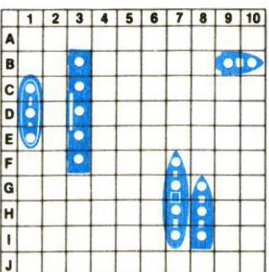
E-8



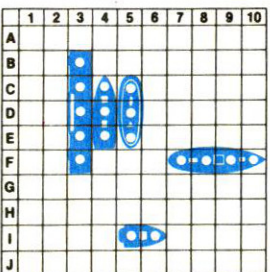
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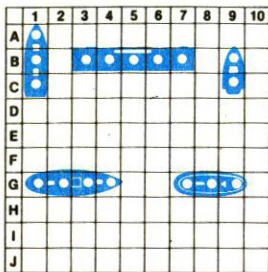
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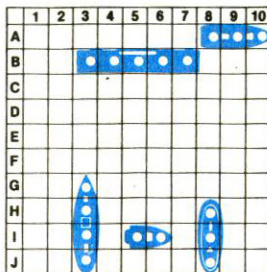
F-1



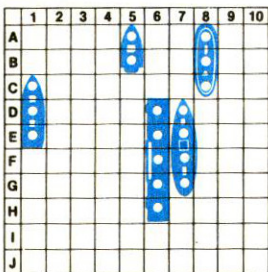
F-2



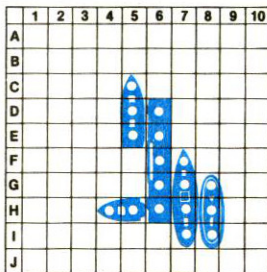
F-3



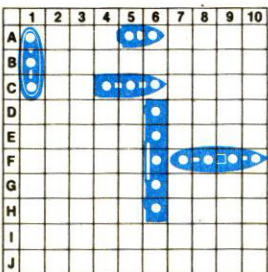
F-4



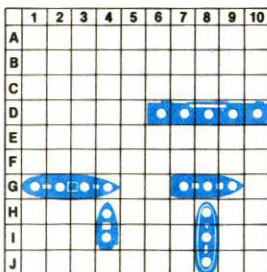
F-5



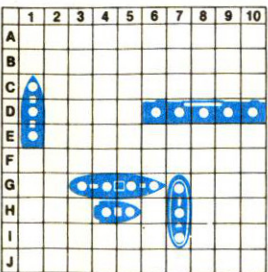
F-6



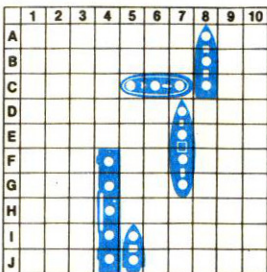
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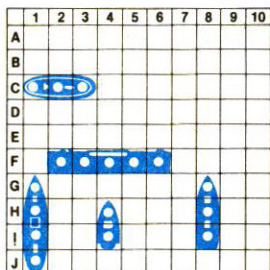
F-8



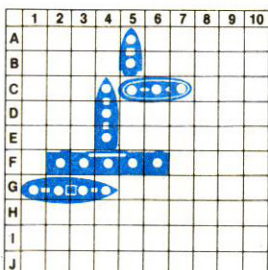
F-9



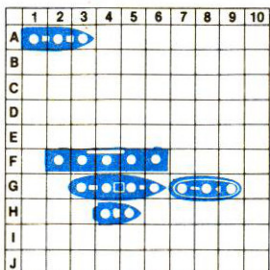
F-10



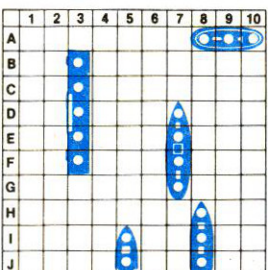
G-1



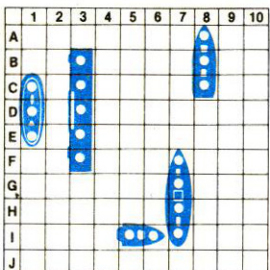
G-2



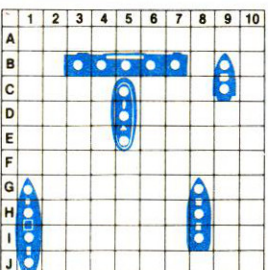
G-3



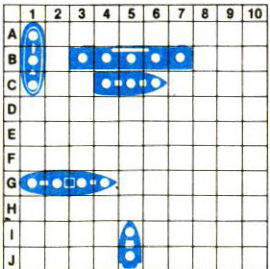
G-4



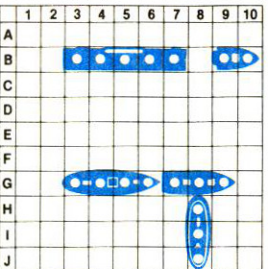
G-5



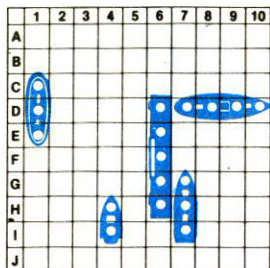
G-6



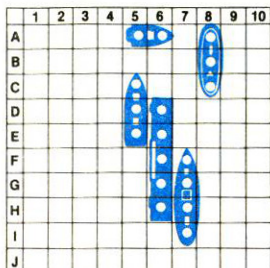
G-7



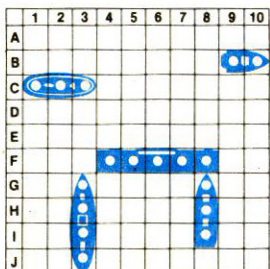
G-8



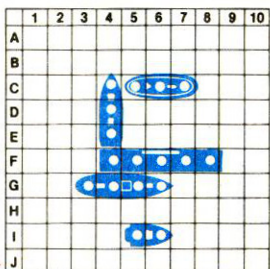
G-9



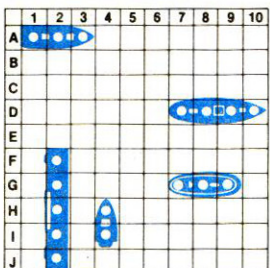
G-10



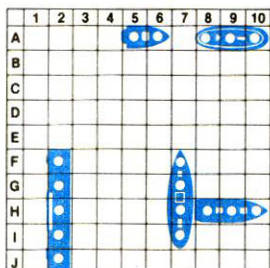
H-1



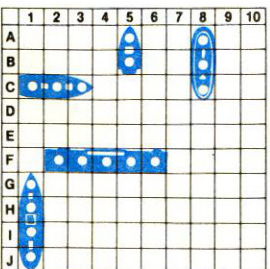
H-2



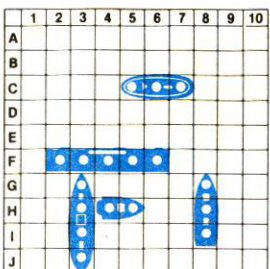
H-3



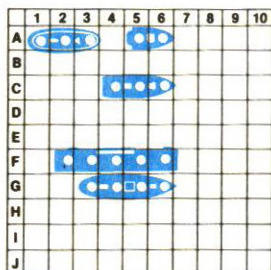
H-4



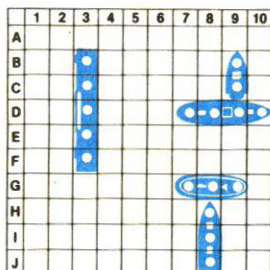
H-5



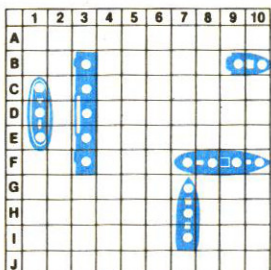
H-6



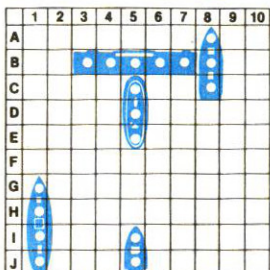
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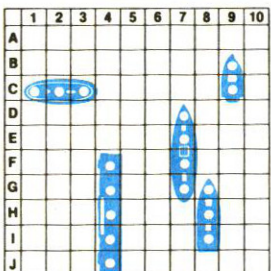
H-8



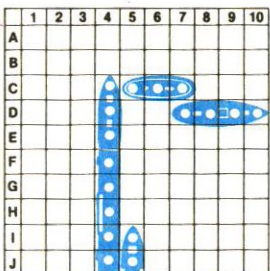
H-9



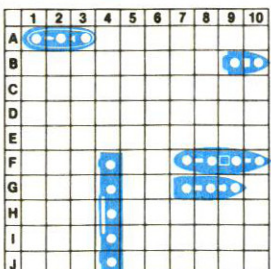
H-10



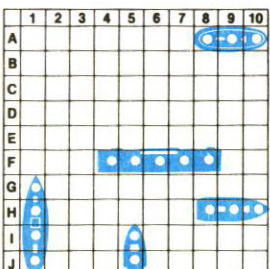
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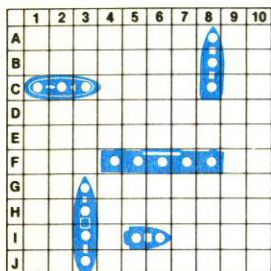
I-2



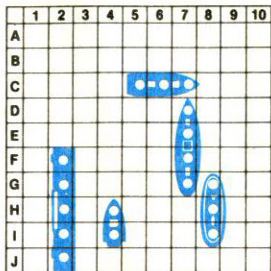
I-3



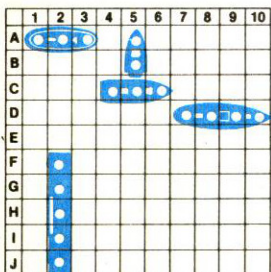
I-4



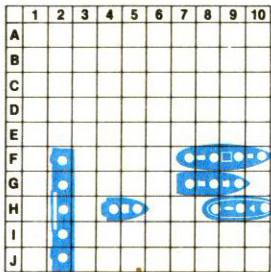
I-5



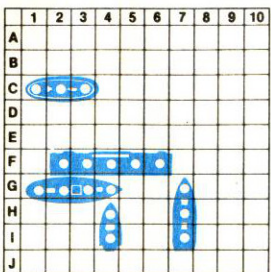
I-6



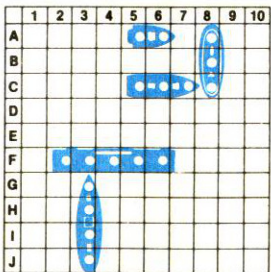
I-7



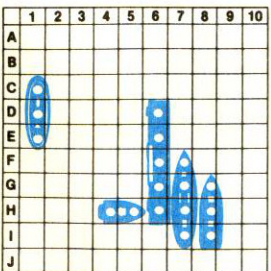
I-8



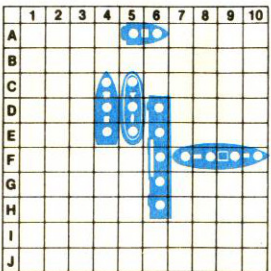
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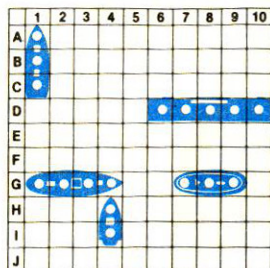
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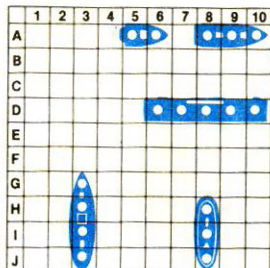
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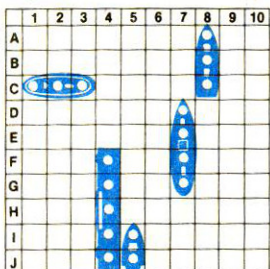
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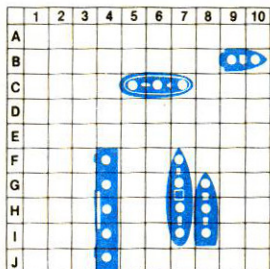
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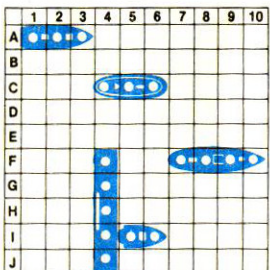
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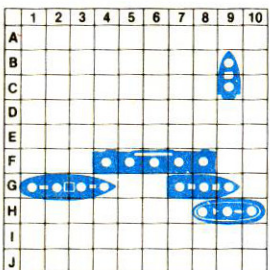
J-5



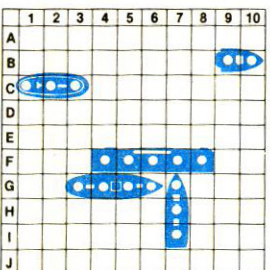
J-6



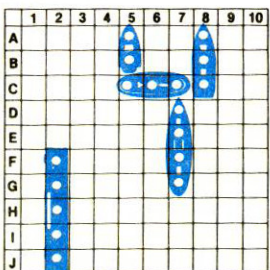
J-7



J-8



J-9



J-10

90 DAY LIMITED WARRANTY ON ELECTRONIC BATTLESHIP

Electronic Battleship is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if Electronic Battleship has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of Electronic Battleship or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, Electronic Battleship will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that Electronic Battleship is replaced, the warranty on the replacement will be continued for 90 days.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

POST WARRANTY REPAIR POLICY

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned Electronic Battleship on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of \$10.00. Milton Bradley shall not be obligated to perform this service if Electronic Battleship has been abused, misused, improperly serviced or damaged due to accident.

GENERAL INSTRUCTIONS

Important—Before returning Electronic Battleship for repair, we recommend that you test your product with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

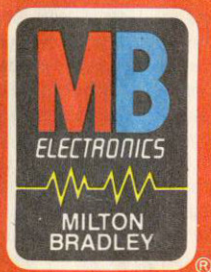
MAILING INSTRUCTIONS

Please read carefully and retain this important information for future reference.

Remove the batteries—Do not return them.

If the original packaging is available, repack Electronic Battleship in its packing and box. If not available, wrap carefully, making sure to surround the product with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in \$10.00 and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with Electronic Battleship.

Milton Bradley Company
Attn: Electronic Warranty Repair
108 Industrial Drive
East Longmeadow, MA 01028



FCC Statement

This toy has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information.

If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402