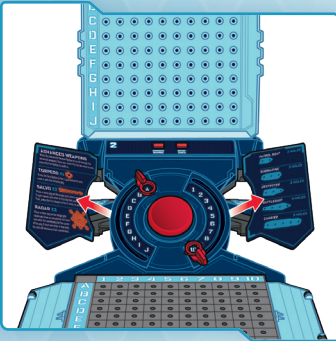


TIPS & TROUBLESHOOTING

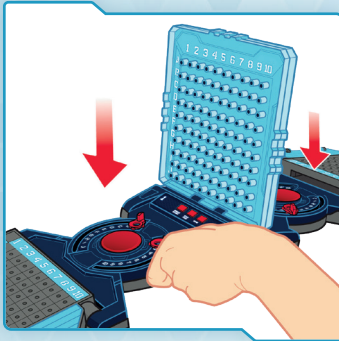
- **Cancel an entry.** If you make a mistake, press and hold the Repeat/Cancel Button until you hear three beeps, then re-enter the information after the last statement is repeated.
- **Reset.** Use the On/Off Switch to turn the unit off and back on again. The unit will also reset when batteries are removed or replaced.
- **Automatic sleep.** The unit will go to sleep after five minutes of inactivity.
- **Dial alignment.** When making entries, make sure the dial is aligned on the letter/number you're entering, not the spaces in between.

STORAGE

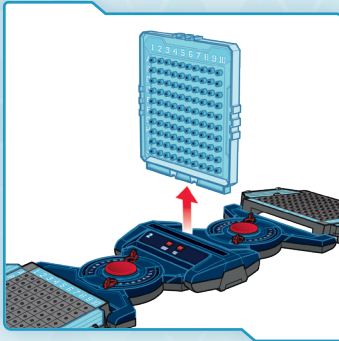
1. Use the On/Off Switch to turn the command unit off.
2. Place the pegs and ships in the unit's storage areas.



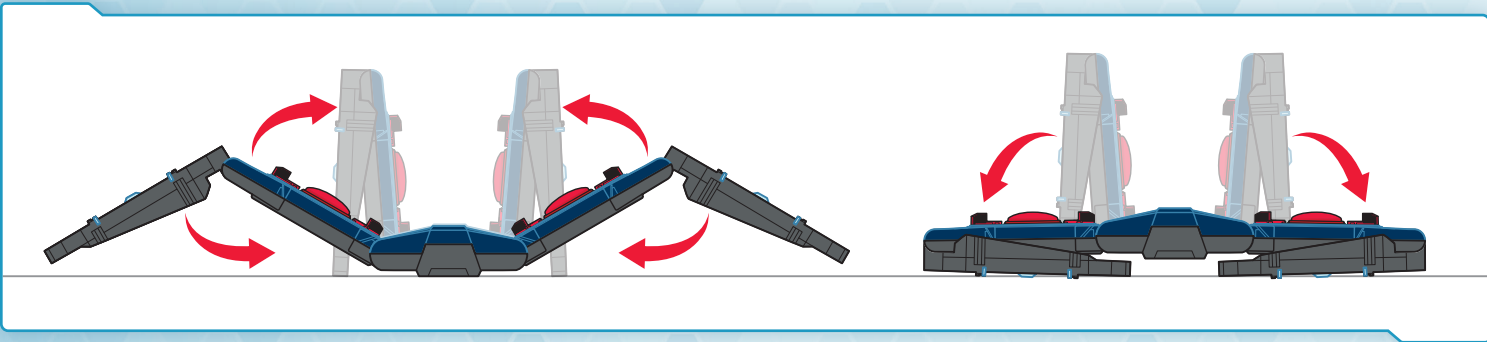
3. Remove the reference panels from the unit.



4. Hold the center of the unit and push down so the input dials lie flat.



5. Remove the target grid.



6. ON THE TABLE, fold the left/right horizontal grids and panels vertically. Next, fold the combined grids/panels down so they lay flat. Slide the game back into the box to store. Store the layout cards, reference panels, and radar pegs in the box as well.

FCC STATEMENT
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

DÉCLARATION DE LA FEDERAL COMMUNICATIONS COMMISSION
Cet équipement est conforme à la Section 15 des règlements de la FCC. Son fonctionnement est soumis aux deux conditions suivantes : [1] Cet équipement ne peut causer d'interférence nuisible ; [2] cet équipement doit pouvoir fonctionner même s'il capte de l'interférence, incluant celle pouvant provoquer un fonctionnement indésirable.

NOTE : Cet équipement a été testé et est conforme aux limites d'un instrument numérique de classe B de la Section 15 des règlements de la FCC. Ces limites ont été établies pour assurer une protection raisonnable contre les brouillages préjudiciables dans une installation résidentielle. Cet équipement produit, utilise et peut rayonner des fréquences radioélectriques et, s'il n'est pas monté et utilisé conformément aux instructions, peut créer un brouillage préjudiciable aux radiocommunications. Cependant, ces limites ne garantissent pas qu'il n'y aura pas d'interférence dans une installation particulière. Si ce jouet produit un brouillage préjudiciable aux transmissions télévisuelles ou radiophoniques, ce qui peut se déceler à la mise en marche et à l'arrêt du jouet, l'utilisateur devrait corriger la situation en suivant une ou plusieurs des mesures suivantes :

- réorienter ou replacer l'antenne de réception ;
- augmenter la distance entre l'équipement et le récepteur ;
- demander l'aide d'un marchand ou d'un technicien en radio et télévision.

ATTENTION : Toute modification ou altération apportée à cet appareil, sans autorisation expresse de la partie responsable de sa conformité, peut révoquer à l'utilisateur son droit de l'utiliser.

CAN ICES-3 (B)/NMB-3(B)

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ELECTRONIC

BATTLESHIP
RELOADED

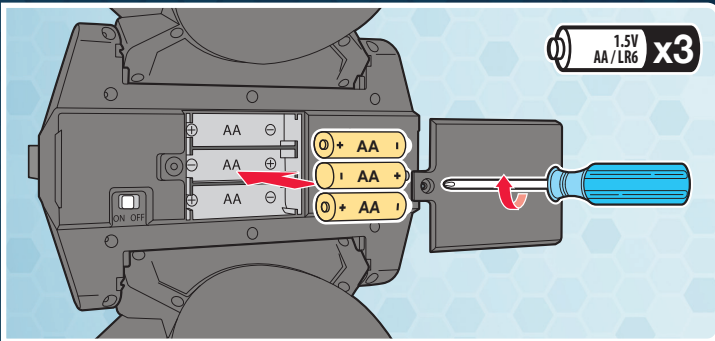
8+ F7565
1-2 ADULT ASSEMBLY
REQUIRED.

CONTENTS
Folding Command Unit • 10 Ships • 12 Advanced Weapon Pegs •
8 Layout Cards • 170 Miss Pegs • 75 Hit Pegs •
4 Reference Panels

OBJECTIVE
Commander, your fleet is under attack! Fire at your opponent
and be the first to sink all five of their ships to win!

THE FIRST TIME YOU PLAY

Insert batteries. Remove the game parts from their bags.



IMPORTANT: BATTERY INFORMATION
Retain this information for future reference. Batteries should be replaced by an adult.

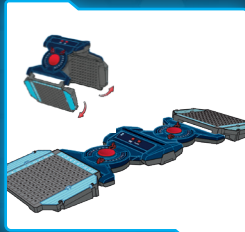
CAUTION:
As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly seek medical attention or contact your local emergency services.

TO AVOID BATTERY LEAKAGE

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

ASSEMBLY



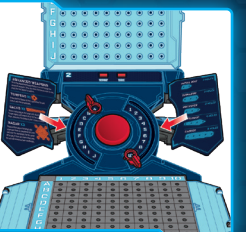
1. Unfold the command unit so it lays flat.



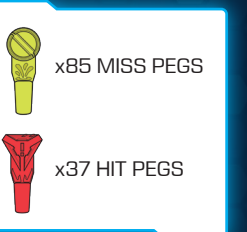
2. Insert the target grid into the center of the command unit.



3. Raise the center of the command unit until you feel it lock into place.



4. Slide the reference panels into position on either side of each input dial.



5. Divide the pegs evenly. Place half of the red hit pegs and half of the green miss pegs in the trays on each side of the unit.

6. Divide the ships evenly so each side of the unit has a complete fleet of five ships.
7. **IF PLAYING ADVANCED MODE:** divide the advanced weapon pegs so each side of the unit has one torpedo, two salvo, and three radar pegs.



x1
TORPEDO
PEG



x2
SALVO
PEGS



x3
RADAR
PEGS

THE FLEET



5 HITS TO SINK
CARRIER



4 HITS TO SINK
BATTLESHIP



3 HITS TO SINK
DESTROYER

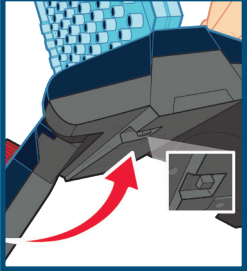


3 HITS TO SINK
SUBMARINE



2 HITS TO SINK
PATROL BOAT

THE COMMAND UNIT



ON/OFF SWITCH
Turn the unit on/off.

TARGET GRID
Hits & misses on your opponent go here.

BATTLE GRID
Your ships go here.

COMMANDER 1 SIDE
This side has the volume control.

COMMANDER 2 SIDE

COMMANDER 1 SIDE

REPEAT/CANCEL BUTTON
Press to repeat your side of the command unit's last statement.
Press and hold to cancel your last entry.

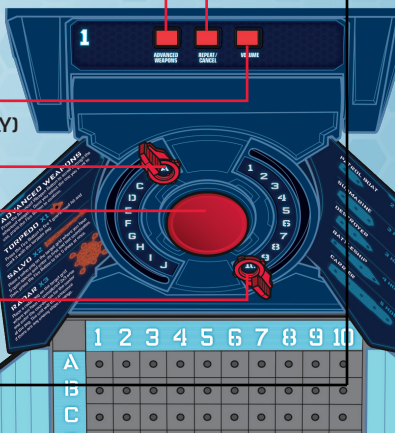
ADVANCED WEAPONS BUTTON
Press to choose torpedo, radar, or salvo. (Advanced Mode only)

VOLUME CONTROL
(on Commander 1 side ONLY)

LETTER INPUT

FIRE BUTTON
Press to enter all selections.

NUMBER INPUT



SET IT UP

1. SELECT NUMBER OF PLAYERS

Set the number input for the number of players and press the Fire Button to enter your selection.

- **FOR 1-PLAYER GAMES**, always use the **COMMANDER 1** side of the unit.
- **FOR 2-PLAYER GAMES**, each player chooses a side.

2. SELECT CLASSIC OR ADVANCED MODE

FOR 2-PLAYER GAMES ONLY. FOR 1-PLAYER, GO STRAIGHT TO STEP 3.

Set the number input for the game mode you want to play and press the Fire Button to enter your selection.

3. POSITION YOUR FLEET

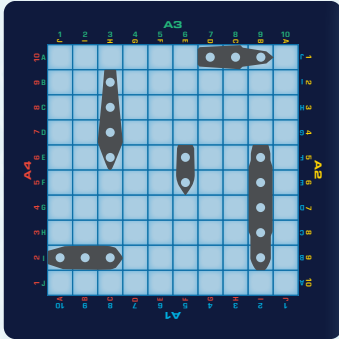
You can use a preset ship layout from one of the layout cards or choose your own custom layout.

Note that once the game has begun, you cannot change the position of a ship.

Preset Ship Layout

Best for quick start!

- Take a layout card. Each card has four different layout options on each side, which correspond to the letter/number codes on the edges of the card.
- Choose a code and rotate the card so that the code you chose is upright.
- Place your ships on the matching coordinates on your battle grid—use the letters and numbers that match the color of the letter/number code you chose to determine their coordinates.
- Enter the letter/number code you chose and press the Fire Button to confirm.
- Keep the card for your reference.

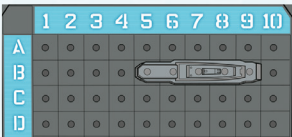


For example: this card contains the layouts A1, A2, A3, and A4. If you chose A3, you would arrange your ships to match this image.

Custom Ship Layout

Choose your own location for each ship.

- Place your five ships on your battle grid.
- Ships can be placed vertically or horizontally, but not diagonally. Do not position a ship so that any part of it is off the grid or overlaps other ships.
- You'll be asked to enter the first and last coordinates of each ship, starting with the carrier and ending with the patrol boat.



For example: to input the location of this battleship, you would enter B-5 and B-9.

CLASSIC MODE

1-PLAYER OR 2-PLAYER

- **For Classic Battleship**, only use the red and green pegs. You will not need the advanced weapon pegs (torpedo, salvo, and radar).
- **For 2-player**, Commander 1 will go first, then Commander 2.
- **For 1-player**, you must use the Commander 1 side. You'll go first and play against the command unit, which simulates the second player.
- The unit begins the game by saying: **"The battle has begun!"**

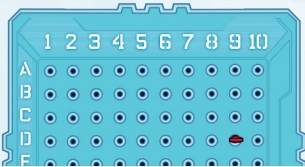
ON YOUR TURN

FIRING A MISSILE

1. **Choose a target location.** Rotate the input dials to enter the letter and number coordinates of that location and press the Fire Button to confirm.
2. **Was it a hit?**

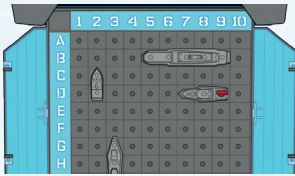
- **HIT!** — You'll hear an explosion, and the command unit will confirm the hit at the target's coordinates.

- **HOW YOU MARK THE HIT:** On your target grid, place a red peg in that hole to mark it as a hit.



Your target grid for the shot D-9.

- **HOW YOUR OPPONENT MARKS THE HIT:** On their battle grid, your opponent must place a red peg in the ship at the coordinates you hit. (Your opponent does not tell you which ship was hit.) If you're playing a 1-player game, the simulated second player will automatically track when they are hit.



Your opponent's battle grid for the shot D-9.

- **MISS!** — The unit will confirm a miss at the target's coordinates. Place a green peg in that hole on your target grid to mark it as a miss. Your opponent does not need to do anything.

3. **Now it's your opponent's turn to take aim and fire.** Continue taking turns and keep track of your hits and misses. You'll hear **"Commander 2"** and **"Commander 1"** alternating to start each turn.

Note: In 1-Player games, the command unit will simulate all attack choices on its turn, reporting hits or misses.

SINKING A SHIP

- When all of a ship's holes have been filled with red pegs, it is sunk.
- You'll hear the command unit confirm the hit and the name of the ship.
- Ships which have been sunk should be left on the battle grid.

WINNING THE GAME

When one player sinks the final ship in their opponent's fleet, that player wins the game!

ADVANCED MODE

2-PLAYER ONLY

Access advanced weapons in Advanced Mode!



x1 per player
TORPEDO
Fire one guaranteed hit.



x2 per player
SALVO
Fire five shots at once.



x3 per player
RADAR
Detect any ships within a 3x3 area.

- In Advanced Mode, use the advanced weapon pegs in addition to the red and green pegs.
- Commander 1 will go first. You and your opponent then alternate turns.
- The command unit begins the game by saying: **"The battle has begun!"**

ON YOUR TURN

Decide if you will use a standard missile or advanced weapon on this turn. Then follow the steps to take aim and fire.

FIRING A MISSILE

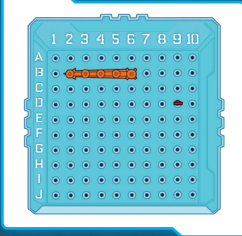
1. **Choose a target location.** Enter the letter and number coordinates of that location and press the Fire Button to confirm.
2. **Was it a hit?**
 - **HIT!** — You'll hear an explosion and the unit will confirm the hit at the target's coordinates. Place a red peg in that hole to mark it as a hit. Your opponent must also place a red peg in the ship at the coordinates you hit. (Your opponent does not tell you which ship was hit.)
 - **MISS!** — The unit will confirm a miss at the target's coordinates. Place a green peg in that hole to mark it as a miss. Your opponent does not need to do anything.

FIRING THE TORPEDO

1. Press the Advanced Weapons Button repeatedly to scroll through the advanced weapons until you hear the command unit say, "Torpedo." Then press the Fire Button to confirm.
2. Next, press the Fire Button to fire the torpedo—it's a guaranteed hit! You'll hear the unit say the coordinates of where you hit one of your opponent's ships.
3. Place the torpedo peg on that location to mark the hit. Your opponent must also place a red peg in the ship at the coordinates you hit. (Your opponent does not tell you which ship was hit.)

FIRING A SALVO

1. Press the Advanced Weapons Button repeatedly to scroll through the advanced weapons until you hear the command unit say, "Salvo." Then press the Fire Button to confirm.
2. Place a salvo peg anywhere on the target grid where you have five open spaces, and make sure no part of the salvo peg is off the grid. Then enter the coordinates for the first and last location.
3. Press the Fire Button to fire the salvo.
4. **Was it a hit?**

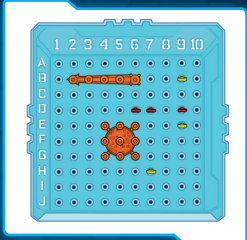


For example: you would enter the coordinates B-2 and B-6 for this salvo.

- **HIT!** — You'll hear an explosion and the unit will confirm any hits within those five coordinates. Keep the salvo peg on your target grid, and place red pegs to mark any hits within it. Your opponent must also place red pegs in the ship at the coordinates you hit. (Your opponent does not tell you which ship was hit.)
- **MISS!** — Place green pegs in any hole the unit confirms as a miss. Your opponent does not need to do anything.

LAUNCHING RADAR

1. Press the Advanced Weapons Button repeatedly to scroll through the advanced weapons until you hear the command unit say, "Radar." Then press the Fire Button to confirm.
2. Place a radar peg anywhere on the target grid where you have an unexplored 3x3 area. Then enter the coordinates for the center of the radar peg.
3. Press the Fire Button to launch radar. If there are ships within the targeted area, the unit will say, "Enemy ship(s) are in range!" It will not tell you their exact coordinates.



For example: to input this radar launch, you would enter the coordinates F-5.

ENDING YOUR TURN

Now it's your opponent's turn to take aim and fire. Continue taking turns and keep track of your hits and misses. You'll hear **"Commander 2"** and **"Commander 1"** alternating to start each turn.

SINKING A SHIP

- When all of a ship's holes have been filled with red pegs, it is sunk.
- You'll hear the unit confirm the hit and the name of the ship.
- Ships which have been sunk should be left on the battle grid.

WINNING THE GAME

When one player sinks the final ship in their opponent's fleet, that player wins the game!

TROUBLESHOOTING & STORAGE