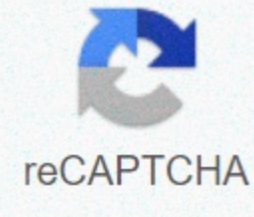




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Electronic battleship instructions milton bradley

Battleship is a war-themed board game for two players in which the opponents try to guess the location of their opponent's warships and sink them. A paper and pencil version of the game dates back to World War I, but most people are familiar with the game through the plastic board game that was first marketed by the Milton Bradley Company in 1967. Since then, the game has spawned various video games and smartphone app variations. Today, the board game version is produced by Hasbro, the company that acquired Milton Bradley in 1984. The gameplay is straightforward. Each player hides ships on a plastic grid containing vertical and horizontal space coordinates. Players take turns calling out row and column coordinates on the other player's grid in an attempt to identify a square that contains a ship. The game board each player gets has two grids: an upper and lower grid. The lower grid is used by the player to "hide" the location of his own ships, while the upper grid is used to record the shots fired toward the opponent and to document whether those shots were hits or misses. Each player receives a game board and five ships of varying lengths. Each ship has holes where the "hit" pegs are inserted and a supply of hit and miss markers (white and red pegs). The five ships are: Carrier, which has five holes Battleship, which has four holes Cruiser, which has three holes Submarine, which has three holes Destroyer, which has two holes The two players should be positioned so they face each other across a game table. Their target grids back up to one another vertically so that neither player can see his opponent's ocean grid and ship locations. Before the game starts, each opponent secretly places their own five ships on the ocean grid (lower part of the board) by laying out their ships and anchoring them into the holes on the grid. Each ship must be placed horizontally or vertically across grid spaces—not diagonally—and the ships can't hang off the grid. Ships can touch each other, but they can't occupy the same grid space. You cannot change the position of the ships after the game begins. The Spruce / Candace Madonna Players take turns firing shots (by calling out a grid coordinate) to attempt to hit the opponent's enemy ships. On your turn, call out a letter and a number that identifies a row and column on your target grid. Your opponent checks that coordinate on their ocean grid and verbally responds "miss" if there is no ship there, or "hit" if you have correctly guessed a space that is occupied by a ship. Mark each of your shots or attempts to fire on the enemy using your target grid (upper part of the board) by using white pegs to document your misses and red pegs to register your hits. As the game proceeds, the red pegs will gradually identify the size and location of your opponent's ships. When it is your opponent's turn to fire shots at you, each time one of your ships receives a hit, put a red peg into the hole on the ship corresponding to the grid space. When one of your ships has every slot filled with red pegs, you must announce to your opponent when your ship is sunk. In classic play, the phrase is "You sunk my battleship!" The first player to sink all five of their opponent's ships wins the game. Nusha Ashjaee / The Spruce Players who are experienced at playing Battleship sometimes use a variation of the game, known as the Salvo variation. The basic rules remain the same with the following exceptions: On the first round of the game, you call out five shots (guesses) and mark each shot with a white peg in your target grid. After you have called out all five shots (a salvo), your opponent announces which ones were hits and which ships they hit. For hits, change the white pegs on your target grid to red pegs. Meanwhile, your opponent will place red pegs in the holes of any enemy ships that you hit. Alternate back and forth in this manner until one of your ships is sunk. At that point, you lose one shot from your salvo. If one of your ships sinks, for example, your salvo is now reduced to four shots; when two ships sink, the salvo is three shots, and so on. Continue gameplay until one player sinks all the opposing ships and wins the game. It is also possible to play a game of Battleship in the classic fashion, by drawing ocean grids on paper and labeling horizontal and vertical rows to create coordinates. You can make a do-it-yourself board. For example, for a basic 100-square ocean, label the horizontal rows 1 through 10, and the vertical rows A through J. As with the traditional board game, each player will need two ocean grids. One grid marks the hiding position of your five ships and any hits the opponent makes on those ships. The second grid keeps track of the hits and misses you make when you fire shots at the opponent. When a shot hits, mark the corresponding square with an X; document the misses with a 0. For a more difficult game, you could make a larger grid with more squares, using letters A through Z to label the vertical coordinates and the numbers 1 through 26 for the horizontal rows. The larger the ocean grid, the more difficult the game becomes. The Spruce / Candace Madonna Electronic Battleship: Advanced Mission is a commercial variant of the classic game Battleship published by Milton Bradley in 2000.[1] The objective, like other versions of the game, is to sink the opponent's fleet of five ships. Unlike previous versions of Battleship, however, players have access to special weapons that can hit multiple grid squares in one turn and scanning systems that allow players to locate fleets without firing. Currently there are two different versions of this game available. Determining if the Game is Version 1 or 2 This process might help to determine if the game is version 1 or 2: Press the red "on" button. Wait for the announcement Press "2" for two players Wait for the announcement Press "4" If the voice says you've selected Advanced mission, then you have Version 1 of the game. If you just hear a buzz, then you have Version 2. Missions The game consists of four missions in Version 1 and three in Version 2. Classic / Territorial Waters: This mission uses the standard Battleship rules. Salvo: In this mission, each player fires one shot for each ship that has not yet been sunk. Bonus / Target Plus One: In this mission, an extra turn is rewarded if a player hits or successfully scans an enemy's ship. Advanced (Version 1): This mission enables the use of special weapons in the game. Version 2 allows the use of special weapons no matter which mission is selected. Fleet and weapons systems Version 1 Each player's fleet consists of the following: Aircraft carrier (five grid spaces): Equipped with two Exocet anti-ship missiles, and two reconnaissance aircraft on its flight deck. Destroyer (three grid spaces): Equipped with two "Apache" anti-ship missiles. Version 2 Each player's fleet consists of the following: Aircraft carrier (five grid spaces): Equipped with two attack squadron aircraft on its flight deck. Destroyer (three grid spaces): Equipped with two Harpoon anti-ship missiles. Shared Submarine (three grid spaces): Equipped with two torpedoes, and sonar Battleship (four grid spaces): Equipped with a single Tomahawk anti-ship missile. Patrol boat (two grid spaces): none. Each player also has an anti-aircraft gun that is not housed on any of the ships. This weapon is used to shoot down enemy reconnaissance aircraft/attack squadrons that may be flying over the player's ships' airspace. Gameplay On each player's turn, the player can either call out the coordinates of a space at which to fire a shell, elect to use a special weapon, or scan for enemy ships. Special weapons Version 1 Exocet Missile: Fired from the Aircraft Carrier. These missiles cover five spaces, in the shape of an X or a cross, as the player decides. The Aircraft Carrier is equipped with two of these missiles. Apache Missile: Fired from the Destroyer. These missiles cover three spaces in a row, either horizontally or vertically, as decided. Use the Apache Missiles to finish off ships when their location is known. The Destroyer is equipped with two of these missiles. Version 2 Attack Squadrons: These aircraft are deployed from the deck of the aircraft carrier. These aircraft fly over enemy water searching for enemy ships. In a single turn the aircraft can be deployed, scan for enemy ships and, if detected, fire anti-ship missiles at the discovered ships. In this version the game does not give the option of not firing the aircraft's missiles. After firing, the aircraft can only move and scan without any further attacks. Harpoon Missile: Fired from the Destroyer. These missiles have a firing pattern of three grid spaces, in a 1×3 rectangle either horizontally or vertically. The Destroyer is equipped with two of these missiles. Shared Tomahawk Missile: Fired from the Battleship. This missile has a firing pattern that covers nine grid spaces in a 3×3 square. The Battleship is equipped with one of these missiles. Torpedo: Fired from the Submarine. Torpedoes are unique, in that their firing pattern is a path, either horizontal or vertical, as the player decides. Starting at a point on the edge of the grid, the Torpedo will travel from one side of the grid to the other. If it encounters enemy craft in its path, the Torpedo explodes and travels no farther. Torpedoes can score no more than one hit, but they are more likely to hit something than any other weapon. Players get two of these. Note If the ship that houses a particular weapon is destroyed (sunk); that weapon will no longer be available for use. Scanning for enemy ships If the player does not wish to fire a weapon, they can narrow down the location of an enemy craft by searching. Shared Sonar Scan: Players' Submarines have sonar scanning systems, which can search the enemy's waters. The scan will search a square of nine spaces, three rows by three columns. When the scan is complete, the player will be told whether anything was found or not. If something was found, however, they will not be given the precise location of the craft, just that there is something there. Players can perform as many scans as they wish (one per turn), as long as their Submarine has not been sunk. Version 1 Recon Planes: Unlike the sonar sweep, which can only give a broad estimation about the location of enemy fleets, the Recon Jets can pin-point the exact spot where they are located. At the start of the game, the player has two recon jets on the flight deck of their Aircraft Carrier. To explore enemy territory, they will have to move them into the battle zone. Input the coordinates of the space in enemy territory for the jet to fly to. Moving a recon plane counts as one turn. The player cannot move a plane and use it to search on the same turn. Once the plane is in position, the player may scan the area. The plane will search only the four spaces next to it, either orthogonally or diagonally, depending on which surveillance pattern the player chooses. The plane cannot scan the square it is over. If an enemy is sighted, the coordinates where enemy fleets were found will be called out. Recon jets can be destroyed while they are on the deck of the aircraft carrier. If a missile hits the space it is on, not only is the carrier damaged, but the jet is also destroyed. The player may keep using their jets for as long as they wish, as long as they are not destroyed by enemy missiles or anti-air weapons. Version 2 Attack Squadrons: Unlike the sonar sweep, which can only give a broad estimation about the location of enemy fleets, the attack squadrons can pin-point the exact spot where they are located. At the start of the game, the player has two attack squadron jets on the flight deck of their Aircraft Carrier. To explore enemy territory, they will have to move them into the battle zone. Input the coordinates of the space in enemy territory for want the jet to fly to and input the search pattern that it will use to search for enemy vessels. The search pattern can either be in an "X" shape covering five grid spaces or a cross/plus "+" shape also covering five grid spaces. The search patterns include the grid space directly beneath the aircraft plus the immediate four grid spaces that surround it either diagonally in the "X" pattern or vertically/horizontally in the cross/plus "+" pattern. If enemy ships are detected within this search area the attack squadron will be able to immediately fire its complement of missiles at the grid spaces in which enemy ships were detected (in this version there is no option not to fire). Once an aircraft fires its missiles it can still move and scan on subsequent turns, but it will not be able to attack any ships that it discovers. Note: Attack squadrons can be destroyed while they are on the deck of the aircraft carrier. If a weapon damages the grid space that an attack squadron is on, not only will the aircraft carrier be damaged, but the squadron is also destroyed. The player may keep using their jets for as long as they wish, as long as they are not destroyed by enemy missiles or anti-air weapons. Anti-aircraft guns The player may, as their turn, defend their own airspace from enemy recon jets/attack squadrons flying in their airspace. The player will first need to locate the enemy jet's location. The player listens to the coordinates called out when the opponent finds one of their ships with his or her aircraft. They input the space they think the enemy jet is on, and their anti-air gun will fire there. When an enemy plane is hit, they are notified. References ^ External links [1], Version 1 Manual, 22 February 2017 [2], Version 2 Manual, 22 February 2017 Retrieved from "

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