

Nintendo

GAME BOY[®] COLOR

DMG-AIPE-USA

RANGE: 2239002-221

LOCKED TARGET

BATTLESHIP[®]

THE CLASSIC NAVAL COMBAT GAME



RANGE: 2239002-221



MAJESCO SALES, INC.

INSTRUCTION BOOKLET

LOCKED TARGET

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Thank you for purchasing BATTLESHIP® for the Nintendo® Game Boy® and Game Boy® COLOR Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference. The screen images in this manual are from the Game Boy® version.

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OVERVIEW



Congratulations! You now own the classic game, *BATTLESHIP*®. The goal of the game is to blast all of your enemy's ships out of the water before they can find and sink all of your ships. You are in command of the fleet, so you decide where to place your ships, when to use your radar, and what weapons to use. There are lots of levels, so you better get started now

Good Luck!

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GETTING STARTED



To get started with **BATTLESHIP®**, please begin with the following:

1. Make sure that the Game Boy® or Game Boy® *COLOR* system is off. Then put the GamePak in the Game Boy® system.
2. Turn on the Game Boy® system.
3. At the title screen, press Start.
4. Press Select to select 1 Player or 2 Player.
For a 2 Player game, you must have two Game Boys linked together. If you do not, you will not be able to select a 2 Player game.
5. Press Start.
6. Press Start again to begin play at the first stage of the first level, or enter any password you know to begin play at a higher level (see *Stages and Levels in the Playing the Game section*).



Player Selection Screen

TWO PLAYER GAME



Hook up two Game Boy units with the Game Link, and then turn the systems on.

The first player to press 2 Player Start becomes the host or Player One. Both players' screens will display Normal and Password.

To play different levels with different weapons, select Password. Choose Normal for regular play.

Note: Each player can type in different passwords. The player acting as host must insert his password last in order for both player to access password levels.

If the player acting as host types their password in first, the second player will automatically default to first level play, regardless of the level the first player selects.

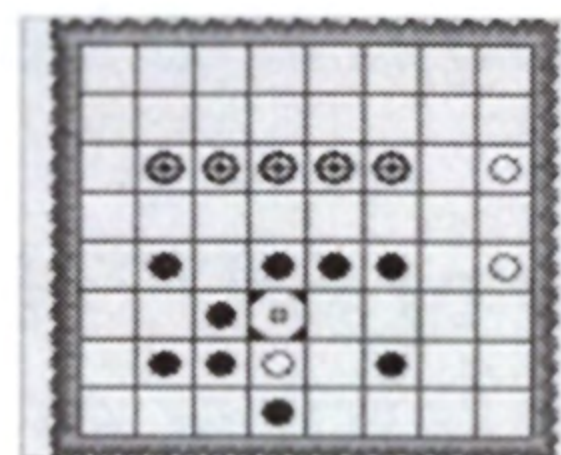
PLAYING THE GAME



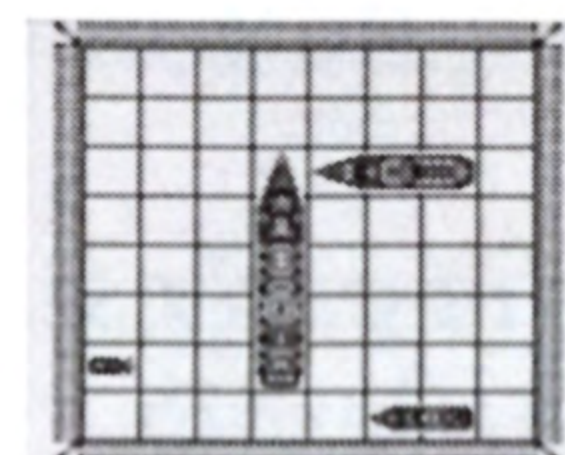
The game is played the same whether you are playing a 1 Player game against the computer or a 2 Player game against another person. BATTLESHIP's game play consists of two basic operations: placing your warships in the field of battle, and then using your weaponry, other equipment, and strategic expertise to try to destroy your adversary's fleet before he destroys yours.

The Grid:

The Battleship grid is your field of battle, eight squares by eight squares. You use the grid to position your battlecraft and to aim your weapons at your opponent's vessels.



Enemy Grid



Player Grid

PLAYING THE GAME



When you begin play, your ships appear, one by one, on the grid. Use your Control Pad to move them up and down, left and right, to position them where you want them. Press the B Button to rotate a ship from horizontal to vertical and back. Once you've positioned a ship where you want it, press the A Button to place the ship there.

After you've positioned your warships, you get a chance to reconsider your choices with a Yes/No box. Select No and press the A Button to start your positioning maneuvers over again. Select Yes and press the A Button to begin the battle.

In the early stages of BATTLESHIP, each player's vessels (Items) are:
* *Battleship.* Your largest and most formidable warship, this takes up five squares on the grid. (Harpoon)

BATTLECRAFT



- * ***Destroyer.*** This medium-sized but powerful craft occupies three squares on the grid. (MK Missiles)
- * ***Frigate.*** This pesky vessel takes up just two squares, so you can tuck it away in just about any crafty spot.
- * ***Submarine.*** A small but deadly member of your fleet, this takes up just one square. (Radar)

At stage 4, each player adds to his fleet:

- * ***Cruiser.*** Four squares big, this craft adds mightily to your firepower.

The larger the craft, the more direct hits it takes to sink it. You must sink all of your opponent's vessels to win.

BATTLECRAFT



Players take turns unleashing firepower on the opposing forces. When it's your turn, your gunsights appear in the upper left of the grid. Use the Control Pad to move the sights to another square.

Press the A Button to fire and you'll see your weapon streak toward its target, and find out if you hit or missed your enemy's battlecraft. Choose the B Button to display the Battle Menu that allows you to use an Item (see next section) or go back and choose a new target.

A record of your shots appears on the grid as the game progresses. Hollow circles indicate shots missed, explosion icons indicate hits, and sinking ship icons show where you sank an enemy vessel. You must hit every square occupied by an enemy vessel to sink it.

During your adversary's turn, you'll be able to watch as he chooses a target and his weaponry flies toward your ships. You'll also see the current state of your fleet on the grid.

BATTLE OPERATIONS



Press the B Button to display the Battle Menu where you select Item and Press the A Button. You may then move your Control Pad up and down to cycle through your available items. Each item screen tells you what the item is and, to the right of its name, how many remaining times you may use it during the current battle. To the right, the screen indicates how many squares the item covers on the grid (for example, "Limit 4"), and which of your vessels carries the item.

Press the A Button to select the item you want, then use the Control Pad to position the item on the grid. When you press the A Button again, the item will be deployed.

In the early stages of BATTLESHIP, you have the following items to choose from:

ITEMS



*** Radar.** To use this tactical weapon, you must first sacrifice firing a weapon for one turn. The radar can show you exactly where to aim your next salvo. When you deploy the radar, the four square icon will settle on the grid. Then, one by one, it will flash and beep to give you a reading on what, if anything, is in each of the four squares on the grid. You must learn to understand which kind of flash and which kind of beep indicates the presence of an enemy vessel, and you must remember until your next turn what your radar showed you, since it is only effective for a brief moment.

*** *MK-45II and MK71-III.*** These deadly missile pairs (the MK-45II) and three-packs (the MK71) are what make your destroyer such a valuable member of your fleet. But you only get one of each.

*** *Harpoon.*** The Harpoon delivers massive destructive power in a cleaver pattern, in the same pattern as five dots on a die, designed for maximum speed and concentration.

STAGES AND LEVELS



BATTLESHIP consists of twelve levels, each with four stages. *Note: On the Game Boy COLOR, when you are playing a one player game, and fail to complete a stage, the computer will display a grid which shows where the enemy's ships and your shots were located. After winning each stage, you are given a six-letter password that will permit you to go directly to the next stage from the start menu.*

To begin play at an advanced level, you select Password on the **BATTLESHIP** game selection screen. Then use the left and right buttons of the Control Pad to move the cursor through the six letter spaces in the password area, and the up and down buttons to cycle through the letters of the alphabet in each letter space. When you've entered all the letters of the password, press the A Button.

At certain stages and levels, you get additional items or new ships.

TIPS



*** *Lay down a pattern.*** It helps to have a method in laying down your barrage of fire on the field of battle. Remember how many squares are occupied by your enemy's remaining battlecraft, and don't waste your firepower, and time, firing into random single squares that wouldn't accommodate anything bigger than a submarine (unless that's what you're after).

*** *Use your extra firepower wisely.*** Remember, you have only a limited number of items providing extra firepower and tactical strength. You may not want to squander them all at the start of a battle. On the other hand, keep in mind that each item is on board a particular vessel, and once that vessel is sunk, you lose the use of the item. So if, for example, your battleship has taken four hits (one more and she goes down) and you haven't yet used your Harpoon, it's probably a good idea to put the Harpoon into action as soon as possible.

TIPS



*** *Spread your ships apart.*** To keep BATTLESHIP challenging, the enemy is very accurate, and actually has certain advantages over you. His radar and harpoon missile almost always score a hit. Keep your ships spread apart so that he will only shoot one of your ships with his more powerful items.

*** *Keep your submarine separate.*** The enemy will tend to fire at squares next to ones he has already shot. You can use this to your advantage. Position the submarine away from your larger ships, and it will take longer to find it.

*** *Avoid hugging the walls.*** If you keep all of the ships on the walls, the enemy will probably find them quickly. This is because his pattern is to shoot near squares in which he has already found ships. The enemy acts as if the squares on top are next to the squares on the bottom, and as if the squares on the right are next to the squares on the left.

CARING FOR YOUR GAME PAK



1. Use your BATTLESHIP® Game Pak only in your Nintendo® Game Boy® or Game Boy® COLOR System.
2. Always make sure your Game Boy's power is off before inserting your BATTLESHIP® Game Pak.
3. Store your BATTLESHIP® Game Pak in its protective case when not in use.
4. Keep your BATTLESHIP® Game Boy® System and Game Pak free from dust, water, and dirt, and keep them safe from direct sunlight, high heat, and extreme cold.
5. Never touch the terminals of your BATTLESHIP® Game Pak.

WARRANTY INFORMATION



Majesco sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
244 Fernwood Avenue
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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