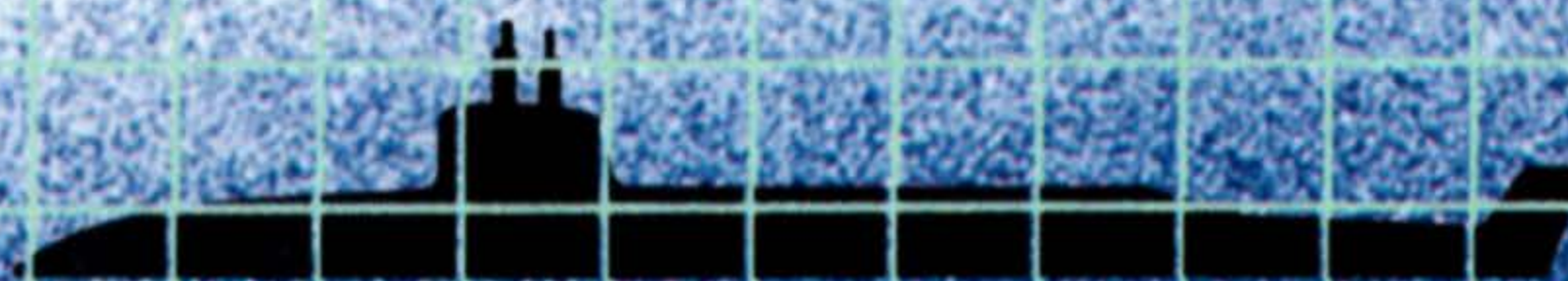
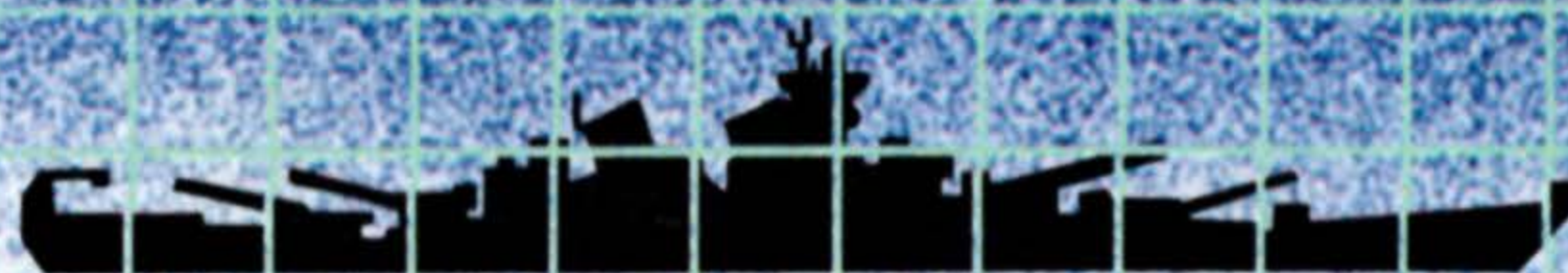


**Nintendo**  
**GAME BOY**<sup>®</sup>

# BATTLESHIP<sup>™</sup>

THE CLASSIC NAVAL COMBAT GAME



**INSTRUCTION BOOKLET**

DMG-NB-USA



## ADVISORY

### READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.



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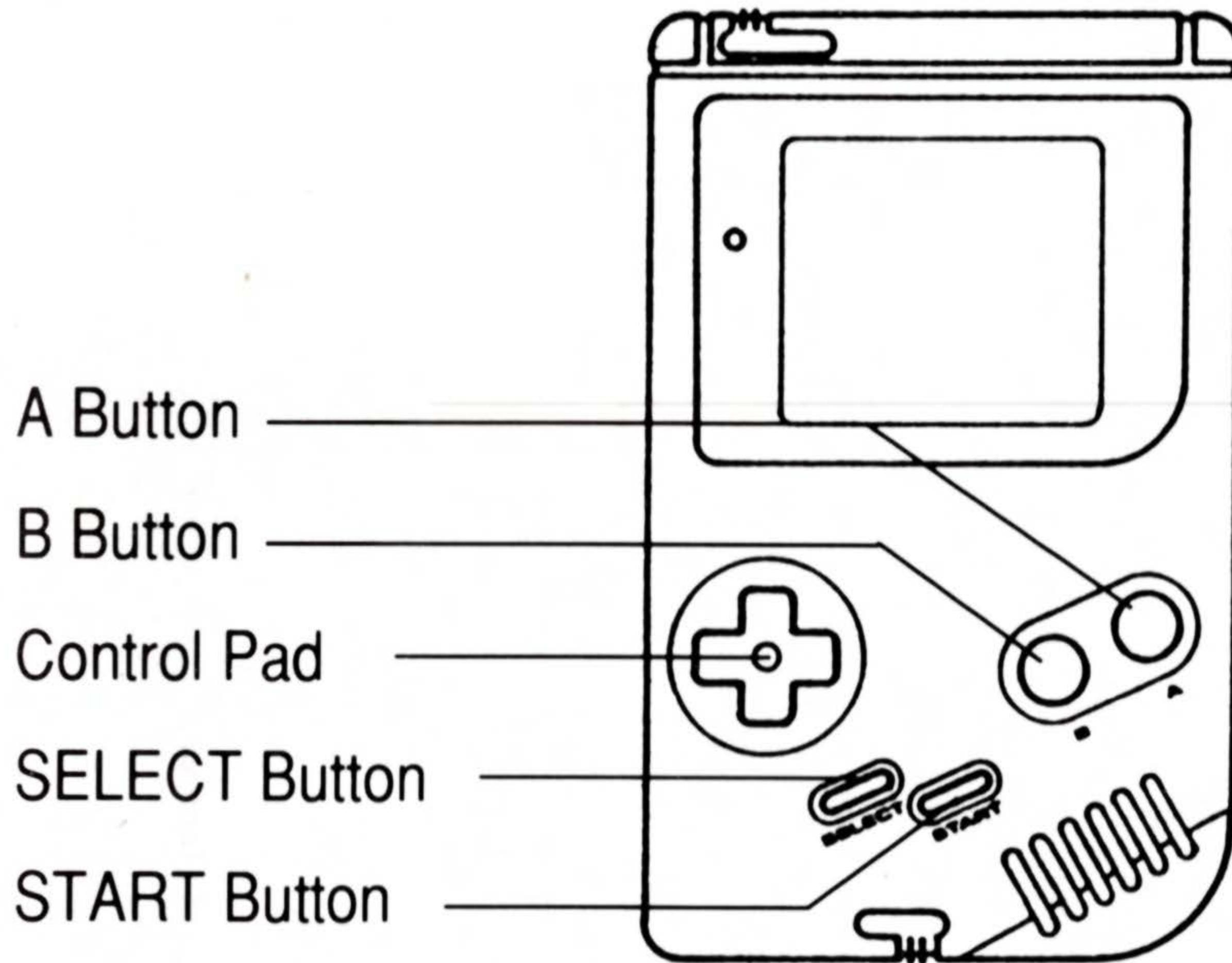
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# Contents

Game Controls.....	1
Starting the Game .....	2
2 Player Game .....	3
Playing the Game .....	4
The Grid.....	4
Battlecraft.....	4
Battle Operations.....	6
Items .....	7
Stages and Levels .....	10
Tips .....	11

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# Game Controls





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# Starting the Game

## To start the game:

1. Put *Battleship* in the Game Boy.
2. Turn on the Game Boy.
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).

## 2 Player Game

Hook up two Game Boy units with the Game Link and turn the game 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 players to access password levels.

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



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# Playing the Game

Game play is the same whether you are playing a *1 Player* game against the Game Boy or a *2 Player* game against another person with a Game Boy connected to yours. It 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.

## Battlecraft

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 **A** to start your positioning maneuvers over again. Select *Yes* and press **A** to begin battle.

In the early stages of *Battleship*, each player's vessels are:

- **Battleship.** Your largest and most formidable warship, this takes up five squares on the grid.
- **Destroyer.** This medium-sized but powerful craft occupies three squares on the grid.
- **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.

At stage 4, each player adds to his fleet:

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

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

## **Battle Operations**

Players take turns unleashing firepower on the opposing forces. When it's your turn, your gunsights appear in the upper left square of the grid. Use your control pad to move the sights to the square on the grid that you want to target.

Press **A** to fire—you'll see your weapon streak toward its target, and find out if you hit or missed your enemy's battlecraft. Or choose **B** to go to a



battle menu that lets you choose to use an *Item* (see the next section) or to go back to the grid and choose a different target.

A record of your shots appears on the grid as the game progresses. Solid circles indicate shots that missed, hollow circles indicate hits, and explosion 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—in hope or horror?—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.

## **Items**

Press **B** to get to the *Battle* menu, where you select *Item* and press **A**. You may then use your control pad up and down buttons 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 **A** to select the item you want, then use the control pad buttons to position the item on the grid. When you press **A** again, the item will be deployed.

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

- **Radar.** This is a tactical weapon—to use it, you must sacrifice firing a weapon for one turn. But it can be worth the sacrifice. The radar can show you exactly where to aim your next salvo, rendering your opponent’s vessel a sitting duck. When you deploy the radar, keep a sharp eye and a keen ear. The four-square radar 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 indicate 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 period.

- **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 devilishly clever pattern—in the same pattern as five dots on a die—designed for maximum spread and concentration.



## Stages and Levels

*Battleship* consists of twelve stages, each with four levels. As you win each level, you are given a six-letter password that will permit you to go directly to the next level from the start-up menu. It's a good idea to write down the passwords as you master each stage, because they can be hard to remember.

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 left and right 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 correctly, press **A**.

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



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# 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.

- **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 him longer to find it.
- **Avoid hugging the walls.** If you keep all of your 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. This means that after he sinks your first ship on the left wall, he'll probably come after the ship on the right wall across from it.

- **Reset if it looks too bad.** Remember, you can always start each level over if he gets lucky on his first shots.



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