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### SCORING

In case the torpedo misses the target, but hits the hull of the battleship, "damage" will be done even though the magazine isn't exploded. So you can score your shots like this:

- 1 Point for each smoke stack knocked off.
- 2 Points for each gun turret knocked off.
- 5 Points for knocking off the cabin.
- 10 Points for exploding the magazine.

### TRY LONGER SHOTS

Each time you make an attack, move the submarine a little farther away from the battleship. See how long a shot you can make and hit the target.

When two or more people are playing, they can take turns being commander of the battleship and submarine. Each should take a shot at the same distance. Then keep shooting farther and farther. The winner is the one who scores 100 points first or who scores the most points in ten shots.

LITHO IN U. S. A.

HOURS OF FUN FOR ALL WITH



*All Plastic and Metal . . . No Wooden Parts to  
Break or Wear Out . . . Indestructible  
Aluminum Torpedo*

AN ENGINEERED ALLSTATE PRODUCT

Manufactured by

**ALLSTATE ENGINEERING SERVICE**

2305 SALEM AVE.

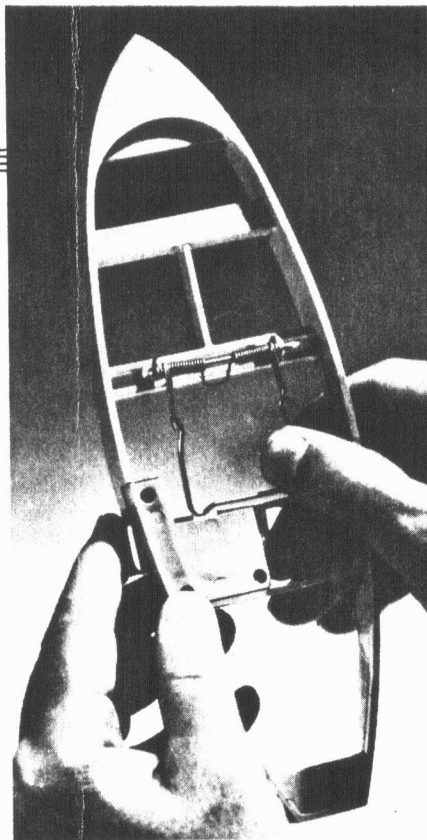
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## HOW THE "TORPEDO ATTACK" WORKS

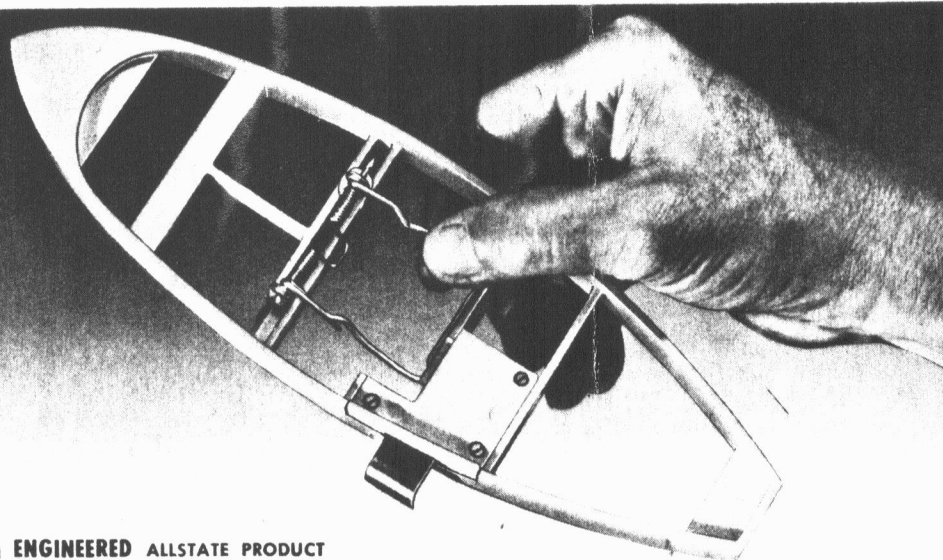
### BATTLESHIP

1. **HULL.** Pick up the hull. Push in the catch with forefinger of left hand. Pull up the spring with right hand and bend it clear down with right thumb as shown in Figure 1. Then tilt the hull toward the port side as shown in Figure 2. The catch will slip down and hold the spring. Don't let go of the spring until the catch is all the way out. Place the hull on the floor.



◆ FIGURE 1

FIGURE 2 ◆



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2. **DECK.** Lay this on the hull.
3. **CABIN.** Place on the center of the deck.
4. **SMOKE STACKS.** Stand one on each end of the cabin.
5. **GUN TURRETS.** Place one on each end of the deck.

*Figure 3 shows the battleship assembled.*

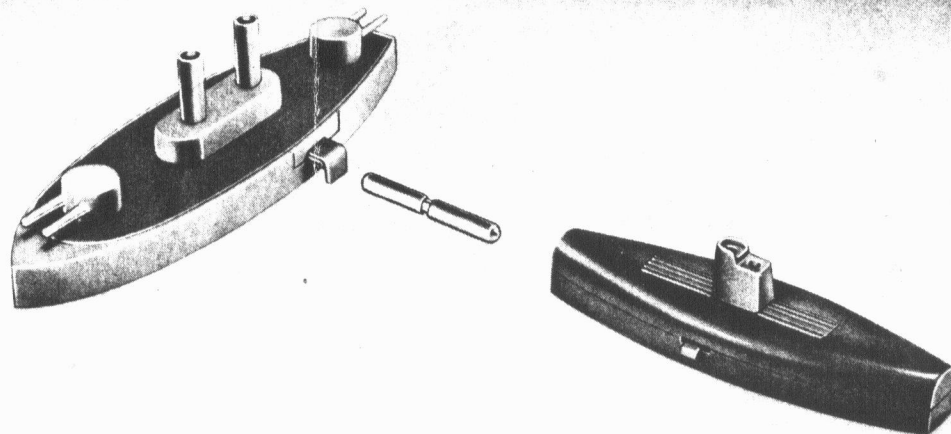
### SUBMARINE

Push the aluminum torpedo into the tube at the bow of the submarine. Press on torpedo until firing pin clicks.

### THE ATTACK

Put the submarine on the floor about six inches from the battleship, with the torpedo pointed toward the target (catch) as shown in Figure 3. When you are sure your aim is right, press the firing pin on the submarine. If you hit the target, the magazine blows up. The turret guns, smoke stacks, cabin, and deck fly every which way!

FIGURE 3 ◆



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