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How To Play NAVAL BATTLE *

Assembly Instructions

1. Bend down the two flaps marked "To Start Bend This Flap Down".
2. Remove the 2 cut-out playing boards. Each player holds one.
3. Remove the 2 lines of cut-out ships. Each player gets a group and should then have the following:

3 Aircraft Carriers
3 Battleships
3 Cruisers
3 Destroyers

4. Now place each group of ships (total of 12) into the slot marked "Ships in Action". Each player has his own slot.

5. Distribute the following round pegs to each player:

9 Yellow pegs
9 Red pegs
6 Blue pegs
3 White pegs
2 Black pegs

6. EACH PLAYER MUST NOT LET HIS OPPONENT SEE, AT ANY TIME, WHERE HIS PEGS ARE BEING PLACED!
7. All the pegs are then SECRETLY placed in any one of the numbered holes in each player's respective playing board.

To Start Playing Naval Battle

Each player spins the spinner. The one who spins the highest number starts the play by calling any number shown on his own playing board (each board is exactly the same). When a player calls a number his opponent checks his own playing board. If the opponent finds a peg in the number called he cries "HIT" (see instructions following called "Hit or Miss").

If there is no peg in the number called, he cries "MISS" and then takes his turn calling a number.

Hit or Miss

When a player (for explanatory purposes let's call him John) calls a number - for example "D-4" - his opposition (let's call him Peter) checks his box marked "D-4". If Peter finds a peg of any color in that hole (D-4) he cries "HIT", takes out the peg and

gives it to John.

Since John scored a hit he is entitled to another round and calls the next number.

If he has originally called a number and Peter found no peg in the box called, it is scored as a MISS and Peter now takes his turn in calling a number (firing a round).

Value of Hits on Pegs

Each peg is the same color as the SMALL box on the boat and has the following value:

3 Yellow pegs	Remove 1 Enemy Aircraft Carrier
3 Red pegs	Remove 1 Enemy Battleship
2 Blue pegs	Remove 1 Enemy Cruiser
1 White peg	Remove 1 Enemy Destroyer

As the game progresses each player will begin to accumulate a number of his opponent's pegs of different colors.

Once he has accumulated a sufficient number of pegs (see values just above) he has sunk his opponent's ship and the opponent removes the ship from the "Ships in Action" slot and places it in the "Sunken Ships Graveyard".

Black Pegs and Radar Reading

When a player calls a number (let's call him John again) and his opponent (let's call him Peter again) discovers that the number called contains a black peg, he calls "FLOATING MINE".

If John had called the number A-7 and Peter had a black colored peg in A-7 then Peter would say "FLOATING MINE". John then spins the SPINNER and follows the instructions indicated on the RADAR READING CHART.

After John has followed the instructions, Peter replaces the black peg in any hole he so desires.

The Winner

The player who has lost all his ships to his opponent is the loser. His opponent is declared the winner.

Penalties

1. If any player moves any peg, beside the black one, once it has been placed in position at the start of the game, he has forfeit-

ed the game and is declared the loser.

The Black peg can be moved only when a hit has been scored on it (see Black Pegs and Radar Reading).

2. If a hit is scored and a player calls it a "MISS" and later discovers his error he must give his opponent 2 Yellow pegs.
3. If a player is caught trying to see his opponent's board he must give his opponent 2 Red pegs.

More Than One Player

If more than 2 players wish to play and another player owns a NAVAL BATTLE set, the second set is placed alongside the first set. Players on the same side of the table or room are on a team.

When a number is called both members of the team check their own respective boards. Either or both must turn over a peg for a hit.

Game is then played the same as for 2 players - with each player alternately taking his turn calling numbers.

If you have any questions, please write to:

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