

# TRAVEL BATTLESHIP

## Game Rules

### OBJECT OF THE GAME

To locate and sink your opponent's hidden fleet of five ships.

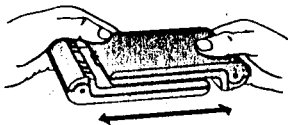
### CONTENTS

- 2 playing trays •2 runners of red pegs
- 10 ships •4 runners of white pegs

### HOW TO SET UP THE GAME

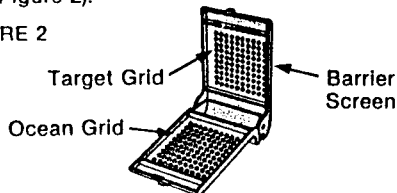
1. Separate the playing trays by pulling them apart (see Figure 1). Reverse this procedure to lock them together again after play. Each player takes a tray.

FIGURE 1



2. Open up your tray and use the lid marked MB as a screen to block the view of your ocean grid (see Figure 2).

FIGURE 2



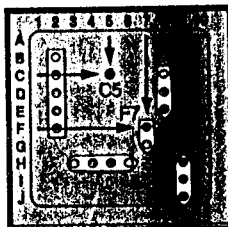
3. Each player takes 1 red peg runner, 2 white peg runners and a fleet of 5 ships consisting of: a 5-hole carrier; a 4-hole battleship; a 3-hole cruiser; a 3-hole submarine; a 2-hole destroyer.

4. Each player detaches pegs and ships from the runners.

### HOW TO PLAY THE GAME

1. Players secretly place their ships anywhere on their ocean grid, either horizontally or vertically. Ships must not overhang the sides of the grid (see Figure 3).

FIGURE 3



C5 = Miss  
F7 = Hit

2. Pick a player to go first. Alternate turns. On a turn, call out one shot aimed at one position on your opponent's ocean grid. Call out a letter and number to indicate the position of your shot. For example, C5 or F7 (see Figure 3).

3. When fired at, immediately announce whether the shot hit or missed one of your ships. If it is a hit, mark the position on your ship with a red peg and declare which ship was hit; if it is a miss, mark the position on the ocean grid with a white peg.

4. When firing, record your shot in your target grid... a red peg for a hit; a white peg for a miss.

5. SINKING A SHIP: when all of a ship's holes are filled with red pegs, it is sunk. Announce which ship is sunk and keep it on the ocean grid.

### HOW TO WIN THE GAME

Be the first player to sink all of your opponent's ships (17 hits) and win the game!