



## GAME INSTRUCTIONS

**Players:** 2

**Equipment:** "SEA BATTLE" Game Unit, 10 Plastic Ships, 125 White Pegs, 100 Red Pegs

**Object:** To be the first to locate and sink all five of your opponents ships.

**Set-up:** Each player is given 5 plastic ships, and half of the white and half of the red pegs, which are to be stored in the divided bin on the right of the game unit base. Before play begins, each player strategically places his/her five ships in any arrangement they choose on the ocean grid located on the base of the game unit. The ships are placed horizontally or vertically but not diagonally. The ships must be placed within the grid and may not be placed on top of each other. When each player has placed all five of their ships, play may begin.

**Play:** Players take turns "firing" at their opponents ships. Using the radar/target grid located on the flip-up divider, players call out firing locations using a combination of letters A through K and numbers 1-9, i.e. A-1, B-2, C-3 etc. A white peg is placed to mark a miss, a red peg is placed to mark a hit. After a miss or hit is made, the players turn is over. If your opponent hits one of your ships, you will then place a red peg in the hole of your ship that corresponds to the coordinate they gave. One hit does not mean that you have sunk the ship. The number of hits required to sink a ship ranges from 2 to 5 hits. Once a ship is filled with red pegs, that ship is sunk. You must acknowledge that your ship is sunk to your opponent.

**Winning:** The first player to sink all five of their opponents ships is declared the winner.

