

Majesco Sales, Inc.
244 Fernwood Avenue, Edison, NJ 08837 U.S.A.

PRINTED IN JAPAN

Nintendo

GAME BOY COLOR

DMG-AIPE-USA



BATTLESHIP

THE CLASSIC NAVAL COMBAT GAME



MAJESCO SALES, INC.

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

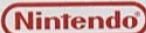


This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 66 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

TABLE OF CONTENTS



Thank you for purchasing BATTLESHIP® for the Nintendo® Game Boy® and Game Boy® COLOR Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference. The screen images in this manual are from the Game Boy® version.

TABLE OF CONTENTS

Overview.....	2	Battle Operations.....	9
Getting Started.....	3	Items.....	10
Two-Player Game.....	4	Stages and Levels.....	11
Playing the Game.....	5	Tips.....	12
The Grid.....	5	Caring for Your Game Pak.....	14
Battlecraft.....	7	Warranty Information.....	15

Instruction Book 1

TWO PLAYER GAME



Hook up two Game Boy units with the Game Link, and then turn the systems 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 player to access password levels.

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

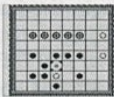
PLAYING THE GAME



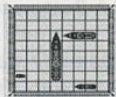
The game is played the same whether you are playing a 1 Player game against the computer or a 2 Player game against another person. BATTLESHIP's game play consists of two basic operations: placing your warships in the field of battle, and then using your weaponry, other equipment, and strategic expertise 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 battlescraft and to aim your weapons at your opponent's vessels.



Enemy Grid



Player Grid

PLAYING THE GAME

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

In the early stages of BATTLESHIP, each player's vessels (Items) are:

* *Battleship.* Your largest and most formidable warship, this takes up five squares on the grid. (Harpoon)

BATTLECRAFT

* *Destroyer.* This medium-sized but powerful craft occupies three squares on the grid. (MK Missiles)

* *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. (Radar)

At stage 4, each player adds to his fleet:

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

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

ITEMS



* *Radar.* To use this tactical weapon, you must first sacrifice firing a weapon for one turn. The radar can show you exactly where to aim your next salvo. When you deploy the radar, the four square 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 indicates 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 moment.

* *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 cleaver pattern, in the same pattern as five dots on a die, designed for maximum speed and concentration.

STAGES AND LEVELS



BATTLESHIP consists of twelve levels, each with four stages. *Note: On the Game Boy COLOR, when you are playing a one player game, and fail to complete a stage, the computer will display a grid which shows where the enemy's ships and your shots were located. After winning each stage, you are given a six-letter password that will permit you to go directly to the next stage from the start menu.*

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 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, press the A Button.

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

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.

TIPS



* *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 longer to find it.

* *Avoid hugging the walls.* If you keep all of the 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.

CARING FOR YOUR GAME PAK

1. Use your BATTLESHIP® Game Pak only in your Nintendo® Game Boy® or Game Boy® COLOR System.
2. Always make sure your Game Boy's power is off before inserting your BATTLESHIP® Game Pak.
3. Store your BATTLESHIP® Game Pak in its protective case when not in use.
4. Keep your BATTLESHIP® Game Boy® System and Game Pak free from dust, water, and dirt, and keep them safe from direct sunlight, high heat, and extreme cold.
5. Never touch the terminals of your BATTLESHIP® Game Pak.

WARRANTY INFORMATION

Majesco sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

Majesco Sales, Inc.
244 Fernwood Avenue
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

© 1995 Nintendo. All rights reserved. Nintendo, Game Boy, Game Boy Color, and BattleShip are trademarks of Nintendo.

1. Always use the correct power source for your Game Boy or Game Boy Color System.

2. Always make sure your Game Boy's power is off before inserting your BATTLESHIP Game Pak into the Game Boy or Game Boy Color System.

3. Store your BATTLESHIP Game Pak in its protective case when not in use.

4. Keep your BATTLESHIP Game Boy System safe and secure. Do not touch the terminals of your Game Boy System.

5. Never touch the terminals of your BATTLESHIP Game Pak.

6. Do not use the Game Boy System or Game Boy Color System in a wet or humid environment.

7. Do not use the Game Boy System or Game Boy Color System near high heat, such as a fire or a hot stove.

8. Do not use the Game Boy System or Game Boy Color System near strong magnets or electrical equipment.

9. Do not use the Game Boy System or Game Boy Color System near a television set.

10. Do not use the Game Boy System or Game Boy Color System near a computer monitor.

Nintendo Game Boy System
Nintendo Game Boy Color System
Nintendo Game Boy Advance System