

BATTLESHIP



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AIM OF THE GAME

Play **Peg cards** and **Power cards** to find, hit and sink your opponent's fleet of five ship cards. To win, sink your opponent's fleet before they sink yours.

Got younger players? Try starting them off with the **Beginner Rules (on the back)**, which require no reading and lighter strategy.

CONTENT:

24 Coordinate cards
60 Destruction cards
4 Reference cards

GET READY!

- Choose a card colour, then take all cards of that colour. Separate your 12 Coordinate cards from your 30 Destruction cards. Remove your two Reference cards and keep them nearby.
- Your Coordinate cards:** This deck contains five Ship cards and seven Miss cards. Shuffle the deck, then place your Coordinate cards face down at random in front of you, in a 3x4 grid (see below).
- Your deck of Destruction:** Shuffle the deck, then deal yourself a hand of five cards. Form a face-down Draw pile with the remaining cards.

Discard Pile



Deck of Destruction

Deck of Destruction



Discard Pile

HOW TO PLAY

The youngest player goes first. Take turns to play. On each of your turns, follow these two steps:

1. Play One Card

Choose one card from your hand to play – either a **Peg card** or a **Power card**.

2. Reload Your Hand

Take enough cards from your draw pile to replenish your hand to five cards. (If you already have five or more cards, just skip this step.) This ends your turn.

If your draw pile runs out, form a new one by shuffling your discard pile.

PEG CARDS:



White Peg cards: Usually, you'll play these cards to search for hidden enemy ships. To play a White Peg card, tap a face-down card in your opponent's grid. Your opponent flips that card face up, and it stays

face up for the rest of the game. Place your Peg card in your Discard pile.

If the card is a miss, nothing happens. If the card is a ship, you may play **Red Peg cards** on this revealed ship to score hits on future turns.

Red Peg cards: To play a Red Peg card, slide it under a revealed enemy ship, leaving the peg(s) showing. Each red peg on the card counts as one hit on the ship.



Searching with Red Pegs:

If you are out of White Peg cards, or by choice, you can use a Red Peg card to search for an enemy ship. If it's a miss, discard your Red Peg card. If it's a ship, each red peg on your card counts as an immediate hit.

Example: A HIT!



You play a Red Peg card on your opponent's Aircraft Carrier. Count two hits for the two red pegs on your card.

Sinking a Ship:

Each Ship card has a number that represents the number of hits needed to sink the ship. If you play at least this many pegs on the ship, you've sunk it! Place your Peg cards in your Discard pile. Your opponent places the sunk ship card out of the game.

Example: SINKING A SHIP



You play a second Red Peg card on the Aircraft Carrier, for a total of six hits. You sank the carrier!

POWER CARDS:

To play a Power card, place it face up where both players can see it. Then immediately follow the directions on it.

When you play a **Two-Power card**, choose **only one**. There are three kinds of Power cards:

Shield: Place this card on one of your revealed ships. Your opponent must play enough red pegs to destroy the Shield before they can attack the ship.

E.G.:

Placing a Shield card on a Destroyer that has one peg damaging it already does not destroy the damage.

However, your opponent must play two pegs to destroy the Shield before they can cause any more destruction to your ship. If your Shield is destroyed, discard it.



EITHER: Discard one or more White Peg cards (This allows you to draw more cards when reloading your hand)

OR: Play 2 more cards.



EITHER: Repair a ship, then play a card: remove one Peg card from one of your damaged ships, then play another card on the same turn. This power does not work on Shields

OR: Draw 3 cards, then play one: draw three cards from your deck, then play one of them. Keep the remaining two cards in your hand.

SHIP POWERS:

Each ship has a special power that is in play from the moment the ship is revealed until it's sunk. Take advantage of your ships' powers while you can!



Submarine: Only White Peg cards can damage this ship, including the one that reveals it. Your opponent discards any Red Peg cards played on this ship.



PT Boat: At the start of your turn, remove one Peg card from any one of your revealed ships. This power does not work on Shields.



Destroyer: You may now play White Peg cards as well as Red Peg cards to damage enemy ships or Shields (Exception: Only White Pegs can damage a Submarine).



Battleship: Add one red peg to each of your Red Peg cards in play. For example, a 2-peg card now counts as a 3-peg card.



Aircraft Carrier: Reload your hand to seven cards at the end of your turn, instead of five.

Example: SHIP POWERS



Your opponent finds your Destroyer. Now you can play White Pegs to damage all enemy ships!

If your Destroyer is sunk, its power immediately ends. Discard any White Pegs still in play (except on a Submarine).

BEGINNER GAME GUIDE

Players don't need to read during the game in this version, so it's a great way for younger players to get in on the action!

The game setup is the same as in the standard game, except that the Power cards are not used, so remove them from the Decks of Destruction.

Play the same way as in the standard game, but ignore the ship powers. This makes it simpler for younger ones.

THE WINNER!

The first player to sink all five enemy ships wins the game.

STRATEGY TIPS

Ship powers are "rule-breakers" that will affect the game, so always be aware of the powers of all revealed ships – both yours and your opponent's.

Instead of a Peg card, consider playing a Power card – for example, one that will let you play two cards instead of one on your turn. The more cards you play, the more you can draw when reloading.

Your 4-peg card is a valuable weapon: it will immediately sink any ship except the Aircraft Carrier. But be careful when playing it alone on the carrier, because your opponent could use a Power card to remove it!

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