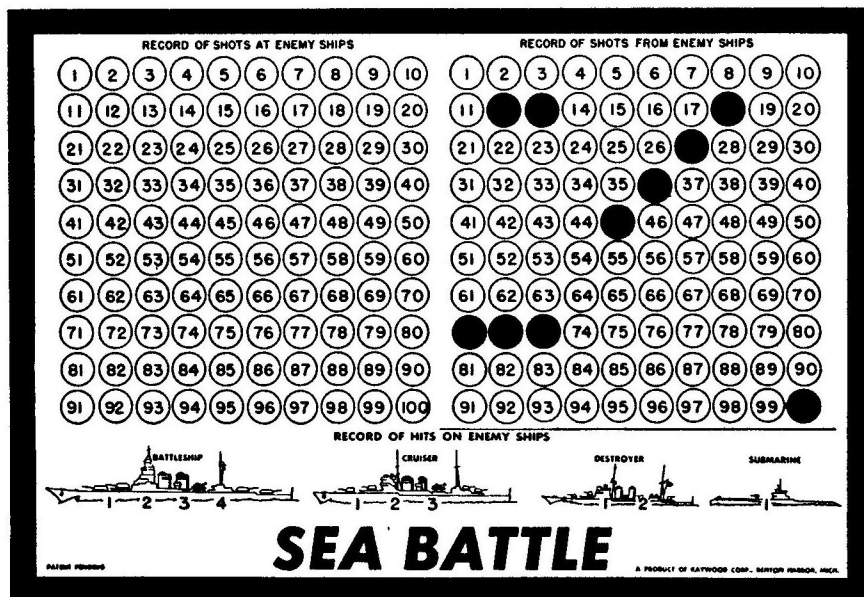
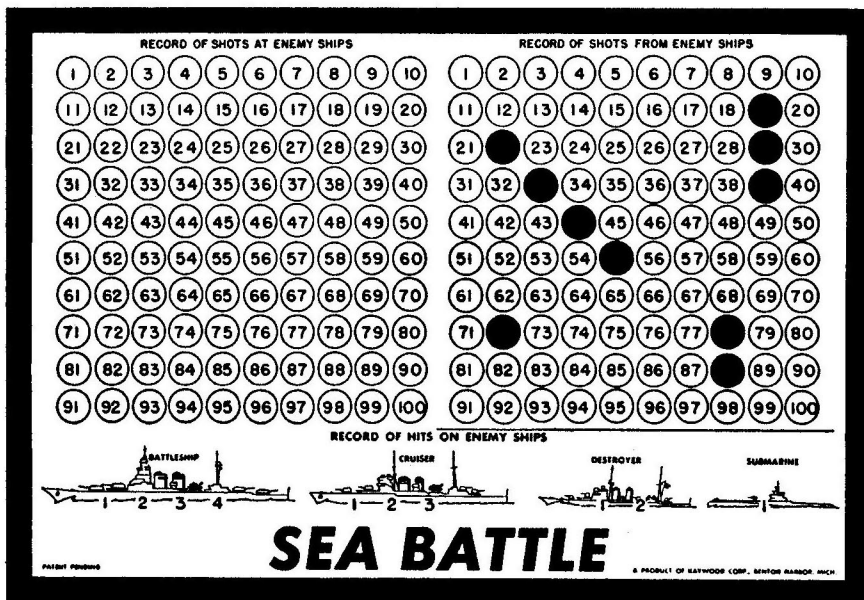


Sea Battle

INSTRUCTIONS for PLAYING

SEA BATTLE is a game of chance and skill for two players, each being an Admiral of a fleet. More can take sides and join in the fun. This game has been developed from a time honored game with which practically every sailor in the United States Navy is familiar under the name of Battle Ship. This original version was played with ruled sheets of paper and a pencil. SEA BATTLE retains all the appeal of the game as played by our boys in the service and adds the attractive and convenient features of this new setting. Each Admiral is supplied with a board, ten red ship marking discs and two hundred shot markers. The game represents a battle between two opposing fleets.



Ships may be placed in a great variety of positions as explained in the RULES on page 2.

Above are two examples of ship placement patterns.

RULES

On the board which is held by each Admiral are two fields, the right hand field represents the ocean in which the home fleet is located. Each Admiral has four ships, a battleship, a cruiser, a destroyer and a submarine. The home Admiral places his fleet in the right hand field with the individual ships located at any point keeping in mind that the battleship is represented by four red markers which may be placed in rows either horizontal, vertical or diagonal. The cruiser can be located in a similar fashion at any point on the field but has only three red disc markers, the destroyer is located accordingly with two markers and the submarine one marker. The two sketches on the back page show examples of such arrangements which can be varied at will as long as the discs for any one ship are kept in a straight line and next to one another with no empty positions between the discs. After each Admiral has placed his ships in position with his board concealed from the enemy, they are ready to play.

1. A Battleship fires four shots, a Cruiser three shots, a Destroyer two shots and a Submarine one shot. Admiral one taking the first turn fires ten shots representing the total of the shots assigned to each ship. This is called a Salvo. In firing this Salvo he attempts to guess on which spot the enemy ships are placed and calls off the numbers which he has selected to his opponent, at the same time placing his marker disc on the left hand field of his own board over the location which he has selected. The number one on this disc is placed toward the top of the board.
2. The opponent likewise marks these shots on the right hand field of his board where his ships are placed. If any of the shots land on his ships he places a disc over the red marker and when Admiral one is through with the full ten shots his opponent tells him how many hits were made on each ship if any, but does not tell him which shots made the hit. The second Admiral then fires his Salvo of ten shots which are likewise recorded.

3. If an Admiral is told that he has hit a Battleship of the opponent's fleet he places a disc in one of the circles within the Battleship outline at the bottom of the board. The same procedure is followed when he is told that he has hit a Cruiser, Destroyer or Submarine. If the hit is made in the first Salvo the number one on the disc is placed toward the top of the board.
4. A second Salvo is then fired by each player and all shots are indicated by placing the disc in proper place with the number two toward the top of the board.
5. The game continues on this basis and whenever a Battleship receives 4 shots (one in each of the spots it occupies) it is considered sunk. A Cruiser is sunk with 3 shots, a Destroyer 2, and a Submarine 1. Whenever a ship is sunk from either Admiral's fleet the number of shots that Admiral can shoot is reduced accordingly. For instance if a Battleship is sunk with four hits and if none of the other ships have been hit the required number of times to sink them, that Admiral has six shots on his next turn. (The fire power of a ship is not reduced until it is hit the number of times required to sink it.)
6. Turns are taken on firing Salvos until one Admiral sinks all of the enemy ships making him the winner.

As you become skilled in playing SEA BATTLE you will learn how to place the shots in the first three or four Salvos to best "corner" the opposing fleet. From the number of hits reported for each Salvo you will be able to make a fairly accurate guess as to the general area occupied by each enemy ship. The next Salvo can be fired accordingly and reports from the other Admiral will further help to pin point the Target. This is why it is important when firing the first few Salvos to place the marking disc with the Salvo number toward the top of the board. After six Salvos have been fired, the player has fairly well pin pointed his target, so the shot marker can be placed with the plain side up in marking later Salvos. After the first game, the loser has the first turn on the next game.