



## CALL "H-10"

	1	2	3	4	5	6	7	8	9	10
A	○	○	○	○	○	○	○	○	○	○
B	○	○	○	○	○	○	○	○	○	○
C	○	○	○	○	○	○	○	○	○	○
D	○	○	○	○	○	○	○	○	○	○
E	○	○	○	○	○	○	○	○	○	○
F	○	○	○	○	○	○	○	○	○	○
G	○	○	○	○	○	○	○	○	○	○
H	●	●	●	●	●	●	●	●	●	●
I	○	○	○	○	○	○	○	○	○	○
J	○	○	○	○	○	○	○	○	○	○

- When a shot is called, the opponent immediately tells the player whether it is a "hit" or a "miss." It is a "hit" if the called hole on their OCEAN GRID is covered by a ship and a "miss" if no ship occupies that hole. If the shot is a "hit," the opponent tells the player what KIND of SHIP was "hit" (Cruiser, Carrier, etc.).

### MARK SHOTS WITH PEGS

- After a player has called their shot and found out whether it is a "hit" or a "miss," they place a marker peg in their TARGET GRID (the one in the lid) — a WHITE peg for a "miss" and a RED peg for a "hit" — to mark the location of that shot. This will guide them in placing future shots and prevent them from calling the same holes more than once.
- A player does not have to mark their opponent's "misses" with white pegs, but they MUST MARK any "hits" that the opponent makes on their ships with RED pegs. When a hit has been made on a player's ship, they place a RED peg in the SHIP at that location on their OCEAN GRID.

Examples of marking the shots:

- John calls "F-4" to Harry. Harry announces it as a "miss." John places a WHITE PEG at "F-4" on his TARGET GRID. Harry does not place a peg in his kit.
- Harry calls "H-6" to John. John announces it as a "hit" — "on a Destroyer." Harry places a RED PEG at "H-6" in his TARGET GRID. John places a RED PEG in a hole of his Destroyer at "H-6" on his OCEAN GRID.

### SINK THE FLEET

- Players continue taking turns, calling shots and marking them.
- Whenever a ship has received enough "hits" to fill all of its holes with RED PEGS, it is SUNK and is removed from the OCEAN GRID. The player whose ship is sunk must announce this to their opponent.
- The number of "hits" each ship must receive to be SUNK is as follows: Carrier — 5 hits, Battleship — 4 hits, Cruiser — 3 hits, Submarine — 3 hits, Destroyer — 2 hits.
- It is expected that players will be HONEST in announcing "hits" when they are made. Occasionally players may make a mistake in calling a hole they didn't mean or in locating the correct hole called. If a player feels an error has been made, they may call a TRUCE — and stop the game temporarily to review shots they have made in past turns. They can easily do this by calling out the location of the pegs they have placed on their TARGET GRID and asking the opponent to verify the "hits" and "misses" they have marked.

### WIN THE GAME

The first player to sink all 5 of their opponent's ships is the WINNER.

### RULES FOR THE SALVO GAME

The SALVO game version is recommended for more experienced players who have become familiar with the basic game. It differs mainly in how many shots are taken in a turn by each player. Use the same rules as in the Basic Game except:

- Each player at the start takes a SALVO of 5 SHOTS on their turn. As they call out each shot, they mark them with WHITE pegs in their TARGET GRID. At the END of the SALVO, their opponent announces which shots were "hits" and on which ships. For example, John called a SALVO of 5 shots at F-4, F-6, F-10, A-2, and A-4. Harry announces one "hit" on his Destroyer at F-6, and two "hits" on the Submarine at A-2 and A-4.

- After learning of any "hits," the player changes their WHITE peg at that location to a RED peg, to help guide them for further shots. The opponent must continue to place RED pegs in the holes of any ships that were hit.
- Whenever a player has had one of their ships SUNK, they LOSE ONE SHOT for their next salvo. As their ships are removed from the game, the shots for each salvo are reduced. For example, if Harry has had 2 of his ships SUNK, he may only shoot 3 shots on his next turn. One shot is lost for each ship sunk, regardless of what KIND it is. For example: losing a Destroyer counts as much as losing a Carrier.

### ADVANCED SALVO GAME

This game offers the most challenge for the "expert" player. It is played as SALVO, except:

- After a salvo of shots is called, the opponent simply announces how many HITS were made — but NOT WHERE or on WHICH SHIPS.
- Since players are never sure which shot was a hit in any salvo, they cannot use RED pegs in their TARGET GRID. It is advised to keep a record of hits for each salvo on a separate piece of paper.

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