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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO BATTLESHIP ADVANCED MISSION ELECTRONIC 2006. You'll find the answers to all your questions on the HASBRO BATTLESHIP ADVANCED MISSION ELECTRONIC 2006 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

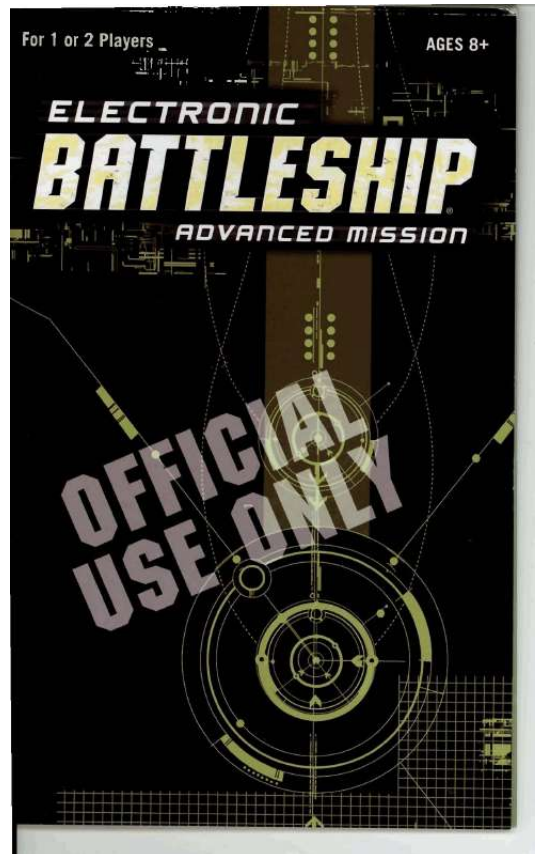
User manual HASBRO BATTLESHIP ADVANCED MISSION ELECTRONIC 2006

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Manual abstract:

... -;-- . . -I;! , :i;v , , - j- -2 I DEPLOYMENT CODE AMBER: BATTLE Playing Electronic BATTLESHIP is easy. All through the game, it will give you spoken commands telling you what to 'do next. If you make a mistake or try an invalrd command, you will be helped by the computer. w START-UTerritorial Waters Mission (2-PLAYER GAME): Decide who PlaY@r and is Player 2. : I d I.

Press the ON/OFF button. 2. You will hear the unit say *GLOBAL POSITIONING SYSTEM ACTIVATED - INPUT NUMBER OF PLAYERS., If you .' To get the best from the game and to make sure you don't miss any of its many exciting features, take the time to read through the relevant sections of Lii instruction book.

The rest is up to you. Your skill and strategy will decide @ether your fleet will be the one that l n i v e s and wins! are Player 1 (thle player with the ON/OFF button on your side), follow the start-up sequence (numbers 3-12) that follow. @@~ n ~ u r t ~you n . fireIa si"gle shot r~I tdscore a hit o a miss.. @@d by the computer.,presr When pro .-lll.nh-r L to choose this k[dsjdn. # to fire five times on your him. If, for instance, yoqfleef has I& of its five sh& you will onb bebeable fire to three times on your turn. dj--p+ When prompted by the computer, 'press' n u m k r key 2 t~ choose this mission. * = I Target Plus One Mission 3. @@@@@You STinputthecoordinatesofyourships 'Wore beginning each game. This is explained on the following pages.

.,,* :T~~ We recommend you start with the MISSED AN TERRITORIAL WATERS MISSION. This will IMPORTANT MESSAGE? help you get used to the way the game If you aren't sure you heard the last voice PI??.before moving to more difficuh mlsslons. message correctly, press the REPEAT button on your key pad to hear it again. - _ Choose which mission YOU will volunteer for (these are described on page 5 :) 1-TERRITORIKWAERSMISSION 2 - SALVO MISSION 3 -TARGET PLUS ONE MISSION 1 I I I The Target Plus One M i s s h * h o in - the same way as the Territorial Wa t ~ r ~ -- ' Migion with the following exceptior : ,Each time you score a hit on an ene Aiss\ship or detect an enemy ship during Mission works in the same scan, you earn an extra turn, a W(IJ L I I ~ Territorial Waters Mission. until you m' But in Salvo, you fire one shot for each Ir ships still afloat. @@@@@@You'll then hear uENTER WEAPONS.. @@Then press ENTER to select. 1 .Y ' 8.

@@If you press number 1, you will hear .BASIC WEAPONS SELECTED.. @@In a Basic Weapons game, each player selects a single coordinate to fire at. This is the easiest - way to play.

!,< ~2bk f - k ? or, later p try to u + i6 -Iready age, even if Player 1 has chosen a Custom F l a t Deplqment and deployed histher ships one By one. The reverse also applies: If Player 1chose Predetermined F b t Deployment, Player 2 can choose Custom Fleet Deployment. will automatically register the rrmation. #-a2. 1 13.

You will now hear the next prompt from the computer .AIRCRAFT CARRIER ON STATION. BATTLESHIP REPORTING. and UPLAYER 1, ENTER .COORDINATES.. Repeat the same sequence as a h chmse Me pasition for your Battleship on the grid (remember it takes up four spaces), place your plastic Battleship, key in two sets of coordinates, then confirm by To : 'wa@ up" your unit during -this IQ-minute shutoff phase anu . continue the game where you left it, ,press the REPEATbutton. You will hear the last voice command agr'to remind you of *me.

w Were 1 the gam Note: Or nff ther 4 (the side with the ONIOFF button) and follow the Solo Start-up sequence below. 15. PLAYER 2: When programming nter the coordinates that lfyw make a mistake at any point, press the CANCEL button. You will hear the same prompt, far example, *AIRCRAFT CARRIER REPORTING - ENTER is complete for Player 1, you will hear UPLAYER 2, ENTER FLEET DEPLOYMENT.. The other side of the game unit is now 1. Move the ONIOFF switch on your game unit into the ON position. 2. @@@@@@Here's how..

@@@@@@@@@@@@says Attack Squadron 1, it's the rbd aircraft. @@Normal ptogramming will now resume (see Step 15 on page 7). @@@@@@@@You will hear .AIRCRAFT CARRIER REPORTING -SELECT ATTACK SQUAQRON..

2. Decide which of your two Attack Squadrons you will move and press the matching button on your key . paa guuw-vn ror rea aircran, I SQUADRON 2 for blue aircraft). You will hear, for example, .ATTACK SQUADRON 1 followed by aERTER TARGET COORDIMTES.

w 3. NOW press key and press 6. Dlld you fin~da target? The Attack Squadron will scan for enemy ships in any of the coordinates with scanning pattern p u coee hss. 3. @@@@- RADAR CONFRMS HIT 3.. This sequence will repeat the targets found in the scanned area. Mote: Each Attack Squadron can only fire on an enemy target once. After it has ' 4. @@@@@@Press the B a t t k h i p button.

@@-READY TO MUCH, and then aINPUT TARGET COORDINATES.. @@Although thismeans you .. spaces. will have to choose carefully when to use it. remember that its effect is a 1 TOM- targets, or a buzzer if all of the spaces covered by the Tomahawk's Firing Pattern were free of ships and planes. You will then hear confirmation of any hits or misses. 88 ' H@b E m if your kifcraft GaCarrier is sunk, ~ D U keep using your Attack can Squadr~ns,as long as: 1. left ths arcraft Carrier before They 't was sun/- .

.,t' k. LIGHT MISSILE CRUISER 2 HARPOON MISSILES 1. Press the Light Missile Cruiser button, You will hear *LIGHT MISSILE CRUISER REPORTING -RADAR GUIDANCE SYSTEMS OPERATIVE -HARPOON MISSILE ARMED* and then *ENTER FIRING PATIERN.. keylng In your ~ T ~ T ~ D : ~ Z M CANCEL immediately and, when prompted, try again. COORDLMATES.)) I - 5. You will hear .TARGET LOCKED ON -READY TO FIRE.

. Press FIRE. he Light Missile Cruiser can launch its pa& Missiles in two distinct Firing and an explosion if YOU have hit One Or more targets, or a buzzer if all of the spaces covered by your chosen Firing Pattern were free of ships and planes. You will then hear confirmation of any hits or misses. Strike Capability

During any mission, you will only be able 1 to use two Harpoon Missiles (and only one on a turn). You can use a different Firing Pattern for each, or the same for both launches. 7 A , b c h Torpedo will travel in a straight line qmm a point along the edge of the grid, which grou select. @@@@Insert a white peg on the grid to mark that starting point. @@..

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