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Printed in Japan

SEGA™
GAME GEAR™

OFFICIAL
SEGA™
SEAL OF
QUALITY

BATTLESHIP

THE CLASSIC NAVAL COMBAT GAME



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

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WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ Game Gear™ SYSTEM.



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BATTLESHIP™

Instruction Booklet

Table of Contents

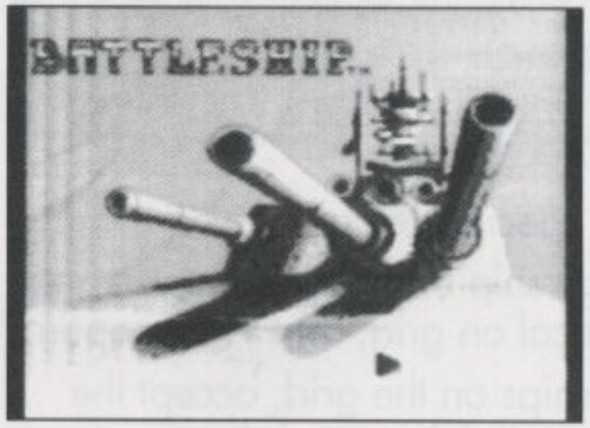
Starting the Game.....1
Game Controls 2
Playing the Game 3
Pass Codes 9
Tips.....10
Technical Support.....11
Limited Warranty 12

Starting the Game

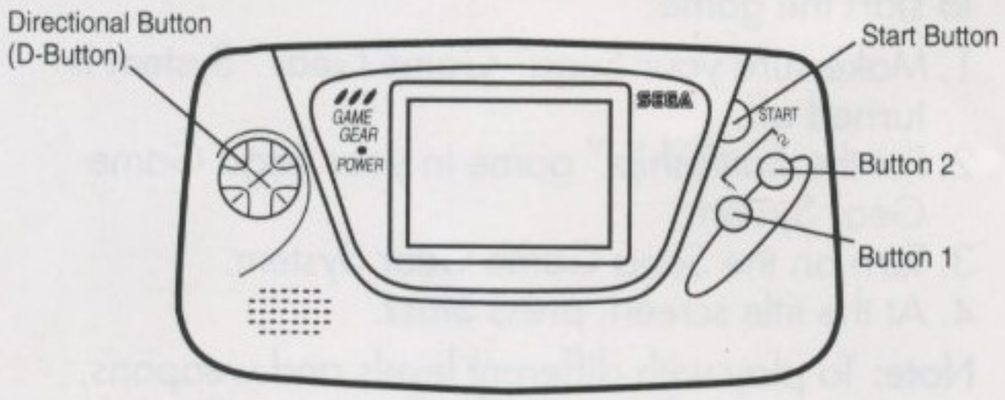
To start the game:

1. Make sure your Sega™ Game Gear™ System is turned off.
2. Put the *Battleship*™ game in your Sega Game Gear System.
3. Turn on the Sega Game Gear System.
4. At the title screen, press **Start**.

Note: To play with different levels and weapons, press **Down** to choose **Code**, then press **Start**. Use the Control Pad to enter the pass code, then press **Start**. See *Pass Codes*.



Game Controls



Directional Button (D-Button)

Press ↑ ↓ → ← to position the current ship or aim weapons on the grid.

Buttons:

Start Begin the game.

D-Button Pick a special weapon.

Button 1 Change ship orientation to horizontal or vertical on grid, and fire weapons.

Button 2 Place ships on the grid, accept the setup, and pick a special weapon.

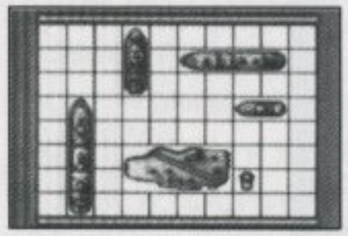
Playing the Game

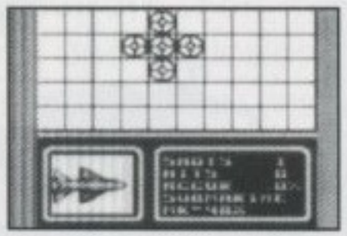
Game play involves two basic operations:

1. Positioning your warships for battle on the grid.
2. Using weapons and strategy to destroy your enemy's fleet before yours is destroyed!

The Grid

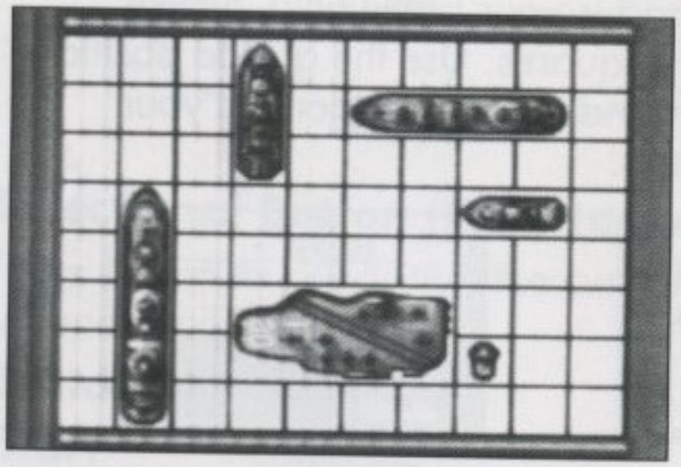
The *Battleship* grid is your battle field, twelve squares by eight squares. Use the grid to position your battle craft and to aim weapons at your opponent's vessels.





Battle Craft

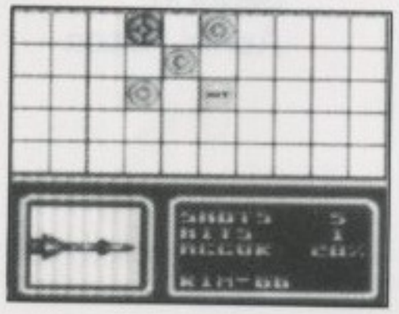
Before a battle your ships appear one by one on the grid. Use the **D-Button** to move them up, down, left, and right into position. Press **Button 1** to rotate a ship from horizontal to vertical and back. Once you position a ship where you want it, press **Button 2** to place it there.

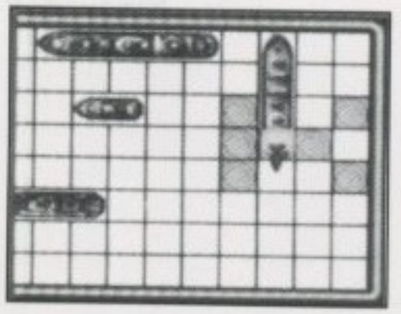


Battle Operations

Players take turns unleashing firepower on the opposing fleet. When it's your turn, your gun sights appear in the upper left square of the grid. Use your Control Pad to move the sights to the square on the grid that you want to target. Press **Button 2** to activate the Special Weapons menu, then use the **D-Button** to select an available weapon. Then press **Button 2** again to lock in your choice. Use the **D-Button** to target your attack grid, and press Button 1 to fire.

A record of your shots appears on the grid as the game progresses. Blue circles are shots that missed, red circles are hits, and explosion icons show where you are hitting an enemy vessel. You must hit every square occupied by an enemy vessel to sink it. During your opponent's turn, you'll be able to watch as weaponry flies toward your ships. You'll also see the current state of your fleet on the grid.





Stages and Levels

The game *Battleship* has eight levels, each with five battles. You progress up the ranks, and get new ships and or new weapons as shown.

Level & Rank	Ships	Weapons
1 Seaman	Frigate Destroyer Cruiser Battleship	Polaris Asroc – 71 Seadart Tomahawk
2 Petty Officer	Same as Level 1 plus...Submarine	MK–48X
3 Skipper	Same as Level 2 plus...Destroyer	Asroc – 71 Sonar
4 Lieutenant	Same as Level 3 plus...Cruiser	Seadart Aerial Recon

Level & Rank	Ships	Weapons
5 Lt. Commander	Same as Level 4	
6 Commander	Same as Level 5 plus...Carrier	P-3 Orion
7 Captain	Same as Level 6, plus... Battleship	Tomahawk Harpoon
8 Admiral	Same as Level 7, plus...Carrier	P-3 Orion Talos

Weapons

The standard missile on all ships is the RIM-66. You have an unlimited supply. In addition, depending on the level, you have a limited supply of special weapons.

Weapon	Type of Ship	Description
Polaris	Frigate	Four warheads that strike four different squares.
Asroc - 71	Frigate	Also has four warheads, but fires a wider spread.
Seadart	Cruiser	Five warhead missile.
Tomahawk	Battleship	Cruise missile that can strike six squares.
MK-48X	Submarine	Flying torpedo that hits five squares compacted.
Harpoon	Battleship	Is equal to Tomahawk with a different pattern.
Talos	Carriers	Fires an L-shaped pattern.
Aerial Recon	Cruiser	Reconnaissance missions to detect enemies.
Sonar	Destroyer	An 8-square submarine sensor.
P-3 Orion	Carriers	A sub-hunter that can also attack other ships.

Pass Codes

As you win each level, you get a four number password that lets you go directly to the next level from the start-up menu. It's a good idea to write down the passwords as you master each stage, because they are hard to remember.

To begin play at an advanced level, choose **Code** on the *Battleship* game title screen, then press **Start**. Use the left and right Control Pad arrows to move the cursor left and right through the four spaces in the password. For each space, press the up and down Control Pad arrows to cycle through the numbers. When you've entered the password correctly, press **Start**.

Tips

- **Lay down a pattern**. A method for firing at enemy ships on the battle field helps. Remember how many squares your enemy's remaining battle craft occupy, and don't waste your fire power—and time—firing into random single squares that can't hold anything bigger than a submarine (unless that's what you're after).
- **Use your extra firepower wisely**. You have a limited number of items providing extra firepower and tactical strength. Don't squander them all at the start of a battle. Each weapon is on board a particular vessel, so, when that vessel sinks, you lose the weapon. For example, if your battleship has taken four hits (one more and she goes down) and you haven't used your Tomahawk, put it into action immediately.
- **Spread your ships apart**. Your enemy is very accurate, and has certain advantages. Keep your ships spread apart so that the enemy can only shoot one of your ships with the more powerful items.
- **Keep your submarine separate**. The enemy tends to fire at squares next to one already shot. You can use this to your advantage. Position the submarine away from larger ships, and make your enemy take longer to find it.
- **Reset if it looks too bad**. Remember, you can always start each level over, if the enemy gets lucky on the first shots.

Technical Support

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Handling Your Cartridge

- This cartridge is intended exclusively for the SEGA™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

Limited Warranty

Mindscape Inc. warrants to the original purchaser of this product that the Sega Game Gear Cartridge will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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