

Interactive NAVAL BATTLE

MARINE STRATEGY GAME

Operating Instructions



Introduction

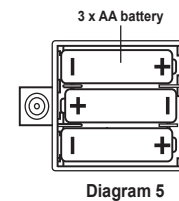
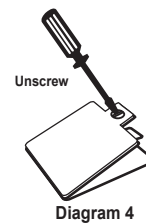
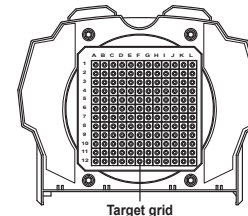
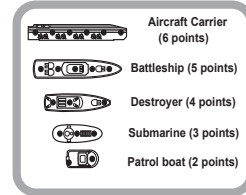
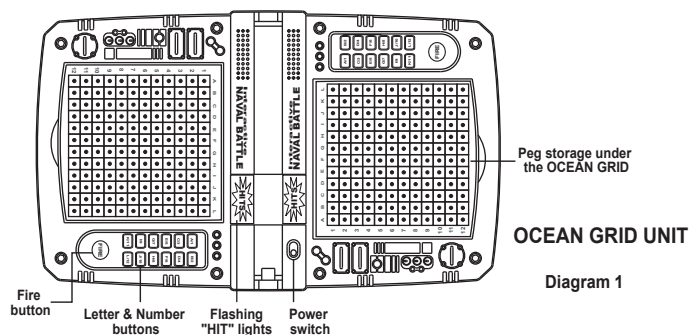
INTERACTIVE NAVAL BATTLE combines the strategic brilliance of the classic naval battle game with new interactive excitement. Engage your opponent in a classic naval battle or try the new rapid-fire Advanced Mode where the firepower of every ship counts. Play against a highly intelligent computer opponent or challenge a friend to an intense battle and see who is the better admiral! Screaming missiles and powerful explosions are just some of the superb sound effects that will bring you closer than ever to the action!

Objective Of The Game

Be the first to sink all five of the opponent's ships.

Included In This Package

1. One ocean grid unit
2. One target grid unit
3. Ten miniature ships
4. 100 red pegs
5. 300 white pegs
6. One instruction manual



Battery Requirement

INTERACTIVE NAVAL BATTLE operates on DC 4.5V three 'AA' size (UM3) batteries. For maximum performance, use alkaline batteries.

Battery Loading

1. Do not mix new and used batteries.
2. Do not mix alkaline, standard, carbon-zinc or rechargeable (Nickel-cadmium) batteries.

Caution

3. Do not leave INTERACTIVE NAVAL BATTLE "PLAY" when not in use since it will weaken and deplete the batteries.
4. To avoid battery leakage, take out all batteries if the unit will not be used for more than 30 days.

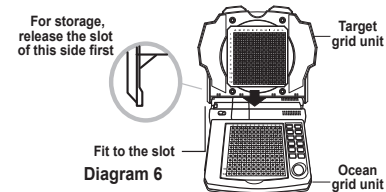
Battery Installation

1. Locate the battery case cover on the back of INTERACTIVE BATTLE.
2. Make sure the unit is "OFF". Unscrew the battery compartment lid. (See Diagram 4)
3. Load the new batteries, make sure that the polarities, as indicated by the batteries plus (+) and minus (-) signs, correspond with the diagram of the battery compartment. (See Diagram 5)
4. Close the battery compartment door and screw to lock it.

NOTE: If this product malfunctions, turn it off for a moment and then turn it on again. If the problem persists, please install a new set of batteries before using.

Setting Up The Game

Put the TARGET GRID unit onto the OCEAN GRID unit. When snapping Target Grid into the Ocean Grid to "KEEP FINGERS CLEAR" Make sure the side labeled "PLAYER 1" faces the side with the PLAY/OFF switch. (See Diagram 6)



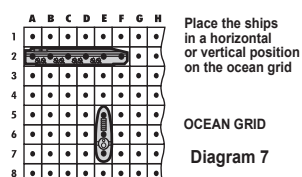
#88095

SIZE: 210MM X 148.5MM

OI PN#65-6320-000-0100

To Begin Play

1. Slide the POWER switch to the "PLAY" position. The unit will play the welcome message with theme music.
2. The unit will prompt the player to choose the number of players. Press A1 for one player to play against the computer opponent. Press B2 for two players to challenge a friend.
3. Each player begins with five battleships. place each ship on the OCEAN GRID either in a horizontal or vertical position. (See Diagram 7)
4. After placing all the ships, the player needs to input the coordinates of the bow and the stern of each ship into the game's memory. The game will ask for the coordinates of the ships in this order: aircraft carrier, battleship, destroyer, submarine, and patrol boat. If the coordinates entered are not valid for the particular type of ship, the game will request the player to input the coordinates again.
5. For example, in Diagram 7, when the unit asks for the coordinates of aircraft carrier, by entering A2 (press A1 for 'A' then B2 for '2') and F2 (press F6 for 'F' then B2 for '2'), the unit will recognize the ship as an aircraft carrier occupying the grid spaces A2 through F2. Repeat the process for all five ships, and the naval battle will be ready to start.

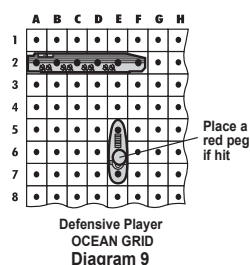
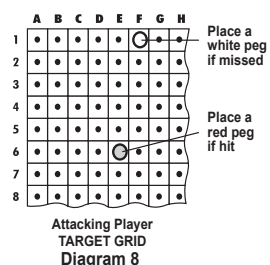


Playing The Game

The unit will randomly decide which player has the opportunity to attack first. The attacking player selects a location to attack by entering the letter and number of coordinate.

If the targeted coordinate is occupied by an opponent's vessel, the game will record the result as a hit. The unit will play an exploding sound, the "HIT" sign will light up, and the unit will announce the type of vessel that has been hit. For example, in Diagram 8, if the attacking player chooses to fire at E6, the result will be a hit. The attacking player then inserts a red peg at the coordinate on the TARGET GRID where the hit occurred (See Diagram 8). The defending player also inserts a red peg in the hole of the ship at the coordinate on the OCEAN GRID where the hit occurred. (See Diagram 9).

If the targeted coordinate is not occupied by an opponent's vessel, the game will record the result as a miss. The attacking player then inserts a white peg at the coordinate on the TARGET GRID where the miss occurred. (See Diagram 8). For example, in Diagram 9, if the attacking player chooses to fire at F1, the result will be a miss. A white peg is then inserted at the coordinates of F1 on the TARGET grid. (See Diagram 8)



A warning siren will be played when a ship is one hit away from being sunk. When all the holes of the ship are filled with red pegs, the ship is sunk. The game ends when one side manages to sink all five of the opponent's ships.

Basic Level vs. Advance Level

At the basic level, each player fires once during a turn before alternating so the other player becomes the attacking player the next turn. At the advanced level, each player can fire more than once during the turn if he has more than one ship remaining. For example, if the player has lost two ships since the beginning of the game, the player can fire three times during the turn as he has three ship remaining.

To End Play

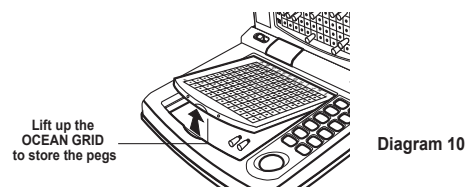
Slide the POWER switch to the "OFF" position to turn off the INTERACTIVE NAVAL BATTLE.

Auto Power Off

INTERACTIVE NAVAL BATTLE will automatically turn off if there has been no input for 3 minutes. Press any button to resume play.

Storage

After playing, the player can place the ships and the pegs under the grid of each OCEAN GRID unit. (See Diagram 10)



Care And Maintenance

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it in any way.
5. Do not dampen the unit or expose it to moisture.

Caution

1. For maximum performance, use alkaline batteries.
2. Do not mix old and new batteries.
3. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
4. Do not recharge non-rechargeable battery.
5. Ensure batteries are inserted with the correct polarity.
6. Remove batteries when toy is not in use.
7. Remove exhausted batteries from toy and dispose of in accordance with the makers recommendation.
8. Rechargeable battery pack is only to be charged by adult or by children at least 8 years old.
9. Remove rechargeable batteries from toy before charging.
10. The supply terminals are not to be short-circuited.
11. Information to be read and kept.
12. Please remove all packaging material before giving this product to your child.
13. Please keep the packaging to retain it for future reference since it contains import information.
14. WARNING! Choking hazard. Not for children under 3 years due to small parts that can be swallowed.

© 2018 SCIENTIFIC TOYS LTD. 1108, TOWER B,
14 SCIENCE MUSEUM ROAD, TSIMSHATSUI, HONG KONG.
PRINTED IN CHINA
O.I. NO. 6320