SUPER BATTLESHIP
THE CLASSIC NAVAL COMBAT GAME

INSTRUCTION BOOKLET
WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Starting the Game

To start the game:
1. Make sure your Super Nintendo Entertainment System® (Super NES) is turned off.
2. Put the Super Battleship™ Game Pak in your Super NES.
3. Turn on the Super NES.
4. At the title screen, press Start.
5. Use the Control Pad to select an option, then press A:
   - Super Battleship—Play with overhead and closeup battle views. Select a mission, then press A.
   - Classic Battleship—Play on a screen similar to the board game.
   - Enter secret code—If you know a secret code, use it to choose a Level and Mission. See Secret Codes.
Game Controls

Control Pad

Select an option, position the current ship, and aim weapons.

▲ Up
▼ Down
◄ Left
► Right
Buttons
Start  Pause and unpausage.
Select Begin the game, cancel the current operation, choose a menu option, or provide more options. See Command Post.
A  The action button that confirms a secret code, placement of ships in the water, and use of tactical options, such as Target Weapons. Usually, you use the Control Pad to make a selection, then press A.
B  During the enemy’s turn you can press B to turn off visuals of enemy ship movements.
X  The toggle weapon button that cycles through the current weapons. Use the Control Pad to select the Target Weapons option, press X to choose a weapon, then press A to fire.
Y  The toggle radar button that cycles through Radar, Sonar, and Off in the green circle on the right side of the Command Post view.
Right  View an overhead satellite image of the entire playing field. During your turn, press Right then A to see all land, water, and vessels.
Left  Find out what your mission objective is.
The Command Post

The Battleship Command Post gives an overview of your battlefield, offers tactical options, and can show radar or sonar as needed. From here you give commands to your fleet during a mission. You also use the Command Post to assess ship damage and undertake repairs after an enemy encounter.

To become a successful Naval commanding officer, you need to know how to maneuver your fleet on a mission, and how to use weapons and strategy to destroy the enemy. The best officers also know how to assess and repair damage to their ships.

Tactical Options
From the Command Post, press Y to toggle between Radar and Sonar in the green circle on the right of the screen.
Use the Control Pad to highlight one of the tactical options on the lower left of the screen, then press A to use the options as shown.

**Move Ship** – Position your fleet. A grid of squares appears showing where the current ship may move. Use the Control Pad to place the cursor where you want the ship, then press A. You can reposition each ship or choose **Prior Orders** to let a ship continue its course.

**Target Weapons** – Aim your current weapon. Press X to cycle through available weapons, which may include the main gun, torpedoes, depth charges, and/or missiles. Use the Control Pad to move the cursor onto an enemy target, then press A. See *Man Your Battle Stations*.

**Prior Orders** – Lets a ship continue on its current course. You can also pass a turn for a beached ship.

**Status Display** – Switches to the Status Display for the current vessel. See *Damage Control*.

You can press **Select** to see two more options:

**G** – Go back to the game screen and start a mission.

**Fleet Display** – Switches to the Status Display for the entire current fleet. See *Damage Control*.

Press **Select** again to return to the normal *Command Post* view.
Damage Control

The Fleet Display and Status Display options let you monitor the condition of one ship or all vessels after an engagement.

Fleet Display

Note: From the Fleet Display screen, use the Control Pad to highlight a ship, then press A. The Status Display screen appears for that ship.

Status Display

The full screen status display is a schematic side view of the ship, its ammunition, and any damage. From here, you can give
Damage Control teams their repair assignments. Use the Control Pad to highlight a damaged area for repair, then press A. If your Damage Control teams are hot, you may have a chance to make these repairs:

- Fire Control Hit
- Steering Hit
- Engine Hit
- Gunnery Hit—both Stern Guns and Bow Guns
- Sonar Hit
- Radar Hit

When damage repair is done, press **Select** to return to the Command Post.
Man Your Battle Stations

The main menu offers two play options, Super Battleship and Classic Battleship, with different views.

Super Battleship Views

If you choose Super Battleship on the main menu, you arrive at the Command Post, an overhead view of the naval battle.

After you are in a position to successfully hit your enemy, choose Target Weapons. Press X to toggle between the main guns, torpedoes, missiles, or depth charges. Press A to activate that weapon. If your chances of a hit are good, a side view of the enemy appears.

In the side view, press A to fire a weapon. You can also use the Control Pad in the side view as follows:

Main Guns: Your crosshairs are centered on the horizon. Press the Control Pad to aim your guns.

Torpedoes: Press ▶ and ◄; to move the torpedo rack; press ▲ and ▼ to change the spread of torpedoes.

Missiles: Press ▶ and ◄; to control the flight path and lock onto an enemy ship.

Depth Charges: You see an underwater view. Press ▶ and ◄; to control the speed of your boat on the surface; press ▲ and ▼ to set the depth at which the charges detonate.
With luck you’ll hit your target without getting hit. Sometimes, even in range, you miss, based on the speed of the other ship and your aim. Watch for the reload message. You are clear to fire away again!

**Classic View**

If you choose **Classic Battleship** on the main menu, you get a view that is similar to the board game. Use your game controls to position your ships on the grid, aim your weapons, and fire.
Battle Craft

The game includes three categories of vessels, friendly naval vessels, enemy vessels, and neutral ships.

**Friendly Naval Vessels**

Depending on the Level and Mission, you command these types of ships:

* **Patrol Boat** – A small, usually fast ship with few weapons. These are your most expendable ships.

* **Destroyer Escort** – An expendable warship that accompanies and protects other ships.

* **Destroyer** – A real warship. This is a non-expendable scout and outrider for your fleet.

* **Light Cruiser** – A big destroyer. Good for hunting enemy destroyers.

* **Heavy Cruiser** – A ship big enough to have real armor and guns that do real damage. Use them as substitutes for battleships when you don’t have enough of them.

* **Battle Cruiser** – A light armored battleship. These can run down most smaller ships and carry enough firepower to do real damage to a battleship.

* **Battleship** – A massive warship with the biggest guns and heaviest armor. A battleship can destroy any ship it encounters!

The speed of a ship is based on the amount of weapons and armor carried aboard. A loaded ship goes slower than one with little on board. So, your fastest ships are the patrol boats, and the slowest are the battleships.
**Enemy Vessels**

Your enemies have all of the above naval vessels with some special additions.

*Submarine* – An underwater hunter that specializes in sneak attacks. Beware of your enemy’s subs – they are dangerous and hard to find. Use your sonar to find these and depth charges to destroy them!

*Shore Batteries* – Land based guns that can fire on passing ships. Keep a weather eye to the shore!

*Mines* – Floating explosives that can sink your ships. Use your sonar to detect them!

**Neutral Ships**

You are occasionally asked to escort harmless merchant vessels. The enemy loves to sink these innocent victims!
Levels and Missions

The game Super Battleship has seven Levels with a total of 16 Missions.

1. **Sink the Excalibur** – The enemy battleship, Excalibur, is preying on merchant vessels in the open ocean. Your orders are to take a small fleet and stop the Excalibur before more innocent lives are lost.

2. **Mosquito Boat Attack** – With five new model PT boats at your command, you must pursue and attach enemy vessels.

3. **Battle for Quemoy Island** – The long harsh war years are about to culminate in a ferocious battle. Engage your mighty fleet against the enemy’s in what may be your last chance.

4. **Convoy Escort** – Enemy vessels prowl the shipping lanes. You must escort a merchant ship with a new secret weapon through hostile waters.

5. **Convoy KL 17** – Lead your fleet of light ships on a raid against enemy merchant shipping. Beware the enemy escort convoy coming around the cape.

6. **Raid on Mindino Airfield** – The fighting in the straits continues to rage. Your orders are to send a raiding force up the channel to shell the vital enemy airfield on Mindino Island. Your force must move quickly or risk destruction at daylight from enemy air power.


8. **Power Sweep** – A force of cruisers replaces the destroyers on this patrol. Try to ambush the light forces that are harassing your destroyers.

9. **Ambush** – A routine patrol turns into a nightmare—you are suddenly attacked by a horde of small enemy craft. Try to sail free and make it back to base.
10. **Mayhem at Midnight** – Just past midnight the lookouts sound the alert! An enemy flotilla is shelling a logistically important complex on Kinkaid City.

11. **Bee Swarm** – Lead a group of fast attack craft up the straits. Coming the other way is a swarm of enemy boats intent on getting the right of way.

12. **Bodyguard** – The badly damaged battleship, Warrior, limps home under your escort. Blocking the way back to base is a force of enemy subs tipped off by their nefarious spies. Try to get the crippled ship past this ambush and safely on its way.

13. **Rescue Mission** – On one of many small islands dotting the Great Sea, a valiant soldier has been watching the coast for over six months. Now the enemy is closing in on him. Take your destroyer up the straits and rescue the watcher before his time runs out.

14. **Jolly Roger** – Command a battle cruiser operating independently of the main fleet. Hunt down and destroy the enemy’s supply ships before it’s too late.

15. **Pitbulls and Sluggers** – Two battleships meet head-on. Only one force can survive. Will yours make it or sink?

16. **Total War** – You must destroy the entire enemy fleet and capture/overtake all enemy land bases.

Use the Control Pad to select a mission, then press **A**. Once you begin a mission, onscreen orders tell you how many rounds you have to complete the mission. You can press **Left** at any time, to review the number of rounds.
Secret Codes

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

To begin play at an advanced level, choose Enter secret code on the Super Battleship main menu, then press Start. Use the Control Pad to move the cursor and press A after you select each character in the code. When the code is correct, a Level message appears. Press Select to see a list of missions. Choose a mission and begin the battle!
Tips

- Don’t run aground.
- Use your sonar.
- Monitor and fix fleet damage routinely.
- Deploy high powered weapons strategically.
- Don’t be fooled by enemy decoys – stick to your mission.
- Hull damage repair and weapons restocking can only take place in a friendly harbor.
Technical Support

For technical support in the USA:
Mindscape Inc.
From The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
Fax: (415) 883-0367
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