

SEGA™

SEGA
GENESIS™

SUPER BATTLESHIP™

THE CLASSIC NAVAL COMBAT GAME



Instruction Manual

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PLAY ON THE SEGA™ GENESIS™ SYSTEM.



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of 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.

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SUPER BATTLESHIP™

Instruction Booklet



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Table of Contents

| | |
|--------------------------------|----|
| Starting the Game | 1 |
| Game Controls..... | 2 |
| The Command Post..... | 4 |
| Man Your Battle Stations | 7 |
| Battle Craft..... | 10 |
| Damage Control | 12 |
| Levels and Missions | 14 |
| Secret Codes..... | 17 |
| Tips | 18 |
| Technical Support..... | 19 |



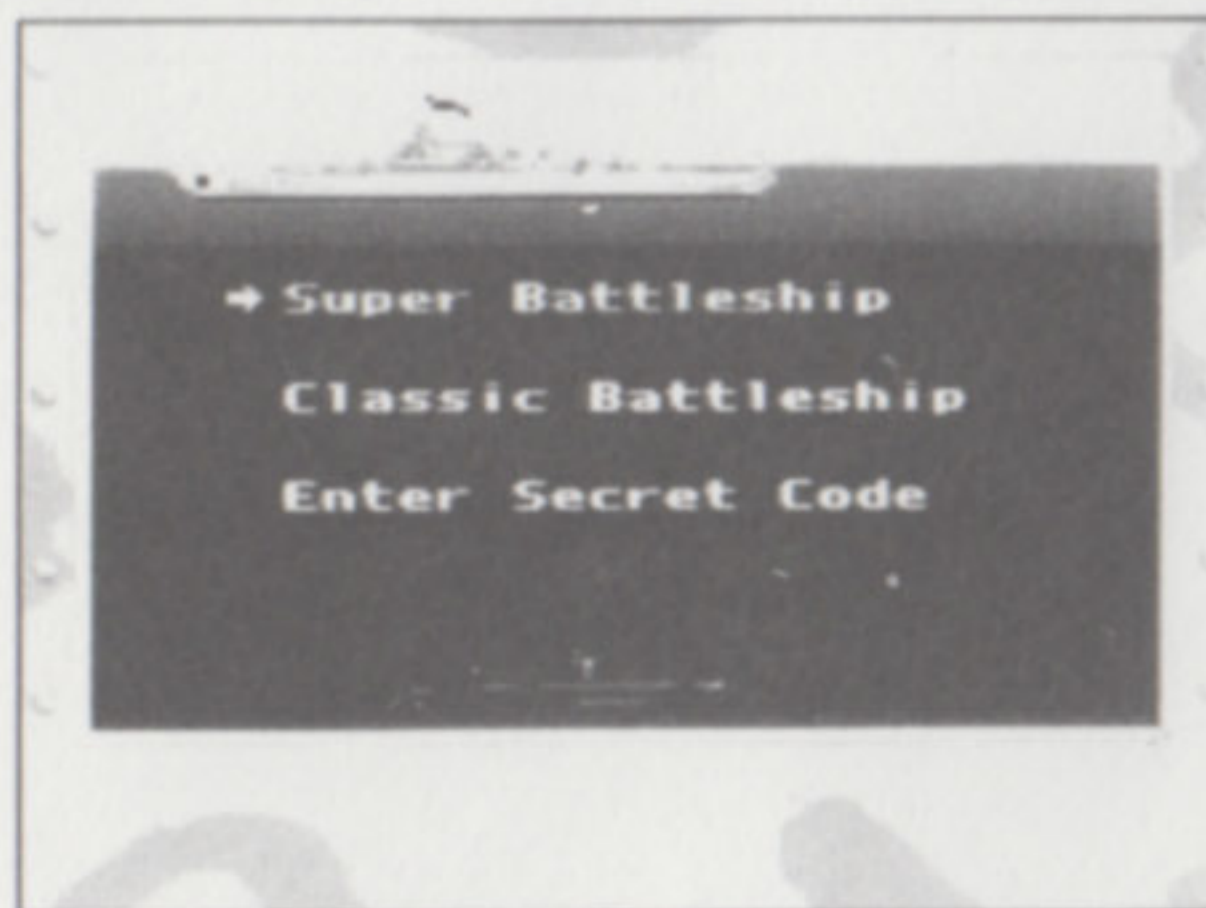
Starting the Game

To start the game:

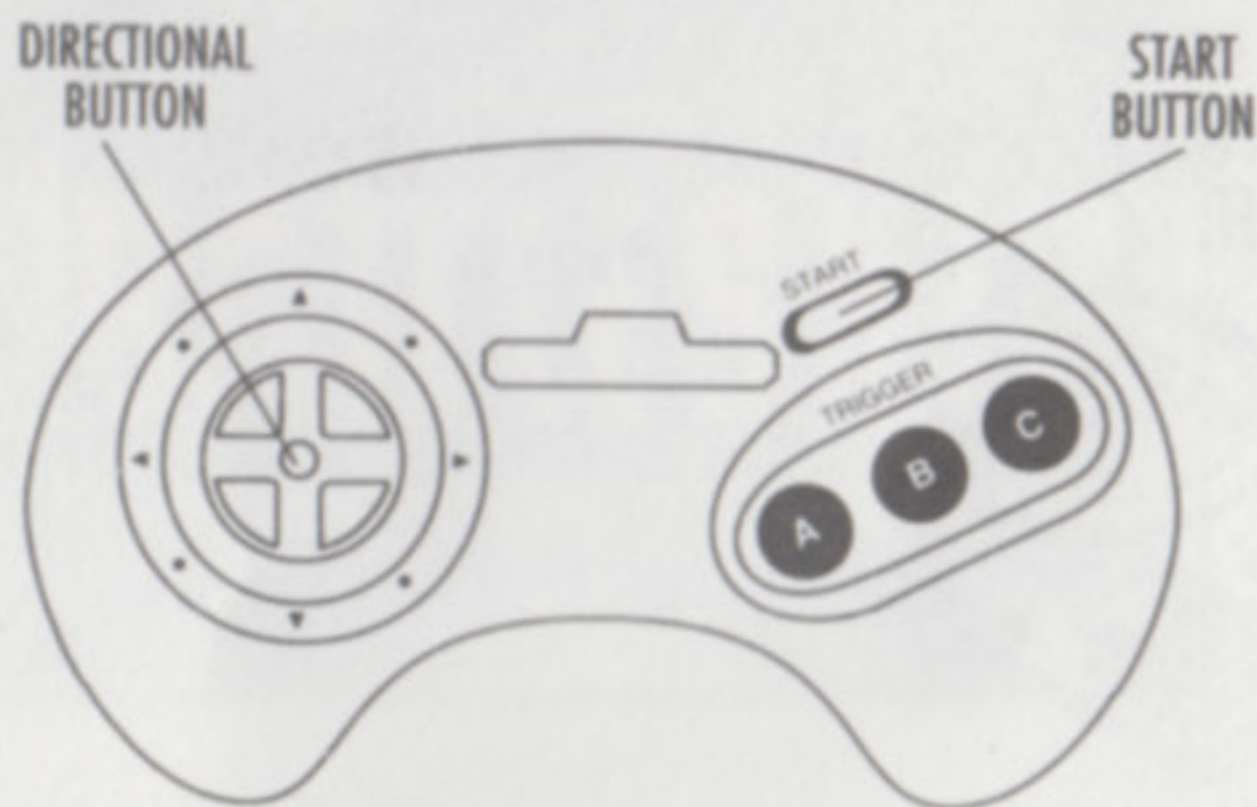
1. Make sure your Sega™ Genesis™ System is turned off.



2. Put the *Super Battleship™* game cartridge in your Sega Genesis.
3. Turn on the Sega Genesis.
4. Press **Start** to skip the title screens and demo.
5. Use the Control Pad to select an option, then press **A**:
 - Super Battleship**—Play with overhead and closeup battle views.
 - Classic Battleship**—Play on a screen similar to the board game.
 - Enter Secret Code**—Play with overhead and closeup battle views. See *Secret Codes*.



Game Controls



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

Buttons:

- Start** Go button. Goes to the next or previous screen display. Use Start to skip the opening demo, to return to the main menu, and to return to the Command Post.
- A** The action button that confirms a secret code, placement of ships in the water, and use of a tactical options, such as *Target Weapons*. Usually, you use the Control Pad to make a selection, then press **A**.
- B** The toggle radar button that cycles through radar and sonar in the green circle on the right side of the Command Post view.
- C** The toggle weapon button that cycles through the current weapons. Use the Control Pad to select the *Target Weapons* option, press **C** to choose a weapon, then press **A**.

The Command Post

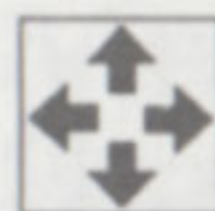
To become a successful Naval commanding officer, you need to know how to maneuver your fleet on a mission, and how to use weapons and strategy to destroy the enemy. The best officers also know how to assess and repair damage to their ships.

The *Super Battleship* Command Post gives an overview of your battle field, 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.



From the Command Post, press **B** to cycle through radar and sonar.

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**.



Target Weapons—Aim your current weapon. Press **C** to cycle through available weapons, which may include the main guns, torpedoes, depth charges, or missiles. Use the Control Pad to move the cursor onto an enemy target. Press **A** to fire.

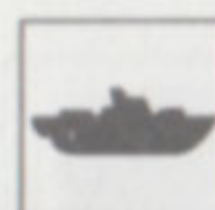


Continue—Stick with prior orders.



Status Display—Switches to the Status Display for the current vessel. See *Repairing Damage*.

You can press **Start** to see four more options:



Fleet Display—Switches to the Status Display for the entire current fleet. See *Repairing Damage*.



Go back to the game screen and either start a new mission or resume the current mission.



Pause the game and resume play.



See the view from the reconnaissance satellite.

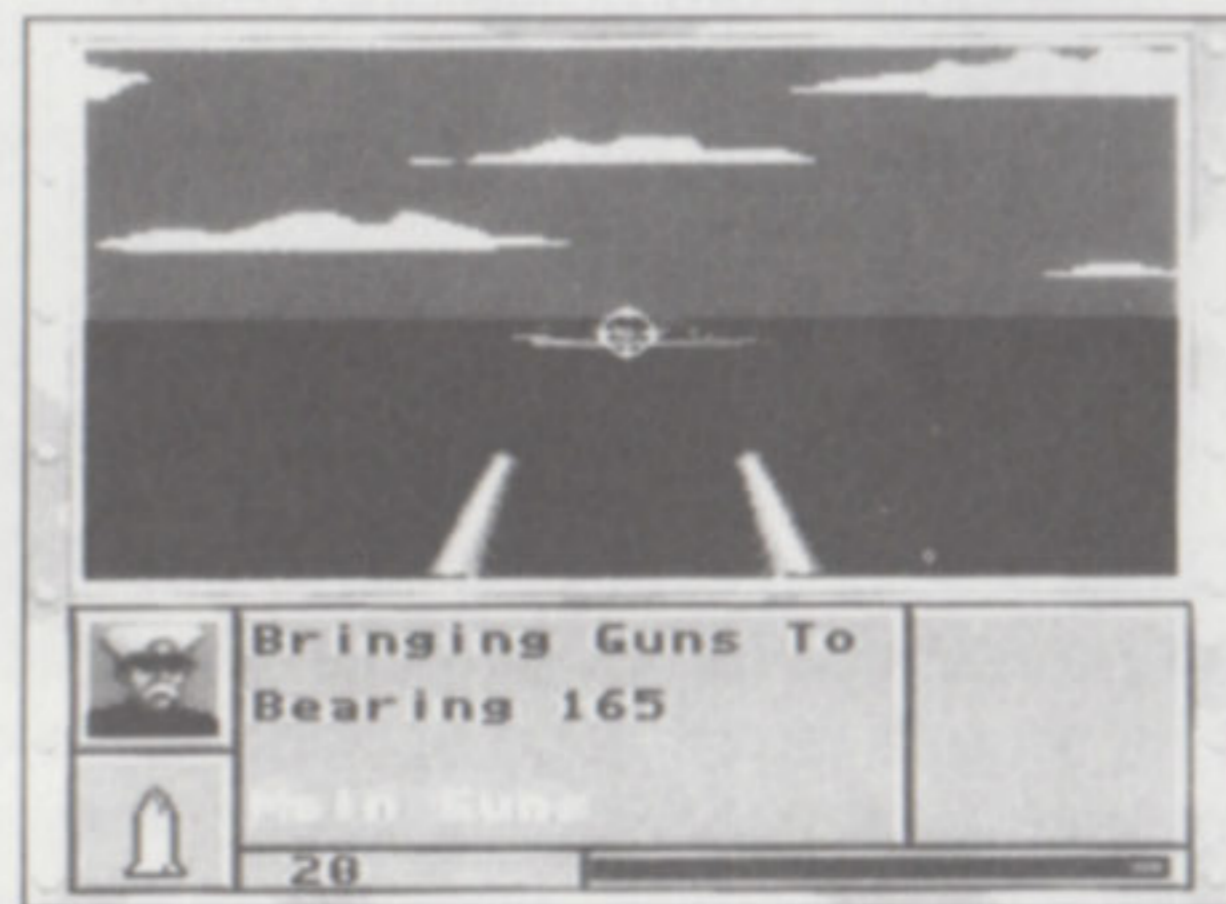
Man Your Battle Stations

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. From there, you command your fleet and maneuver ships. See *Command Post*.

After you are in a position to successfully hit your enemy, choose **Target Weapons**. Press **C** 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.

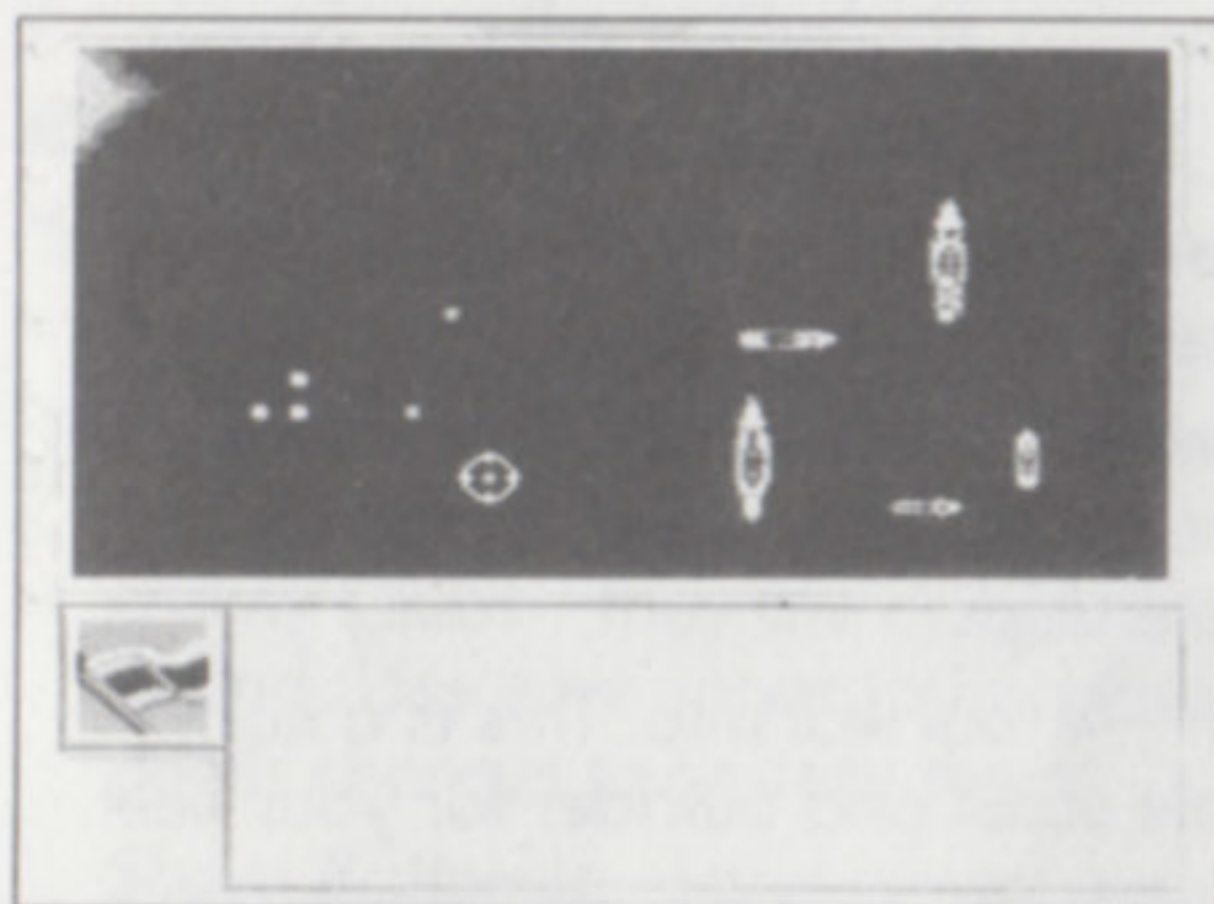
Depth Charges—You see an underwater view. Press **▲** and **▼** to set the depth at which the charges detonate.

With luck you'll hit your target. 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!

Press **Start** to disengage from battle and return to the Command Post.

Classic View

If you choose **Classic Battleship** on the main menu, you get view that is similar to the board game.



Use your game controls to position your ships on the grid, aim your weapons, and fire as shown:

Control Pad—Move current ship and target cursor on the grid:

A—Select Next Ship. Also selects or cancels a target grid square, during play.

B—Turn Ship.

C—Start game play.

Start—Return to the main menu.

After you press **C** to start play, use the Control Pad to aim at three target squares on the grid. To set or change each target square on the grid, press **A**. After the third target aimed and set, press **B** to detonate weapons. Press **Start** to cancel the current tactic.

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

Escort—Similar to a destroyer. Protects other ships.

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. Enemy shore batteries can fire on your ships. Keep a weather eye to the shore!

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

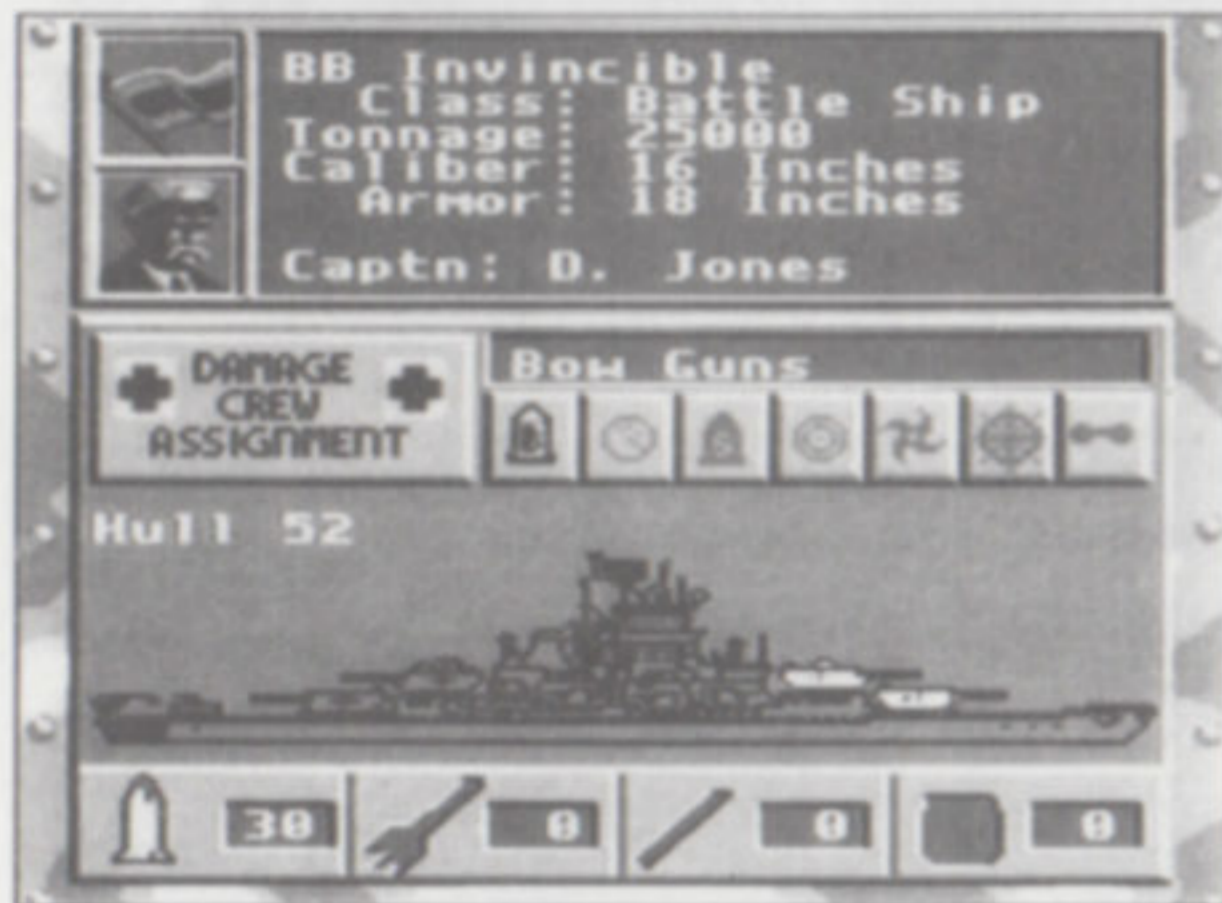
Neutral Vessels

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

Damage Control

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

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.



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 one of these repair assignment each turn:

- Bow Guns
- Radar
- Stern Guns
- Sonar
- Engines
- Steering
- Targeting

Use the Control Pad to highlight a damaged

area for repair, then press **A**. Press **Start** to return to the Command Post without repairing damage.

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 a new model PT boat at your command, you must undertake a bold and daring raid. Sail up the channel and attack the enemy cruisers lurk among the islands there.
- 3. Pitbulls and Sluggers**
Two battleship fleets meet head-on. Only one force can survive. Will yours make it or sink?
- 4. Destroyer Escort**
Just another humdrum patrol of island chains? Not. Today the enemy makes contact.
- 5. Convoy Action**
Escort a merchant vessel to a safe harbor at Sand Point.
- 6. Power Sweep**
A force of cruisers replaces the destroyers on this patrol up the straits. Try to ambush the light forces that are harassing your destroyers.

- 7. 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 fleet up the straits and rescue the soldier before his time runs out.
- 8. Raid on Mindino Airfield**
The fighting in the channel continues to rage. Your orders are to send a raiding force up the channel at night to shell the vital enemy airfield on Mindino Island. Your force must move quickly or risk destruction at daylight from enemy air power.
- 9. 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 may be your last chance.
- 10. 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.
- 11. 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.

12. *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.

13. *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.

14. *Mayhem at Midnight*

Just past midnight the lookouts sound the alert! An enemy flotilla is shelling a logistically important complex on Kinkaid Island.

15. *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.

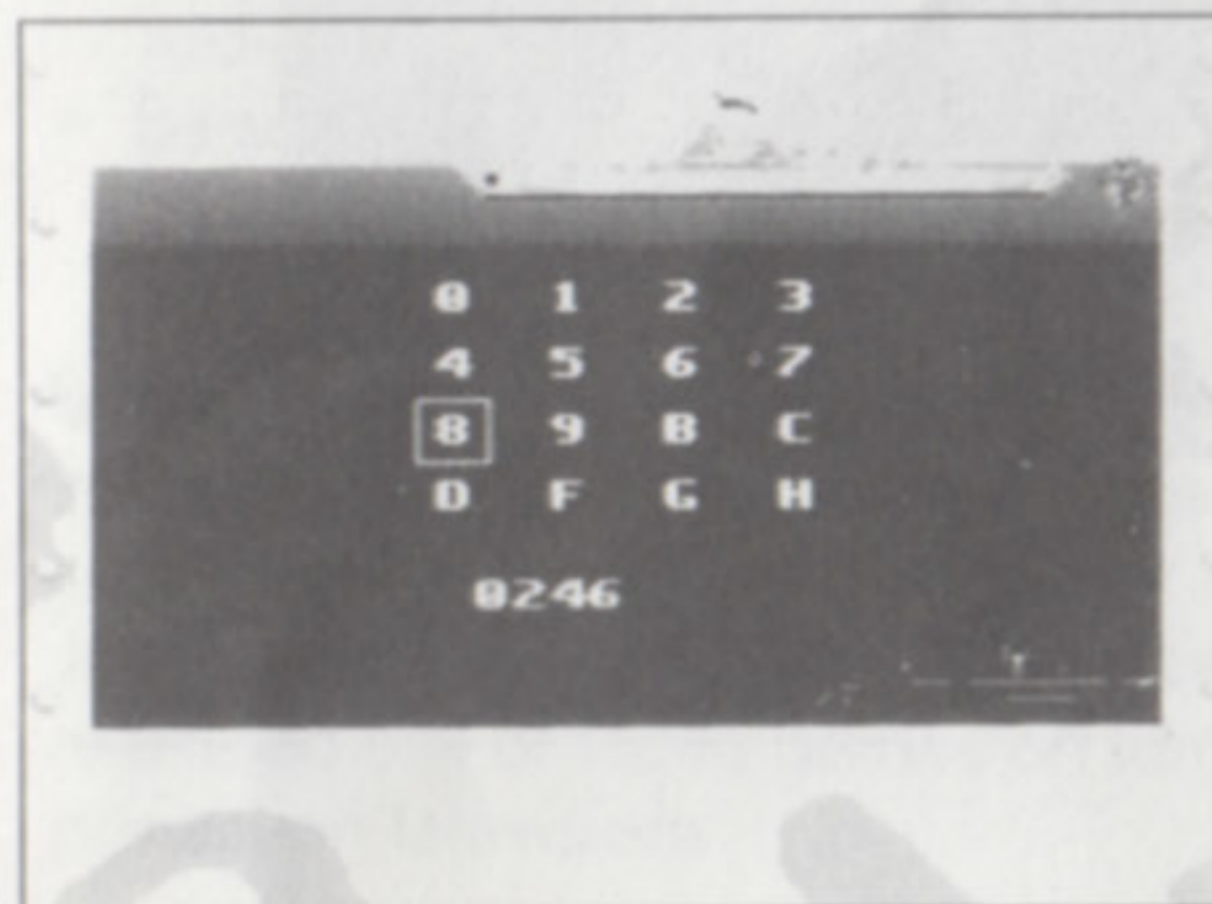
16. *Total War*

Destroy 12 enemy cities.

Secret Codes

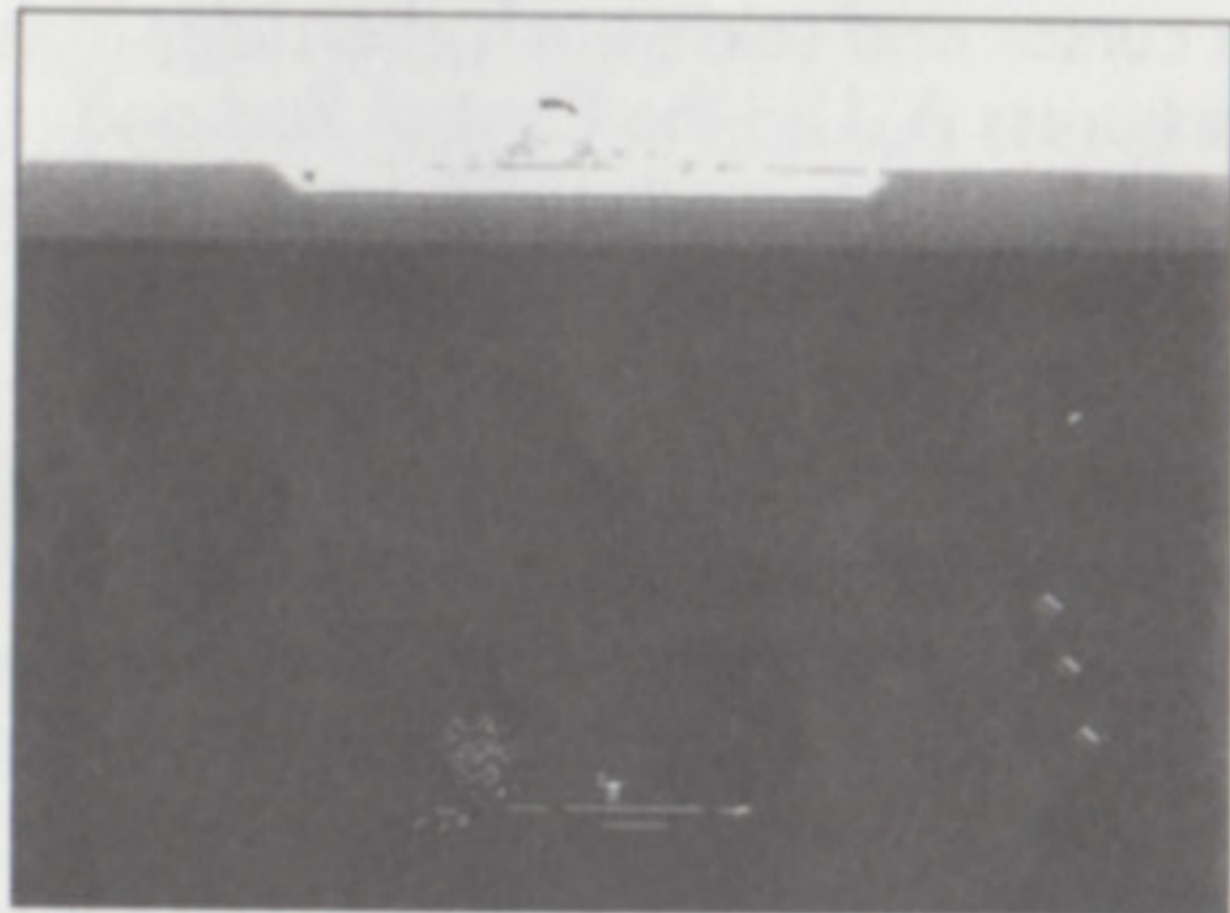
After some successful missions, you get a secret code that lets you go directly to the next level from the start-up menu. It's a good idea to write down the codes as you master each stage, because they are hard to remember.

To begin play at an advanced level, choose **Enter Secret Code** on the *Super Battleship* game title screen, then press **A**. Use the Control Pad to move the cursor and select each character in the code, then press **A**. Use the Control Pad and press **B** to delete an incorrect character. When the code is correct, a Level message appears. Press **Start** to return to the main menu.



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.



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- This cartridge is intended exclusively for the SEGA™ GENESIS™ 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.

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