

FOR ATARI COMPUTERS

WAR at SEA



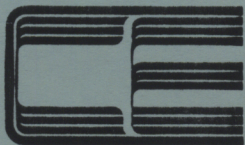
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Well, Admiral, you've finally got your fleet. You can make the greatest naval battles in history unfold before your eyes. The enemy fleet is waiting out there on that vast watery expanse..... Your mission, should you choose to accept it, is to find that enemy fleet. The decision.....destroy or be destroyed. The logic of it all and the logistics are yours to command, if you dare to accept the responsibility. The outcome lies in your judgement ability - or the lack of it! Of course, a declaration of peace is always possible...or is it? A colorfully orchestrated challenger complete with all the audio effects to make WAR AT SEA suspenseful and absorbing.

Requires: 16k (cassette) or 24K (disk)
and joystick.



DIVISION OF CUSTOM ELECTRONICS, INC.

SOFTWARE

The WAVE AT SEA game is a modern version of the classic naval warfare game. The battle takes place on a grid consisting of 10 rows by 10 columns. You must insert a joystick into plug #1 as the joystick is used throughout the game. The game starts with selection of an Easy or Hard game. The selection of the Hard game will allow the computer to use approximately 85% perfect logical choice to beat you. The selection of the Easy game will direct the computer to use random logic and is much easier to beat. The object of the game is to sink the computers ships before it sinks all of yours. If the war drags on too long then peace may be declared.

After you have selected the game version you wish to play, you must position your ships. You may select vertical or horizontal positions. Then select the row and column for the ship. As an example if you select Horizontal, Row 1, Column 1 for the battleship then the ship will occupy within row 1 (column 1), (column 2), (column 3), (column 4), and (column 5). If you had selected Vertical then the ship would be all in column 1 and would occupy row 1 to row 5. The position you select will always be the top most square for vertical positioning or the left most square for horizontal positioning. If you selected vertical positioning, row 6, and column 1 for the battleship then the computer would request the row again since the battleship would not fit on the grid. If you are successful then you will select your cruiser, destroyer and your submarine. If you attempt to have two ships cross over each other than the computer will inform you of this event and allow you to reenter a new position.

Once the ships are positioned then the battle sequence begins. The computer will draw the grid and show the ships to the right side. Watch the periscope on the Submarine! Then you use the joystick to move the white square around on the grid. When it is positioned where you wish to fire you press the red fire button. You will observe that a "1" appears. This indicates that you have fired into this area during salvo number 1. You have 13 more shots as there are a total of 14 positions on your ships and you have a gun on each position. After your "fire for effect" has occurred your intelligence division will relay the results of this turn. The number of hits that have occurred to the enemy and upon what ships will appear to the right of the grid on the ships. The position of the number does not indicate where the hit occurred but simply that a hit has occurred. Now while you reload, the computer is going to shoot back! you must press the fire button and duck your head. The position of your ships is shown on the grid along with where the computer is firing it's shells. A hit on one of your ships will be dramatically shown and heard. you will lose one gun placement for each hit. The results of the computers damage to you will be shown on the screen as your results were shown previously. You then press the fire button for your display as it is now your turn to get even!

This time when you fire the number appearing will be a 2 to indicate that this is your second firing salvo. When the results are shown you should use logic to locate the position of the enemy ships. An example would be that you hit the enemy cruiser with two shots the first time and once the second time. Somewhere on the grid there are two ones and a single 2 within a straight line.

A good idea would be on your next turn to blanket the area in the hope of sinking the cruiser. If you know where a ship is then sink it now or you will permit the computer to take an additional shot at you and this may defeat you. Remember the fate of the fleet is in your hands Admiral!