BATTLE SHIPS

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Scenario

The cold morning air chills you as you, the admiral of your country's naval forces, look out from the bridge into the dense blanket of fog lying on the ocean's surface. "Where are they?" you ask yourself with the sudden realisation that you alone must seek and destroy the enemy fleet before they find yours. Have you the nerve to face the ultimate naval challenge and bring victory home to your country?

Playing instructions

On loading you are presented with a menu of options. Selection of these is either by pressing the relevant key or moving the cursor to the correct option and pressing fire.

The options are:

1) A one player game against the computer

2) A two player game with a friend

3) A multiplayer tournament between two or more players. Two play at any one time: the winner can then take on a challenger and by repeated wins against "all comers" build up a high score.

4) Solve — fire gives you 4 shots per ship remaining.

On starting the game you will be asked to set the positions of your ships on the map grid. If you are playing a human opponent, make sure your moves are made secretly. Move the cursor over the graphic of a ship against the map. Press fire again to set the ship's position. Ships may be rotated by selecting the Rotate icon ON and pressing fire over the relevant ship. Move left and right to rotate, then press FIRE to set. When all ships have been positioned and rotated to your satisfaction, move the cursor over the END icon and press fire. Your opponent must now position his ships, in complete secrecy of course! Now the game commences proper with each player asked in turn to shoot at the grid and pressing fire to select a target. Be careful not to waste shots on already destroyed targets or definite misses! If you position a target incorrectly you can delete it by moving the sight over the incorrect target and pressing fire once more. On selection of the last target the screen will flip to a graphic representation of the fleet at sea. Missiles will be fired from your ship as aircraft fly overhead, and the progressive destruction of your enemy will be shown.

Enter battle with caution and strategy. Admiral! What fate awaits you — the glory and honour of a victory at last, or the complete annihilation of your fleet?

5) Speech on/off Amiga only.

Loading Instructions

Commodore 64

Cassette: Press SHIFT & RUN/STOP keys simultaneously at correct counter position.

Disc: LOAD"BATTLE",8,1

Spectrum

Cassette: Load"" at correct counter position.

Amstrad CPC

Cassette: RUN" at correct counter position

Disc: RUN"menu" then select game

Playing Instructions

Commodore 64

Your cursor is controlled by a joystick in port 2.

Spectrum

Your cursor is controlled by a joystick in port 2.

Amstrad CPC

Your cursor is controlled by redefinable keys or by any popular joystick, selectable via the CONTROLS option on the main menu.

Amiga/Atari ST

Your cursor is controlled by redefinable keys or by any popular joystick, selectable via the CONTROLS option on the main menu.

Reset computer, insert disc.

Battleships will autoload