

IBM PC

Sink the Fleet

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SINK THE FLEET

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SINK THE FLEET is a graphic computer board game for the IBM PC. The object of the game is to sink all your opponent's ships. This requires a combination of luck and logic. You must divine your opponent's battle plan in order to win. You can play against the computer or against a human opponent. SINK THE FLEET lets you save an unfinished game for later use.

PROGRAM SPECIFICATIONS

SINK THE FLEET runs on the IBM PC or IBM XT with a minimum of 64K and one disk drive. SINK THE FLEET runs on both color and monochrome displays.

PREPARING YOUR DISKETTE

SINGLE DRIVE SYSTEMS

Insert your DOS diskette in Drive A.

Type: **SYS B: <ENTER>**

The computer will then instruct you to insert a diskette for Drive B. Remove your DOS diskette from the drive, insert your SINK THE FLEET diskette and hit <ENTER>. When the system files have been transferred you will see the message:

SYSTEM TRANSFERRED

Then, with the A> prompt on the screen, remove the SINK THE FLEET diskette from the drive and insert the DOS diskette.

Type: **COPY COMMAND.COM B: <ENTER>**

You will be prompted to insert a diskette for Drive A. This refers to the DOS diskette. Simply hit <ENTER>. The computer will then ask you to insert a diskette for Drive B. Insert the SINK THE FLEET diskette. At the end of the copying process you will see the message:

1 FILE(S) COPIED

You must finally copy the BASIC.COM file from your DOS diskette onto your SINK THE FLEET diskette. Insert your DOS diskette in the drive.

Type: **COPY A:BASIC.COM B: <ENTER>**

Follow the same procedures as above for exchanging diskettes when prompted for Drive A and Drive B.

Your diskette is now ready to boot up.

DUAL DRIVE SYSTEMS

Insert your DOS diskette in Drive A and your SINK THE FLEET diskette in Drive B and

Type: SYS B: <ENTER>

After the file has been copied you will see the message:

SYSTEM TRANSFERRED

Then

Type: COPY COMMAND.COM B: <ENTER>

At the end of the copying process you will see the message:

1 FILE(S) COPIED

You must finally copy the BASIC.COM file from your DOS diskette onto your SINK THE FLEET diskette. Insert your DOS diskette in Drive A and your SINK THE FLEET diskette in Drive B.

Type: COPY A:BASIC.COM B: <ENTER>

Your diskette is now ready to boot up.

LOADING THE PROGRAM

Insert the SINK THE FLEET diskette in Drive A and turn on the computer. If the computer's power is already on, simply reboot the system using the <Ctrl>-<Alt>- key sequence. SINK THE FLEET executes automatically.

PLAYING SINK THE FLEET

The opening screen gives you this prompt:

Do you wish instructions (Y/N)?

If you do, type:

Y <ENTER>

You must press <ENTER> after every response you type.

The instruction page shows you a sample board display. There are ten rows and ten columns. The rows are letters A through J, and the columns are numbers 1 through 10. Positions are identified by their row and column locations. For example, E-5 is the position in the center of the board.

Each player's fleet has an aircraft carrier, a battleship, a cruiser, a destroyer, and a submarine. The ships are represented as follows:

AAAAA — Aircraft Carrier

BBBB — Battleship

CCC — Cruiser

DDD — Destroyer

SS — Submarine

Hit any key to start the game.

Now you have the option of starting a new game, finishing a previously saved game, or quitting. Your choices are displayed as follows:

New Game

Unfinished Game

Quit

The right arrow flashes beside "New Game." The message at the bottom of the screen tells you to use the up and down arrows on the numeric keypad to position the flashing indicator on the line of your choice. Press <ENTER> to register your selection.

You now have a choice of playing with one or two players. Position the indicator at the line you want and press <ENTER>. If you select the one-player option, the computer is your opponent. You are prompted to select a skill level. There are three skill levels:

Skill level 1—Computer plays as beginner

Skill level 2—Computer plays fairly well

Skill level 3—Computer is hard to beat

Then you are prompted to enter a name for each player. The program randomly chooses who goes first. This message appears at the bottom of the screen:

Hit any key when ready to begin game

POSITIONING YOUR SHIPS

The game itself opens with the board display. You are prompted to use the eight keypad keys on the right side of your keyboard. (These are the four directional arrow keys and the <HOME>, <PGUP>, <PGDN>, and <END> keys.) This keypad lets you move horizontally, vertically, and diagonally in any direction.

You can place your ships on the board in any linear array (horizontal, vertical, or diagonal lines.) When you start your turn, there are two vertical lines on either side of E-5 (dead center). Use the keypad keys to put the vertical lines over the board position you want. Then press <ENTER> to place a letter on that spot.

The first ship you place is the Aircraft Carrier, so you must place the string "AAAAA" on the board. If you change your mind about a letter position, simply position the vertical lines over the spot you want to change and hit <ENTER>.

You are prompted to place all your other ships on the board in the same manner. You can't put boats right next to each other, nor can you use a space that is already taken. The program gives you a flashing message if you attempt to make an illegal move.

SAVING A GAME

SINKING THE FLEET

Once you and your opponent have your ships on the board you are ready to do battle. Position the vertical lines on the board (as you did when you entered your battle plan) on the spot you think your opponent might have a ship hidden. To fire, press <ENTER>. The program tells you the position you chose (e.g., A-7) and whether you hit or missed. If you hit something, the message tells you what you hit. For example, you might get a message like this:

C-5 You hit Fred's Aircraft Carrier!

The program marks the spot with an asterisk for a hit (*) and a dash for a miss (—). After you take your turn you get this prompt:

Press any key to continue or "S" to save game

You can keep playing or save your game for later. You get a message when you sink an opponent's ship.

The display to the right of the board shows you how many hits you have and where they are located within your opponent's fleet. The program also keeps track of how many turns you have taken in the game. When you sink all your opponent's ships, you win. The screen tells you:

Press any key for results

After you see your results, you get this prompt:

Press any key for another game

This gives you another display of the title page. If you want to quit, type N to the instructions prompt, make sure the right arrow is flashing at the "Quit" line, and press <ENTER>.

SAVING A GAME

You can save a game at any point. Just type "S" in response to the save or continue prompt at the end of your turn. When the program is finished saving the data, simply remove your disk. When you reload SINK THE FLEET your saved game will be stored. Then you can select the "Unfinished Game" option to pick up where you left off. Have fun!

Skill level 1—Computer plays as beginner

Skill level 2—Computer plays fairly well

Skill level 3—Computer is hard to beat

Then you are prompted to enter a name for each player. The program randomly chooses who goes first. This message appears at the bottom of the screen:

Hit any key when ready to begin game

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