

TRS-80

Sink the Fleet

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SINK THE FLEET

by Chuck Acree

SINK THE FLEET is a computer board game for the TRS-80 Model III or Model 4 microcomputer. 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.

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

When finished viewing the instructions, press <ENTER> to return to the opening screen. Choose NO when asked again about instructions.

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 hand sits beside "New Game." The message at the top of the screen tells you to use the arrows on the keyboard 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 asked to enter names for the players. Then 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

The program randomly chooses who goes first.

PROGRAM SPECIFICATIONS

SINK THE FLEET runs on the TRS-80 Model III or Model 4 computer with a minimum of 64K and one disk drive.

LOADING THE PROGRAM

Insert the SINK THE FLEET diskette in Drive 0 and turn on the computer. SINK THE FLEET executes automatically. You can restart the game at any time by pressing <RESET>, though this will erase your current game.

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PLAYING SINK THE FLEET

The opening screen gives you this prompt:

Do you wish instructions?

If you do, select YES with the arrow keys and press:

<ENTER>

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

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POSITIONING YOUR SHIPS

The game itself opens with the board display. You are prompted to use the four arrow keys. These are the four directional arrow keys. These keys let you move horizontally and vertically 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 arrow 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 an error message if you attempt to make an illegal move.

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 <ENTER>

You can keep playing or save your game for later.

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.

If you play again, you are returned to the title page. If you want to quit, type N to the instructions prompt, make sure the hand is pointing at the "Quit" line, and press <ENTER>.

SAVING A GAME

You can save a game at any point during play. Just type "S" in response to the PRESS <ENTER> 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!

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