

BattleCruiser

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This document has chapters. It can be printed or viewed chapter by chapter. Use either the "Chapters" menu, or the scroll bar at the bottom of the screen to select the chapters.

You may have to use the right scroll bar to scroll down each chapter to be able to read the entire text.

This is the first "chapter" of the document. Select the next from the "chapters" menu or the scroll bar at the bottom..

These are the available ships that can be placed in the water either by the player or the computer for the game: The large grid is the water where all ships hide.



"Shinyo"

Occupies 1 grid



"Arkhangelsk"

Occupies 2 grid



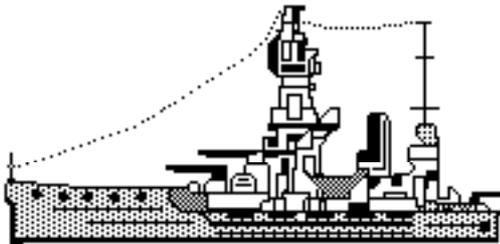
"Mistral"

Occupies 3 grid



"Marat"

Occupies 4 grid



"Yamato"

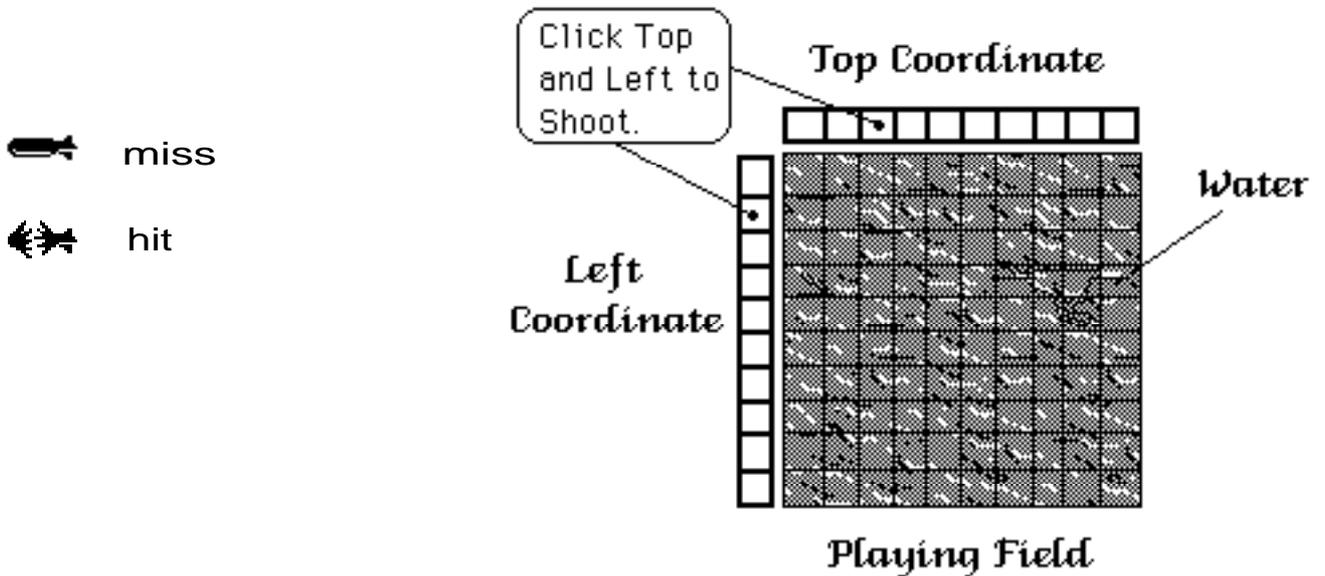
Occupies 5 grid

Not all games allow you to place ships. The games in the games menu that show a human with the word (hide) under it allow you to hide ships. The computer will hide ships automatically.

To Place a ship:

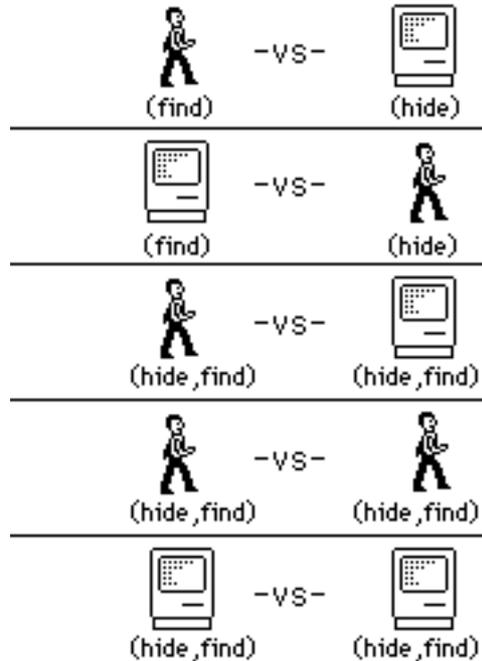
- 1) Click on any of the ships available.
- 2) Click on either the "Horizontal" or "Vertical" radio buttons.
- 3) Click on the water grid, and the ship will be placed.
- 4) If there is a beep, try another place. There was not enough room.

Ships are located by clicking first in the top coordinate, and then in the left. A torpedo will be fired at that coordinate. If it hits a ship you will hear the explosion. If it misses, there will be no sound. Below are the pictures of both a hit and a miss. The missile remains intact if there is a miss.



When all grid squares of a ship are hit the crew members will abandon ship as it sinks. You will hear a whooping siren while the ship is being abandoned. Hitting all your opponent's ships wins the game.

There are currently 5 games to play. The games can be selected from the "Games" menu. Some games allow humans, computers, or both to play. If a player can "(find)", then they will have to find the ships that were hidden by a player that can "(hide)". Some games allow both to find and hide. See below for a brief description of each game.



Game # 1 Allows you to find the ships hidden by the computer. You must find the ships within a specified number of tries or you will lose. See the chapter in this document on how to find ships.

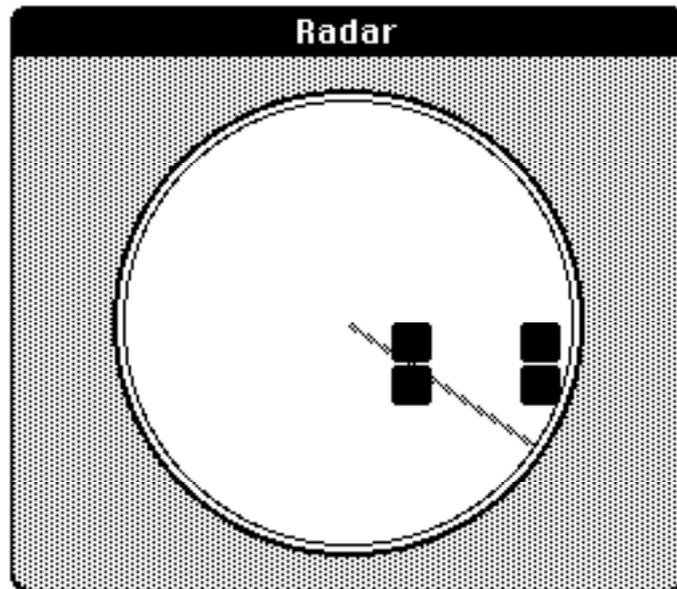
Game # 2 Allows you to hide the ships. The computer will find them. If it does not find them within a certain number of tries then it loses.

Game # 3 Is where both you and the computer hide and find. The first to find all the ships wins.

Game # 4 Two players both hide and find the ships. First one to find the other player's ships wins.

Game # 5 Two computers hide and find each others ships. The computer to find the other's first wins. The Macintosh always wins.

Once a game has begun, you can use the radar screen to find the opponent's ships. Select radar from the FILE menu.



The sweeping radar arm turns on segments of enemy battle ships as it passes them. From this you can get a rough estimate of where his ships are located. Shortly after the segments are turned on, they will turn off again until the next sweep of the radar arm. You will have to remember where the enemy ships are located.

See the chapter in this document on how to find ships.