

## Setting up a Game

To start a game, click on one of the pictures of the planes. A box will appear around the picture. Click on one of the empty white cells in your square (the one with the picture of Alex). If you picked a cell with enough room around it, your plane will appear. To choose another plane to place, click on a picture again. You can change the orientation of new planes by pressing one of the arrow keys on your keyboard before putting a plane on the square. When you have placed all four of your small planes or both of your large planes, the picture of that plane will disappear. When you have placed all six of your planes, the game will begin.

## Playing a Game

At the beginning of each game, the computer will randomly decide who goes first. You will alternate turns with the computer, each selecting a cell on your opponent's square. If the cell is occupied by part of a plane, the cell will turn red and a hit will be recorded. If nothing was in the cell, it will turn yellow for a miss. The first player to shoot down all six of the opponent's planes will be declared the winner.

The computer will automatically clear the board for a new game after a winner. You can also choose to start a new game at any time by selecting New Game from the Game menu. You can exit the program by choosing Exit from the Game menu.

## Registering the Program

The unregistered version of this program is fully functional, but allows only a single game to be played. By registering, you will not only support Alex's college fund, but you will receive a code so you can play multiple games. Just fill out the form below and send it in! To print the form now, select Print Topic from the File menu above. Questions about commercial use of the program may be addressed via e-mail to Compuserve 71042,3726.

Name: \_\_\_\_\_  
Address1: \_\_\_\_\_  
Address2: \_\_\_\_\_  
State: \_\_\_\_\_  
Country: \_\_\_\_\_  
Postal Code: \_\_\_\_\_

Send this form with \$5 US (payable to Alex Early) to:

Software Specialties  
385 W. Shaw Ave. #212  
Fresno, CA 93704

\*Note to users outside the US: your price is the same. Such a deal!  
rev:9/95

This program should run on any system capable of running Windows™ 3.1. You will need a sound card and speakers to hear sound effects.

The setup utility should have installed the following files to the directory you chose. Note that all files, except the runtime files, should be in the same directory. If you received an archived version of this program without a setup utility, you will need to manually decompress these files into the directory of your choice. The files in the directory you specified are: `bombers.exe` and `bombers.hlp`. The runtime files in the `windows\system` directory are: `vbrun300.dll`, and `grid.vbx`. The Visual Basic 3.0™ runtime file, `vbrun300.dll`, might not have been distributed with the archived version of this program, but is widely available from online services and BBS's.

## WELCOME TO ALEX'S BOMBERS

Bombers is a Windows™ compatible game for one player and the computer. The game is played on squares with 15 rows and 15 columns. You and the computer each have four small planes and two large ones to hide on your own square. The object of the game is to shoot down all of the computer's planes before it shoots down all of yours.

[Program Requirements](#)

[List of Files](#)

[Setting up a Game](#)

[Playing a Game](#)

[Registering the Program](#)

[About this program](#)

