

## SOLO BATTLESHIP



Shots:   0                   0           0  
  0

Solo Battleship  
by Hal Hunnicutt

The game is played on a 10x10 grid. 7 ships are randomly placed at the beginning of each game. Your job, find 'em!

Move the cursor to a location on the grid and press "Enter" to fire. "0" marks a miss, "1" marks a hit. Below the grid is a shot counter and a crude radar. The radar can only tell how many remaining ships are above, below, to the left and right of your last shot.

To win, sink all seven ships in 25 shots or less.

Press Alt-P to start a new game.



Alt 0 Startup

```
/WGRM{HOME} {pgdn}
```

Alt Play

```
~ {INDICATE "Please Wait..."} {PANELOFF}  
{CALC}  
{IF UNIQUE>0} {BRANCH \P}  
/rea4..k14~/RVTOTAL~TARGET~{HOME}  
{GOTO}PLAYFIELD~^~  
/C~{R}. {R 8}~  
/C{END} {R}~{D}. {D 8}~  
{LET SHOTS,0}  
{WINDOWSON} {INDICATE "Shoot!"} {?} {LET SHOTS,SHOTS+1}  
{INDICATE "Missile Away!"} {WINDOWSOFF}/RV{BS} {R 13}~  
/RNCAIM~{BS}~{R 13}/RNCSHOT~{BS}~{LET SHOT,0}  
{END} {L} {U}/RNCU~{BS}. {END} {U} {END} {R}~  
{D 2}/RNC D~{BS}. {END} {D} {END} {R}~  
{GOTO}SHOT~  
{END} {U} {R}/RNC R~{BS}. {END} {D} {END} {R}~  
{L 2}/RNCL~{BS}. {END} {D} {END} {L}~  
{LET UP,@SUM(U)}  
{LET DOWN,@SUM(D)}  
{LET LEFT,@SUM(L)}  
{LET RIGHT,@SUM(R)}  
{HOME} {GOTO}AIM~{WINDOWSON}  
{IF @SUM(TARGET)>0} {BRANCH AA13}  
{IF SHOTS>25} {INDICATE "You lose!"} {?} {INDICATE} {quit}  
{INDICATE "You Win!!!"} {?} {INDICATE}
```



TOTAL									
0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	1	1	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0	0
0	0	0	0	0	0	0	1	0	0
0	0	0	0	0	0	0	0	0	0

ONE					
	0	1	2	3	4
0	0	0	0	0	0
1	0	0	0	0	0
2	0	0	0	0	0
3	0	0	0	0	0
4	0	0	0	0	1
5	0	0	0	0	0
6	0	0	0	0	0
7	0	0	0	0	0
8	0	0	0	0	0
9	0	0	0	0	0





FOUR

1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	1	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

FIVE

	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	0	0	1	0
2	0	0	0	0	0	0
3	0	0	0	0	0	0
4	0	0	0	0	0	0
5	0	0	0	0	0	0
6	0	0	0	0	0	0
7	0	0	0	0	0	0
8	0	0	0	0	0	0
9	0	0	0	0	0	0





