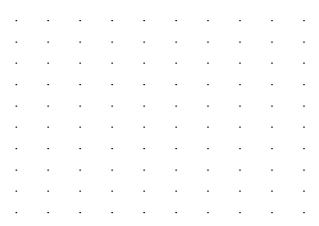
SOLO BATTLESHIP



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.

TARGET

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	1	0	0	1	0	0	0	0
0	0	1	0	0	0	0	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	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	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
Ω	Ο	Ο	Ο	Ο	Ο	Ο	Ο	Ο	Ο	Ο	Ο	Ω

```
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 \sim \{R\}.\{R\ 8\} \sim
/C\{END\}\{R\}\sim\{D\}.\{D\ 8\}\sim
{LET SHOTS,0}
{WINDOWSON} {INDICATE "Shoot!"} {?} {LET SHOTS,SHOTS+1}
{INDICATE "Missile Away!"} {WINDOWSOFF}/RV{BS} {R 13}~~
/RNCAIM \sim \{BS\} \sim \{R\ 13\}/RNCSHOT \sim \{BS\} \sim \{LET\ SHOT, 0\}
\{END\}\{L\}\{U\}/RNCU\sim\{BS\}.\{END\}\{U\}\{END\}\{R\}\sim
\{D 2\}/RNCD \sim \{BS\}.\{END\}\{D\}\{END\}\{R\} \sim
{GOTO}SHOT~
\{END\}\{U\}\{R\}/RNCR\sim\{BS\}.\{END\}\{D\}\{END\}\{R\}\sim
\{L\ 2\}/RNCL\sim\{BS\}.\{END\}\{D\}\{END\}\{L\}\sim
{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}
```

	X	Y	DIG E	Equal?						0		
	4	4	44	0								
	4	7	47	0	0						0)
	7	3	73	0	0	0					1	
}{BORDERSOFF}{WIN	4	6	46	0	0	0	0				2	
	1	4	14	0	0	0	0	0			3	;
	8	7	87	0	0	0	0	0	0		4	Ļ
	3	5	35								5	;)
											6	j
											7	,
											8	}
											9)

			T	OTA.	L										O	NE
0	1	2	3	4	5	6	7	8	9							
0	0	0	0	0	0	0	0	0	0			0	1	2	3	4
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		1	0	0	0	0	0
0	0	0	0	0	1	0	0	0	0		2	0	0	0	0	0
0	0	0	0	1	0	1	1	0	0		3	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0		4	0	0	0	0	1
0	0	0	0	0	0	0	0	0	0		5	0	0	0	0	0
0	0	0	1	0	0	0	0	0	0		6	0	0	0	0	0
0	0	0	0	0	0	0	1	0	0		7	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0		8	0	0	0	0	0
											9	0	0	0	0	0

TWO

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

THREE

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

FOUR FIVE

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

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

SEVEN

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