

# DESTROYER FOR WINDOWS

**Version 2.0**

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Destroyer for Windows offers all the thrill and excitement of the classical naval combat game in today's electronic world. Lively animation, vivid graphics, sound effects and rule variations enhance the game to a new level of fun.

Historical integrity is maintained in all the ships and aircraft presented in the game. Dogfights and ship formations represent accurate depictions of World War II scenarios. Destroyer for Windows offers two views of sea battles. The Pacific Ocean view will re-enact the naval war between American and Japanese forces. The Atlantic Ocean view will re-enact the naval war between British and German forces.

Timberline Software is proud to offer Destroyer for Windows to you. We appreciate your support in shareware and are committed to bringing you the best quality in Windows gaming software.

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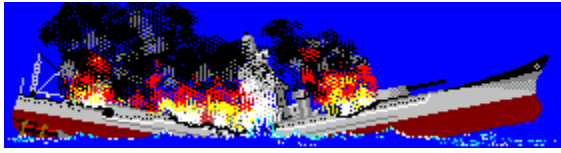
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## Scoring

Points are awarded for each shot that scores a hit. Higher hit percentages will result in higher scores. Higher skill levels will also result in higher scores. If your score exceeds the top 10, you will be awarded military rank and your score will be recorded among the 10 best.

### Skill Level Scores:

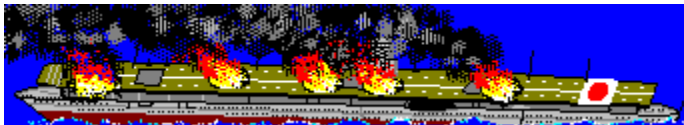
**Beginner** - 3 times hit percentage

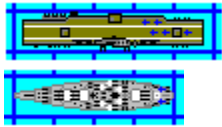
**Intermediate** - 5 times hit percentage

**Expert** - 10 times hit percentage

Military rank is awarded to the top 10 high scores and is based upon the following point values:

|                     |               |
|---------------------|---------------|
| Admiral             | 750 and above |
| Rear Admiral        | 620 - 749     |
| Captain             | 530 - 619     |
| Commander           | 380 - 529     |
| Lieutenant          | 300 - 379     |
| Ensign              | 250 - 299     |
| Chief Petty Officer | 200 - 249     |
| Petty Officer       | 150 - 199     |
| Seaman Recruit      | under 150     |





## Game Setup

Before you can start a game of Destroyer for Windows, you must place your ships upon your grid. Select "Set Up" from the "Game" menu and you will be presented with the Set Up dialog box.



To place your ships, start by selecting the ship and the direction it will sail. Move the cursor into your grid (left grid) and click the left mouse button. Your ship will then appear. You will hear a beep if the cell you clicked on forces the selected ship off the grid or if it overlaps another ship. You must then select another cell to successfully place that ship. Continue this procedure until all five ships are placed.

Your ships may be instantly placed by clicking the "Quick Pick" button in the Set Up dialog box. The program will place your ships in a random sequence upon your grid.

When all five ships are successfully placed on your grid, click on the "OK" button to remove the Set Up dialog box. You may now start the game by selecting "Start" from the "Game" menu.



## Options

Select "Preferences" from the "Options" menu to display the Preferences dialog box. From here you will be able to select those options that will enhance or alter the play of the game.



## Game

**Standard** - A standard game of "Destroyer for Windows" allows one shot per turn.

**Salvo** - The salvo game allows as many shots per turn as a player has ships still afloat. For example, if you have 3 ships still floating, you will then have 3 shots in your next turn.

### **First Shot**

**Your Shot** - You are given the first shot(s) in the game.

**My Shot** - The computer takes the first shot(s) in the game.

### **Game Speed**

The speed at which the game progresses can be altered by adjusting this scroll bar. A faster setting will quicken computer shot selections as well as viewing your shooting results.

### **Sound**

**On** - "Destroyer for Windows" offers sound board support with a full suite of sound effects during the game. Select this option to enable the sound effects. **NOTE:** You must have a sound board installed and have a registered version of "Destroyer for Windows" to utilize this option.

**Off** - All sound effects are turned off for the duration of the game.

**Shell Adjustment for Sound** - Use this scroll bar to fine tune the synchronization of the falling shells you see with the sound effects you hear.

## Registration

If you are already a registered user of Destroyer for Windows, Timberline Software thanks you for your support. If you are not, we encourage you to register this game.

When you register this copy of Destroyer for Windows, you will receive a 3.5 inch disk containing an enhanced, registered version of Destroyer for Windows which will include a full suite of sound effects. You will also be entitled to free, continuous copies of new releases.

Future versions will include modem and network support for remote opponents, a Spanish Armada view, and added gaming options.

The registration fee is \$20.

Send check to:

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Your support in the shareware system is greatly appreciated!



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## Skill Levels

**Beginner** - The computer will fire randomly into your grid until a ship is located. If a ship is struck, the computer will target that ship until it sinks.

**Intermediate** - When making the decision where to fire next, the computer will analyze your grid to determine where your largest remaining ship might fit and select those areas to fire at. The computer may also select the locations where you placed your ships in previous games when deciding on the next shot. If a ship is struck, the computer will target that ship until it sinks. In addition, the computer may decide to examine your favorite shot selections when deciding where to place its ships for the next game.

**Expert** - When making the decision where to fire next, the computer will analyze your grid to determine where your largest remaining ship might fit and select those areas to fire at. In addition, the computer will select those cells that will eliminate more than one possibility of a ship's location. The computer will also recognize patterns (i.e. all ships sailing north, all ships on even rows, ships forming a geometric pattern, etc.). The computer may also select the locations where you placed your ships in previous games when deciding on the next shot. If a ship is struck, the computer will target that ship until it sinks. In addition, the computer may decide to examine your favorite shot selections when deciding where to place its ships for the next game.

Final scores are computed based upon the skill level you select. Higher skill levels will result in higher scores.

...And if you're wondering, the computer does NOT cheat!



## Future Releases



Future versions of Destroyer for Windows will include modem support, which will allow you compete against a remote opponent. Network support will also be available for those interoffice competitions.

A new view will depict the Spanish Armada in a high-seas, 15th century battle for European supremacy.



