



To learn how to use Help, choose Using Help from the Help menu, or press F1.

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Introduction

Thank you for trying **Admirals Command** *for Windows*, the classic game of Battleships, with a twist! **Admirals Command** adds another level of strategy to the game with these special game features:

- ◆ **Mines!**
With mines, you can get a head start on your opponent by exposing part of their navy without firing a shot! You can also guard your ships from enemy attack!
- ◆ **Islands!**
The virtually unlimited combination of screen layouts make each game different!
- ◆ **Submerge Submarine!**
Just when the enemy starts aiming at your sub, give the order to dive! Submerge your submarine to a depth even the computer can't hit!
- ◆ **Move Spy Ship!**
Secretly move your spy ship to a new location after the game has already started! But watch out for those enemy mines!
- ◆ **Minesweeping!**
Use your minesweeper to locate and destroy enemy mines!

Admirals Command is distributed as Shareware so you can *try-it-before-you-buy-it*, and save money too!

Requirements

Admirals Command requires the following:

- ◆ **Microsoft Windows 3.x**
Admirals Command has been tested with both Windows 3.0 and Windows 3.1.
- ◆ **A mouse or compatible pointing device**
- ◆ **A monitor and video board supporting VGA (or better) graphics**
Admirals Command has been tested with the following video modes:

<u>Resolution</u>	<u>Colors</u>
640 x 480	16 - 256 - 32K
800 x 600	16 - 256
1024 x 768	16 - 256

Note: depending on the speed of your computer and video board, running **Admirals Command** in the high color video modes (256 and up) may produce a slow screen response.

Game Instructions

<u>Object</u>	Object of the game.
<u>Game Board</u>	Example of the game board.
<u>Ships</u>	The ships.
<u>Mines</u>	Explanation of how the mines are used.
<u>Minesweeping</u>	The minesweeping feature.
<u>Your Turn</u>	Taking your turn.
<u>Submerge Submarine</u>	The Submerge Submarine feature.
<u>Move Spy Ship</u>	The Move Spy Ship feature.

Using the Mouse

Placing your ships and mines:

As you move your mouse over the playing grid on the left, the mouse pointer will disappear, and your ship will move. Press the **right** mouse button to rotate the ship. Press the **left** mouse button to lock the ship in place, and go on to the next ship. After you place your last ship, place your mines in the same manner. When all ships and mines are in place, you are ready to start firing shots at the enemy.

Firing your weapons:

When the mouse pointer is over the playing grid on the right, it becomes your gun site. Press the **left** mouse button to fire your weapon. If you miss, you will see a splash of water (white). If you hit a ship or mine, you will see an explosion (red).

Menu Commands

<u>Game</u>	New, enter name, register, exit.
<u>Options</u>	Sound, grid, Islands, MineSweeping, Move Spy Ship, Submerge Submarine.
<u>Scores</u>	High scores, clear high scores, the Admirals Hall of Fame.
<u>Special</u>	Submerge Submarine, Move Spy Ship.

Shareware

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There are many advantages with Shareware. You can try out software to make sure it works with your system and fits your needs, before you buy it. Authors save on advertising, packaging, and distribution costs and pass these savings on to you. Shareware has all the right incentives for everyone!

Registration

Registration Benefits:



When you register, you receive the latest version of **Admirals Command** for Windows on diskette. With the registered version, you can select each of the game options: **Islands**, **Minesweeping**, **Move Spy Ship**, and **Submerge Submarine**, in any combination. This selection is then saved to the **ADCMD.INI** file so **Admirals Command** can remember your favorite options. You will also be eligible for entry into the *International Admirals Hall of Fame*.

How to Register:

Registration is simple! Just select the **Register** option from the **Game** menu,

Game	
New	Ctrl+N
Enter Name	Ctrl+E
Register	Ctrl+R
About...	Ctrl+A
Exit	

or press the **Register** button on the **About** screen. Enter the requested information, print, and mail the form along with the registration fee, to the address printed on the registration form. The following methods of payment are accepted:

◆ **Check or Money Order in U.S. Dollars drawn on a U.S. Bank**

◆ **U.S. Dollars Cash** (Please send Certified mail)

◆ Visa and MasterCard (Include card no., exp. date, and signature.)



Thank you for your support, and **enjoy!**

Distribution

You are **encouraged** to copy and distribute this software as long as the following restrictions have been met:

◆ When distributing this software, you must include this entire package, in its original unmodified form, including this help file. Please make sure the name of the archive file contains the version number.

Example: **ADCMDW11.ZIP** (where 11 is the version.)

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Game Menu Command

- ◆ **New:**
Start a new game. (This is where **Admirals Command** determines if the next game will be a Bonus Game, but only if the current game is over.)
- ◆ **Enter Name:**
Allows you to enter your name at any time. This name is used in the [High Scores](#) file.
- ◆ **Register:**
Presents the registration screens. See Registration for more details on how to register **Admirals Command**.
- ◆ **Exit:**
Ends the current game, and quits **Admirals Command**.

Options Menu Command

These settings are kept in the [ADCMD.INI](#) file.

- ◆ **Sound:**
Turn the sound on and off.
- ◆ **Grid:**
Hide or show the grid.
- ◆ **Islands*:**
Enable or disable islands. When enabled, islands are randomly placed on both sides of the playing grid.
- ◆ **Minesweeping*:**
Enable or disable Minesweeping. Allows you to find and destroy enemy mines when you place the minesweeper.
- ◆ **Move Spy Ship*:**
Enable or disable the Move Spy Ship option. Lets you move your spy ship to a new location in place of one turn.
- ◆ **Submerge Submarine*:**
Enable or disable the Submerge Submarine option. You can submerge your submarine avoiding enemy attack in place of one turn.

(*) Only available in the registered version. Watch for the [Bonus Games](#) in this [Shareware](#) version that allow you to try all of these game options! See [Registration](#) for more details on how to select all of the game options at any time.

Scores Menu Command

The top 20 scores are kept in a file named [ADCMD.SCO](#) in the sub-directory where you installed **Admirals Command**. They are based on the lowest number of shots, highest number of hits, and number of shots left.

- ◆ **High Scores:**
Display the top 20 scores.
- ◆ **Clear High Scores:**
Erase the high scores file.
- ◆ **The Admirals Hall of Fame:**
Display the *International Admirals Hall of Fame*.

Special Menu Command

Both of these options take the place of one turn, and can only be selected **before** you shoot.

- ◆ **Submerge Submarine:**
Activates the Submerge Submarine feature.
- ◆ **Move Spy Ship:**
Activates the Move Spy Ship feature.

Note: These options are only available in Bonus Games in this Shareware version. See Registration for more details on how to select all of the game options at any time.

(See also: Options menu command.)

Revisions

Version 1.1:

First release available for public distribution.

Support

If you encounter any problems with **Admirals Command** *for Windows*, please contact me at the address listed below. I will do my best to resolve any problems reported. I would also like to hear from you if you have any suggestions or comments. Send all correspondence to this address:

SimoneSystems Software
3096 Dell Drive
Hermitage, TN 37076 USA

Or you can send me E-Mail on Compuserve. My CSID is **71461,1704**.

Acknowledgements

Admirals Command *for Windows* was written on a 386DX-25 in standard VGA graphics mode (640 x 480 x 16), with **Microsoft Visual Basic 3.0 Professional**. Custom and animated mouse cursors were added using **CCF-Cursors by Desaware**.

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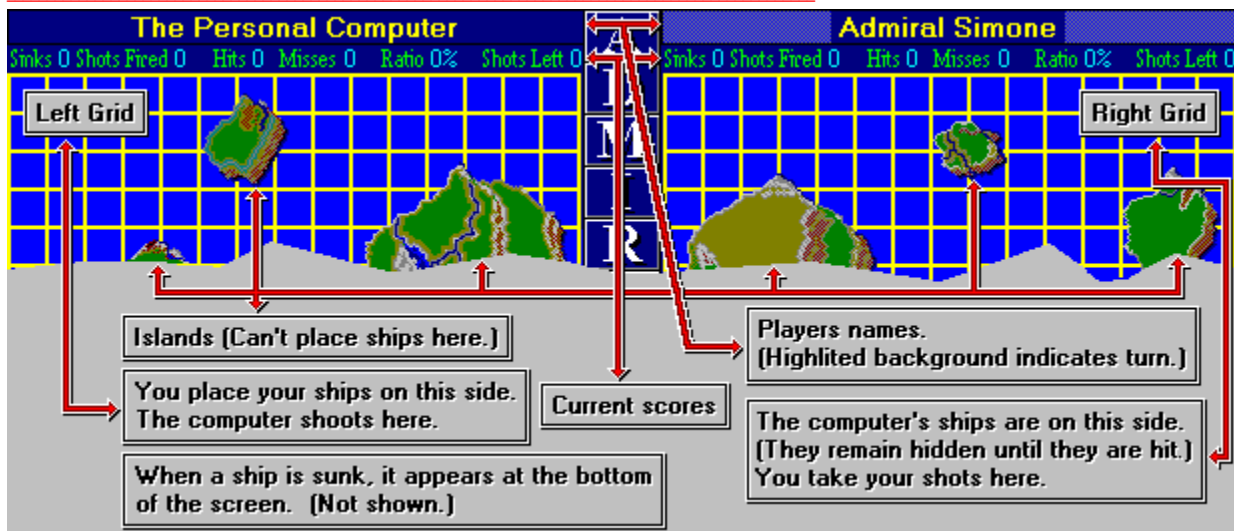
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Object

The object of the game is to sink my navy in the fewest number of shots, before I sink yours.

Game Board



The game board is divided in two sections. You place your navy on the left, I place my navy on the right. (My ships are invisible until they are hit.) You can't place ships on islands, and they can't overlap each other.

Ships

Each navy consists of 8 ships and 8 mines. You cannot place ships on islands, and they can't overlap each other.



Aircraft Carrier.



Battleship.



Destroyer.



Cruiser.



Minesweeper. (See also: [Minesweeping.](#))



Submarine. (See also: [Submerge Submarine.](#))



Spy Ship. (See also: [Move Spy Ship.](#))



Patrol Boat.

Mines



Mines. Mines are used with the following activities:

◆ **Placing Ships:** If you place a ship where I have layed a mine, that portion of your ship will explode, and reveal to me the ships location. (See also: [Minesweeping.](#))

◆ **Placing Mines:** If you place a mine where I have hidden a ship, that portion of my ship will explode, and reveal to you the ships location.

◆ **Firing Weapons:** If you hit a mine while shooting, you lose the rest of your shots for that turn.



Mine Marker. Shows the location of your mines on the grid where you shoot.

Minesweeping

If minesweeping is active, a box will appear around the minesweeper showing the area it will sweep. When you place the minesweeper, it sweeps for enemy mines, destroying all that it finds.

Your Turn

You get the first turn, and start with one shot. For every ship you sink, you receive an extra shot. The computer automatically takes its turn after you finish yours. The game is over when all of a player's ships are sunk.
(See also: [Using the Mouse](#))

Submerge Submarine

When you want to submerge your submarine, select Submerge Submarine from the Special menu. Your submarine will stay submerged, avoiding enemy attack, while the computer takes its next turn. Then it automatically resurfaces. This option must be selected **before** you take your turn, and takes the place of one turn. The Submerge Submarine game option must be enabled. (See the Options menu command.)

Move Spy Ship

When you're ready to secretly move your spy ship, select Move Spy Ship from the Special menu. Move and/or rotate your spy ship just like at the beginning of the game. This option must be selected **before** you take your turn, and takes the place of one turn. The Move Spy Ship game option must be enabled. (See the Options menu command.)

International Admirals Hall of Fame

The *International Admirals Hall of Fame* lists the top 15 Admirals from around the world, and their scores. The list is updated periodically, and posted on most major BBS's. To enter the Hall of Fame, you must play with all of the game options selected, and make a high score.

(Note: This option is only available to registered users.)

Bonus Game

This is a special feature in this Shareware version. When a **Bonus** Game starts, you are presented with a **Bonus** window where you can enable any or all of the game options (islands, minesweeping, submerge submarine, and move spy ship) for the duration of the **Bonus** game. **Bonus** games occur randomly either at initial start-up, or when you select New Game after completing a game.