

Q
How to:

Play
Order

Notes

OBJECT OF THE GAME

Your mission is to uncover the hidden alien ships.

HOW TO PLAY

1) Fire a probe into alien territory by hitting the space bar and observe how the probe interacts with the hidden ships.



2) Move your cannon to another position or rotate the cannon to a different angle. The cannon can be picked up and moved with the mouse or use the / and * keys to move it around the edge.

3) Choose the angle of your shot by pressing the + and - keys located by the number pad on the right hand side of the keyboard.

4) Repeat firing and moving until you have enough information to make a guess.

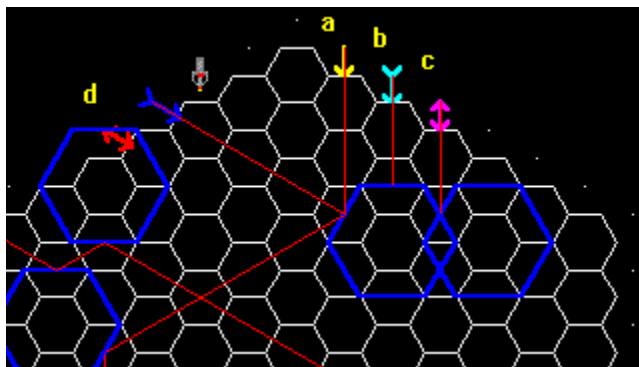
Probe Properties

a - A probe that hits the side of any ship at any angle other than straight on, will always bounce off at an angle of 120 degrees.

b - Probes that hit an alien ship head-on will be absorbed (i.e. there is no corresponding exit arrow).

c - Shots fired that reflect directly back to where the shot was fired have either hit between two ships or:

d - Struck the inside of a ship that is on the edge of the field.



Hints

- Entry and exit arrows are paired with the same color. These colored pairs repeat after every seven shots.
- To review pairs, click on any entry arrow and its corresponding exit arrow will flash.

Locating Ships



MAYBE? -- Use this feature to help visualize where the alien ships might be. Click with the left button on the MAYBE? icon and drag it to the desired location.



YES -- When you are confident of a location of an alien ship, click on the **YES** icon and drag it where you believe the alien ship to be. If you are correct, the ship will appear and play continues. If you guess incorrectly at any time, the game is over and you get to start again.

Use **Lines** to trace the arrow paths. You may select the line color by clicking on any of the colors in the box on the right hand side of the screen. The box below the group indicates the currently selected color. To draw a line, move to the center of any hex, click once on the left button and move to another hex and click on the left button again.

To show the line as you move the cursor from point to point, click on "Rubber Band Line" in the Line menu.

OTHER NOTES

High Scores

The computer keeps track of the highest scores. To view the scores, click on "High Scores" in the Game menu.

Starting Number of Ships

To start at a different level there is an option to choose the number of alien ships you will find. Do this before beginning a game.

Deleting a Line or a Maybe marker

To remove a line, right click on the one you wish to remove.

To remove a Maybe marker, right click in the center of the one you wish to remove.

Messages

In the lower corner of the screen there is a gray box which holds messages describing your actions as you play. This feature will help you to learn the properties of the shots and movements. You may turn it off by toggling Messages under the Options menu.

Place Ships

To play a two-player game or to experiment with the many placement variations of the ships, select Place Ships under the Options menu. Do this before beginning a game. You can use this option to play a set configuration otherwise the placement is random.

Marking a Hex

By left-clicking twice in the center of a hex, you may mark it with an 'X.' Use this to mark hexes that you know are empty.

Game Over

The wrong guess is a red hexagon and you can see the paths of the probes by clicking on each arrow.

Please report any problems or suggestions to:

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Software by Randy L. Vinecore

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