How to Play Find the Fleet
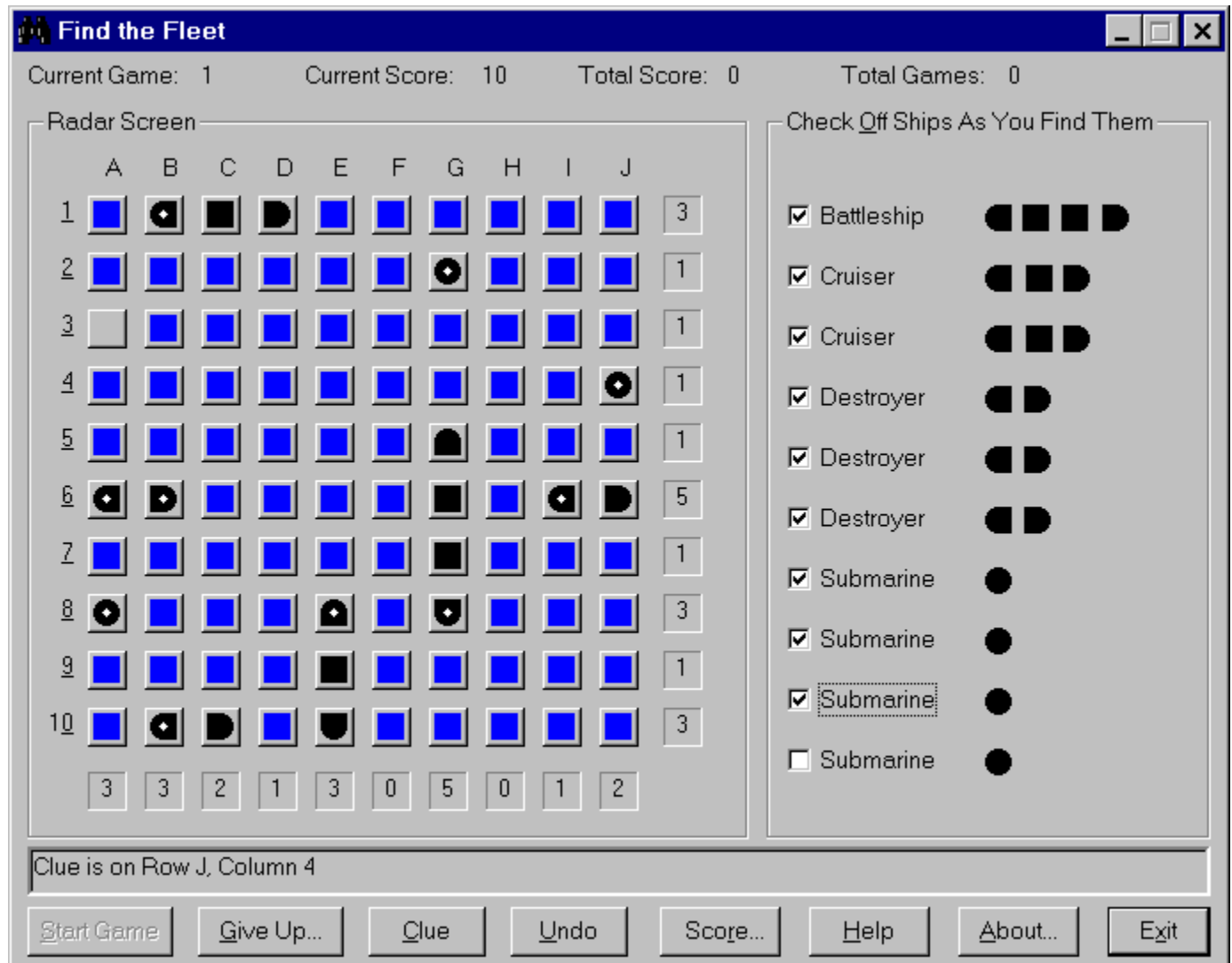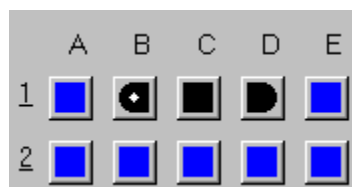
The object of this game is to determine the positions of all of the ships in a crowded harbor:

Find the Fleet

Current Game: 1   Current Score: 10   Total Score: 0   Total Games: 0

Radar Screen

	A	B	C	D	E	F	G	H	I	J	
1											3
2											1
3											1
4											1
5											1
6											5
7											1
8											3
9											1
10											3
	3	3	2	1	3	0	5	0	1	2	

Check Off Ships As You Find Them

- ☑ Battleship
- ☑ Cruiser
- ☑ Cruiser
- ☑ Destroyer
- ☑ Destroyer
- ☑ Destroyer
- ☑ Submarine
- ☑ Submarine
- ☑ Submarine
- ☐ Submarine

Clue is on Row J, Column 4

| Start Game | Give Up... | Clue | Undo | Score... | Help | About... | Exit |

You must find 1 battleship, 2 cruisers, 3 destroyers, and 4 submarines.

Ships are oriented vertically or horizontally (never diagonally).

Ships never occupy adjacent squares (even diagonally).   For example, consider the cruiser in squares 1B to 1D.   No ship can occupy squares 1A, 2A, 2B, 2C, 2D, 2E, and 1E:

	A	B	C	D	E
1					
2					

The recessed numbers are the count of ship segments in each row and column.   For example, there are 3 ship segments in row 8:

Starting a Game

Press Start Game to begin playing Find the Fleet.
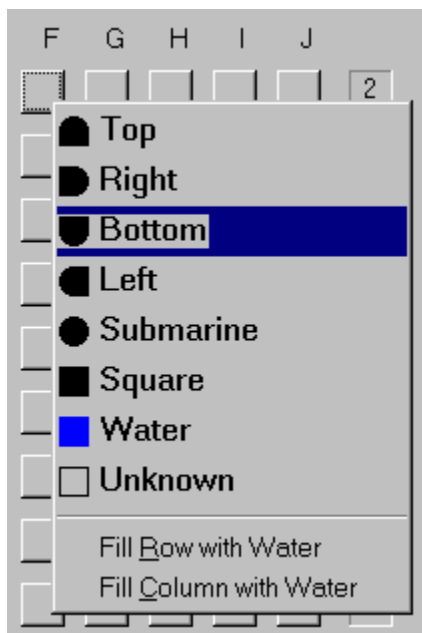
Getting Clues

When you press the Clue button a ship part is displayed.   This ship part will be marked with a white diamond in its center.   For example, square 1B is a clue:

Your score is inversely proportional to the number of clues you request.   In other words, clues are like golf strokes, the fewer the better.

Changing Squares

At the start of a game all squares are gray.   To change a square, press it with the mouse and select the new shape:

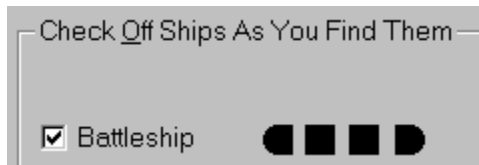You cannot change clue squares.

Filling Rows and Columns with Water

If you know that there are no more ship segments to be found in a particular row or column, press a square in that row or column and select "Fill Row with Water" or "Fill Column with Water".

Undo

If you make a mistake, press the Undo button.   You can undo all actions made after the last time you pressed the Clue button.

Checking Off Ships

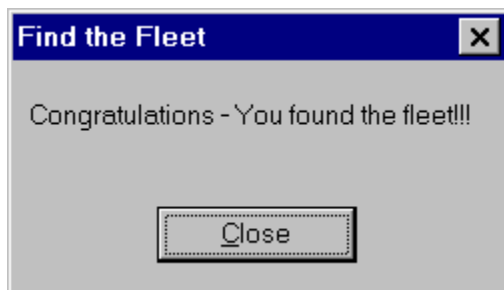After you've found a ship, be sure to check it off:

Score

Press the Score button to display and optionally clear your total score and total games played.

Winning

Once you find the entire fleet you will be notified:

Your score is the number of clues you request.   Low scores are best, high scores are worst.

Giving Up

Press Give Up to prematurely end a game.

On-Line Help

Press Help or F1 to read on-line help.

About

Press About for information about the version of Find the Fleet that you're running (version number, how

to register, etc.)

Quitting the Program

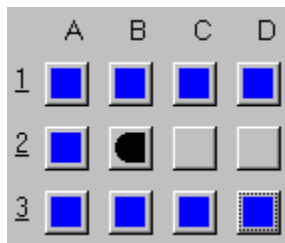Press Exit to quit Find the Fleet.

Tips

Tip 1: Fill Empty Rows and Columns with Water

At the start of a game, fill any rows and/or columns having 0 counts with water.   In the following example, row 10 is empty and should be filled with water:

Tip 2: Mark Adjacent Squares as Water

Once you've determined that a square is a ship segment, mark all the adjacent squares as water.   For example, after identifying square 2B, you can mark it as follows:

The reason that you can mark squares 1D and 3D as water is that this ship must at least be a destroyer (which as 2 segments).   Since there will be a segment in square 2C, squares 1D and 3D will be adjacent to that square.

Tip 3: Try to Find the Location of the Battleship

The battleship is the longest ship (4 segments).   It is sometimes easy to locate it by looking for rows and columns containing at least 4 segments.   If you're lucky, there will be few such rows and columns.

What's New in this Version

Version 1.00:

Initial release.

Registering this Shareware Program

Find the Fleet is shareware.   To register your copy, please send $10.00 US plus postage and handling to:

Pocket-Sized Software
8547 E. Arapahoe Road
Suite J-147
Greenwood Village, CO   80112   USA

Postage and Handling:

US and Canada: $2.50   Overseas: $5.00 (for airmail delivery)

What you get for registering:

1.   A 3 ½" high density disk containing the latest version of Find the Fleet and several other Windows 95, Windows 98, and NT shareware programs.

2.   Pocket-Sized Software's customer support telephone number and e-mail address.

3.   Access to Pocket-Sized Software's World Wide Web home page.

We Accept:

Checks in US funds drawn on a US bank
International Postal Mail Orders
American Express International Money Orders
US Cash

Find the Fleet Order Form

Your Address:

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Your E-Mail Address:

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Send this order form with your payment to:

Pocket-Sized Software
8547 E. Arapahoe Road
Suite J-147
Greenwood Village, CO   80112   USA

To print this order form, select the File / Print Topic menu item.

How to Contact Pocket-Sized Software

Web Page: The latest version of Find the Fleet, as well as several other utilities, games, and astronomy programs are available on our web site:

                http://users.aol.com/ericb98398/index.html

E-Mail: EricTerrell@juno.com

Other Shareware Programs from Pocket-Sized Software

Visit our web page for The latest version of Find the Fleet, as well as several other utilities, games, and astronomy programs:

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