BattleGrid   --   War in a Window

version 2.0 May 1993

Overview

BattleGrid is a game of strategy between two players to locate ships placed on a grid by the opposing player.   It is very similar to a classic board game with a similar name.   Among the many differences in this version is the fact that the computer can play one or both sides of the contest.   In addition, there are no playing pieces to lose!

The basic premise of the game is twofold. First, a player must place five ships of different sizes on a 10 by 10 grid with hopes that an opponent will have difficulty locating all of them.   Secondly, the player must attempt to locate all ships placed by their opponent.   Scoring is determined by the number of shots taken during the game.   Basically, if you are familiar with the classic game, then you already know how to play.

Playing BattleGrid

BattleGrid begins with a blank grid screen.   Open the **File** menu and select **Player Name**.   A dialog will appear. Type in your name or handle in the editbox below **Left Player**.   This will be the name which is appended to any scores you place in the best score list.   If you will be regularly playing against a particular person, enter their name in the editbox below **Right Player**.   To make these changes permanent, press the **OK** button.   Press the **Cancel** button to leave the names as they were.

BattleGrid can be played in three ways.   To choose the game you wish to play, select the **Numer Of Players** item in the **Options** menu.   The following choices will apear in a sub-menu:

       -Human vs. Human: the conventional two player game.   The player names are determined by the entries in the **Player Name** dialog.

       -Human vs. Computer: the conventional one player game.   When this option is selected, a dialog will appear prompting for you to select the opponent you wish to play against.   Hal and Eliza are very competent players and use efficient but different strategies in their approach.   The Bob player is rather crude and methodical.   Play against Bob if you are on a losing streak.

       -Computer vs. Computer: this mode is an interesting simulation of gameplay.   The players will always be Hal and Eliza (who wants to see Bob get beat up anyway!).   If you press the BattleGrid window minimize button (in the upper right corner), the window will be reduced to an icon.   The game will continue, and the score will be updated on the icon.

There are three ways of varying the way the game will play.   These can be controlled by choosing menu items in the **Options** menu.   They are:

       -Fast Mode: when checked, the computer player(s) will play at high speed.   You can barely see the turns being taken, but it is helpful for impatient players and for the simulation mode.   If **Fast Mode** is checked during simulation mode, a new game will start automatically when one player wins.   Otherwise, you must press the **OK** button in a dialog to proceed.

       -Reveal Mode: also known as cheat mode.   Normally when a hit is made on an opponents ship, it is shown as a colorful circle.   However, if **Reveal Mode** is active, the actual part of the ship which was struck is shown.   This makes it quite easy to decide where the next shot should be taken.   This mode cannot be used to handicap one player, since it affects both grids.   The computer players do not use this information in any way, so it can give you an advantage when playing the   computer.

       -Shots Per Round: selecting this menu item, will present a dialog box prompting the user to select the number of shots each player will take during their turn.   The choices range from one to five shots.   The classic game was based on alternating single shots, however this could get tedious when only one mouse must be shared.

Probably the best way to describe how to play BattleGrid is to provide a walk-thru of a game of you against the computer.

Open the **Options** menu and select **Number of Players**.   A submenu will open.   Choose **Human vs. Comp**.   Now a dialog will open, prompting for your opponent.   Select Bob and press **OK**.   Open the **File** menu and select **New Game**.   Under the left grid, a message box will appear.   It will indicate "Set the Battleship".   Move your mouse to any square in the grid and press the mouse button.   The marker that appears shows the front location of the Battleship.   The directions it can be placed in are indicated by the arrow buttons surrounding the marker.   Press one of these arrow buttons to place the ship.   This process continues for all of the ships in your fleet in the following order:

       Battleship -- 5 blocks long
       Carrier ----- 4 blocks long
       Frigate ----- 4 blocks long

Destroyer --- 3 blocks long
Submarine --- 2 blocks long

The message box below the left grid should now indicate: "Left Shots Taken: 0".   This is your clue that the war has begun.   Begin taking shots on the left grid.   When the mouse cursor becomes an hourglass, the computer will take it's shots at your fleet on the right grid.   Hits are indicated by the hit marker and misses are shown with waves.

When all the hits on a particular ship are made, the ship sinks, and is displayed in full.   When all five ships are displayed, a dialog will appear showing the winner's name and the number of shots taken.   If the shot count is less than any of those in the **Best Scores** list it will be added to it.   You can see this list by selecting **Best Scores** in the menubar.

Once the game ends, the **Show Boats** item in the **File** menu is enabled.   If you select this, all undiscovered boats are shown.

Strategy

There are as many strategies to playing BattleGrid as there are players.   Every one of those beta-testing BattleGrid developed their own methods to reaching the best score possible.   Each was as correct as the next.   There are however several undisputable techniques to get you started:

Locating Ships

Before you can sink a ship, you must find one in that vast ocean.   On an empty grid, space random shots equally about.   Once the grid is filled with various hits and misses, you can make judgements about where the remaining ships might be hiding.   In other words, don't click in a two block opening when the only ship you need to win is a Carrier (four blocks).

Sinking Ships

Once you have a hit, you must determine direction by making selections around the hit.   These should be North, South, East, and West since ships cannot reside on diagonals.   When one of these directions hits, you have your boat.   Continue in this direction until you miss, then reverse direction to the beyond the first hit.   If you have gone as far as you can in both directions and still haven't sunk a ship, you're in luck!   It means that your shots have hit the middle of several other ships.   This situation comes as a result of poor ship placement by your opponent.   Consider this when placing your own ships.   The computer players may make this mistake in their own placements.

Notes

During any game, the **New Game** menu item is not available.   To start a new game, you must terminate the current game by selecting **End Game** from the **File** menu.

As games are played, a running total is kept in the title bar of the window.   The scores can be reset to zero by selecting the **Reset Score** item in the **Option** menu.

If you have changed some of the game controls or a new best score has made it to the top ten list, you will be prompted to save this information into the **BATLGRID.INI** file when you exit BattleGrid.   Select **Yes** to make the changes permanent and exit, or **No** to ignore the changes and just exit.   If you do not wish to exit at this time press **Cancel**.

Registering BattleGrid

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BattleGrid is distributed as shareware.   This means that if you regularly use the product and benefit from it, you should register with the author (address below).   The software you now have is not crippled in any way.   This indicates a basic trust of the shareware concept by myself and other shareware authors who provide useful products with the hope of some type of return for their efforts.   Basic registration is $10.

If you are a shareware author, you can register by mailing to me a registered version of your product.

Please print the registration form and fill in the requested information.   Mail it with a check or money order in U.S. funds and made payable to **Bob Dolan** to this address:

> **Bob Dolan**
> **P.O. Box 16514**
> **Rochester, New York 14616**

You may reach me on GEnie at the
following EMail address: DOLAN

Distribution

If you distribute BattleGrid to friends, associates, or to a computer bulletin board system (BBS),   you may only distribute the compressed file including the copyright and disclaimer.

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Registration Form

To print this registration form, open the **File** menu and select **Print Topic**.

Please register me as a satisfied user of BattleGrid (ver 2.0):

Amount Enclosed:

              $10 [   ]   Registration   No disk included

              $15 [   ]   Register w/upgrade.   [   ]3.5   [   ]5.25

Please note that 720K 3.5 disks will be used unless you request otherwise.
For orders from outside of the U.S., please add $3 to cover additional postage.

Can you UNZIP files?   Yes_____   No_____

Name:_____

Address:_____

City:_____State:_____Zip:_____

Phone(optional):_____

GEnie/CompuServe/Internet mail address:_____

Where did you get BattleGrid ?_____

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Comments:_____

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Other Products from Bob Dolan

DeskMenu --   A slimmed down Program Manager for Windows
Version 1.20 - May 1993

An efficient replacement or addition to the Program Manager.   Provides a menubar at the top of the Windows desktop with menu headings defined by you to represent the categories of applications you typically need to access.   A simple interface allows you to customize the look and feel of this useful system utility.

Shareware.........$10

WinGo! --   The classic Bingo for Windows
Version 1.0 - May 1993

Finally Bingo has arrived for Windows!   You match wits with Rosie, an alert and cunning adversary. You can play with as many cards as you can handle at the speed you like.   Fully configurable to adapt to your playing style.   The registered version includes digitized voice calling for the most realistic Bingo play possible.

Shareware.........$10

WinDial -- A   Windows Phone Book that dials
Version 1.0 - May 1993

An easy to use phone book that will automatically dial any selected number as long as you have a modem.   When a busy signal is detected, you can tell WinDial to retry until someone answers.   Other busy attempts can be placed into a queue, and all will be retried in order.

Shareware.........$10

Mister Clean -- Clean up your hard drive
Version 1.00 -- March 1993

One of the most efficient ways to clean up those hidden but unwanted or unused files that take up needed space.   A slick Windows 3.x user interface makes this utility a must have for your toolbox. Mister Clean finds files the you specify and sorts them by size.   You click on the ones you want deleted and then off they go, one-by-one (to be safe) or all at once.   Not sure what the file is?   Then run it right from Mister Clean and check it out before dumping it!   Truly a unique way of managing precious disk space.

Shareware.........$10

<softWAREhouse> -- A warehouse for all of your software
Version 1.00 -- January 23, 1993

<softWAREhouse> provides your system with the ability to access more applications than it can hold at one time.   This is made possible by storing installed applications offline until they are needed.   When required, they are put back on the user's machine in the same condition and location as they were when originally stored.   All of this power is surrounded by an easy to use point and shoot menu interface.

Yacht-Z   --   A dice strategy game for Windows
Version 2.2 -- May 1993

Yacht-Z is a version of the classic dice game.   Now, in addition to triple scoring, single scoring is included for quicker, simpler games.   Due to popular request, up to four players can now play at one time.   A new look to all dialogs gives the program new life in the world of Windows 3.1

BattleGrid -- War in a window -- Battleship for Windows 3.x
Version 2.0 -- May 1993

BattleGrid is a version of the classic board game.   Play against the computer or another person.   Watch the computer play against itself using different strategies.   Several levels of a computer opponent are available, from idiot to genius.

MagnaFile -- A DOS user interface
Version 2.2 -- October 1992

MagnaFile is a DOS shell which is directed at a wide range of users from the DOS beginner to the most prolific DOS power users. MagnaFile provides services to the user to simplify access to DOS.   It also increases the efficiency of doing many of the more tedious operations DOS requires.

MagnaFile commands are carried out using a one-key interface.   Most operations are associated with a very obvious key, such as <C> for the Copy command.

The most useful utilities provided by MagnaFile are:

        For Single Files or Groups of Files:
            Copying
            Moving
            Deleting.
            Attributes
            Printing

        File Descriptions (40 characters)
        File Viewing & Editing
        File execution
        Disk navigation
        File & Directory Renaming

        File Archiving, Unarchiving, and Archive viewing
        Command line interface
        Mouse handling
        Screen saver and password protection
        Run programs from a smart menu interface

MagnaFile is similar to Norton Commander(NC). Users of this product say that MagnaFile will be an important tool on your computer, no matter what level user you are.

Shareware..........$20

Smart Solitaire -- The Smart way to play Solitaire
Version 1.01 -- November 9, 1989

A text mode klondike solitaire card game which uses the mouse.   Features BOSS mode and smart playing features, such as automatic card placement in obvious situations.   Very addicting and fun!

Shareware.........$10

FreeWare

VLINES   Version 1.0 - May, 24 1990

VLINES is a flying lines demo that runs on VGA adapters.   It can produce some interesting moire patterns as well as brilliant color combinations.

TCAL   Version 1.0 -- June 24, 1990

The TSR Calendar (TCAL) is a resident popup calendar which is useful for viewing any month of any year by controlling the PgUp, PgDn, and arrow keys.

Laser Fireworks   Version 1.0 - August 11, 1990

Laser Fireworks is a pyro like demo program which utilizes lasers having the effects of fireworks.   Hard to explain, fun to watch!

Phone Base   Version 2.0 --   November 8, 1990

Phone Base is a program that includes a small dedicated database with just two fields.   Any two field database requirement you have can be filled by Phone Base.   However, the primary intention of this application is the storing and dialing of phone numbers.

DcD   Version 1.1 -- October 1991

DcD is a utility to assist DOS users in moving about a Hard disk drive directory structure.   When you run DcD, it scans your disk and builds a tree which reflects the directory relationships that exist.   Once this is done, DcD can present you with this tree, displayed in a graphical nature.   You may move a cursor to other directories and change to them by pressing the <Enter> key.

TLines   Version 1.0 -- October 1991

A moving lines demo, similar to VLINES, this program runs in text mode and draws lines using several types of text characters.

FreeView   Version 1.0 -- October 7, 1991

FreeView is a hex or text file viewer.   FreeView provides text searching functions and can handle files up to 5000 lines in length.

Idle   Version 1.0 -- October 1991

Idle is a text mode screen saver, which will display a message you specify.   The message is shown in a box which moves around the screen until a keystroke interrupts it.   The user is returned back to DOS if the correct password is entered.   All parameters are user specified.

Starz   Version 1.0 -- October 1991

A user controllable starfield.   If a mouse is connected, the user can steer the display.   Occasional speed changes and swirls make this an interesting screen saver.

BackYard Football   Version 1.00 -- November 16, 1991

A DOS text mode real-time football game for one or two players.   Modeled after the old hand held football games.   Complete running stats, and challenging control of passing, running and kicking make this a fun game.   Games can be saved and loaded in progress.

History of BattleGrid

Version 1.00 -- October 31, 1991

First release.

Version 1.01 -- January 15, 1992

Shots per round dialog did not retain the user selected value.   This has been fixed.

Version 2.0 -- May, 1993

-Online Help system added.
-Microsoft 3D control library added.
-A grid is now shown at startup.