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How to Play

Playing Search & Destroy is simple. When the game is first loaded, the screen will consist of two empty grids, some status text under the left grid and bitmaps of each of the ships under the right grid. You deploy your ships in the right grid and shoot with the mouse into the left grid. The first player to sink all five of his opponent's ships wins the game. If the computer wins, it reveals the placement of the ships that you missed.

To deploy a ship, click on it with the left mouse button and drag it to the position you want. If you want to change the direction of the ship from vertical to horizontal (or vice versa), click the right mouse button WHILE STILL HOLDING DOWN THE LEFT BUTTON. When you release the left button, the ship will snap to the grid.

If you have overlapped ships or if your ship was not deployed entirely in the grid, a messagebox will pop up asking you to correct the problem. You cannot begin to fire into the left grid until all your ships are placed in the right grid and none of the ships are overlapping. The computer randomly picks the positions of its ships, which are hidden in the left grid.

The first time you play, the game begins in Random Hard Level. After your first game, the computer remembers the settings from your previous game by reading a file called S&D23.INI. This file is created automatically in your Windows directory the first time you play the game. The playing level can be changed via the Level menu. Other menu items include Deployment, **Game** and **Help**.

The **Game** menu includes **New**, which resets the games won/lost to 0 and deployment to Manual, **Reveal Ships**, which reveals the location of the computer's ships at the cost of forfeiting the current game and Sound, which controls the sound options.

The Deployment menu lets you set the deployment level. Possible choices include Manual, Automatic and Repeat. The S&D23.INI file also remembers your previous deployment scheme, as indicated by the status text when you start the game. However, you must manually place your ships in the first game of any session.

The **Help** menu contains various topics which you can click on to get more information about how the game works. Clicking **About** pops up a box containing the version number of the game.

Deployment

There are three levels of deployment in the game: Manual, Automatic and Repeat. The game begins in Manual deployment in order for you to initially deploy your ships. During any game you may change your deployment level by clicking on the Deployment menu and choosing the desired level. Further, after every game in which the deployment level is NOT Repeat, you are asked if you want to keep your present ship positions. Choosing YES changes the deployment level to Repeat. Choosing NO defaults to the previously selected deployment.

Manual - This level allows you to start from scratch in deploying your ships. Each ship is initially placed below the right grid.

Automatic - This level randomly places your ships on the grid.

Repeat - This level lets you repeat the same ship positions from the previous game.

After your ships have been deployed, whether by Manual, Automatic or Repeat deployment, a messagebox pops up asking whether the positions are satisfactory. Clicking NO gives you a last chance to adjust your deployment before the game begins.

The S&D23.INI file remembers your previous deployment scheme, as indicated by the status text when you start the game. However, you must manually place your ships in the first game of any session.

Playing Level

There are six levels of play in the game: Random Easy, Random Hard, Random Expert, Pattern Easy, Pattern Hard and Grab-Bag.

Random Easy - In this level the computer fires randomly into the right grid. The shot can land in any square.

Random Hard - In this level the computer fires randomly into every other square, resulting in a checkerboard. In this level, the computer can sink all your ships in a maximum of 178 shots.

Random Expert -   In this level the computer will not fire into areas where the smallest remaining ship will not fit. For example, if the only ship remaining is the carrier, a square must be part of at least 5 continuous open squares in either the vertical or horizontal direction or the computer will not fire into it.

Pattern Easy - In this level the computer randomly chooses one of three patterns: Horizontal, Vertical or Diagonal. Each pattern will start on a randomly selected square and move either to the right or to the left (vertical and diagonal levels), or upwards or downwards (horizontal level), skipping every other square.

Pattern Hard - In this level the computer randomly chooses one of three patterns: Horizontal, Vertical or Diagonal. The vertical and horizontal patterns vary the space between the columns or rows attacked. For example, the computer might fire into every third row or column, making passes over the board until all the rows or columns are attacked. The diagonal pattern takes into account the size of the smallest remaining ship when calculating the pattern. Pattern Hard - Diagonal is the hardest level in the game.

Grab-Bag - This level randomly picks one of the above levels and changes after every game.

The S&D23.INI file sets the level to the same level you were playing at during your last session. The level can be changed by

clicking on the Level menu and choosing the desired level. Levels can be changed in mid-game.

Sound

Versions 2.3 and higher support sound using .WAV files. In order to hear sound (other than the ubiquitous beep) you must be using Windows 3.1 or 3.0 with multimedia extensions, have a sound card installed and have the proper drivers for the card loaded into Windows (via the Control Panel). See the Windows User Manual for detailed instructions on installing the necessary drivers. If you do not have a sound card installed or are running under Windows 3.0, the only sound that you will hear is a "beep" when you shoot into a square that has already been fired into.

You can toggle the sound on and off via the Sound entry in the Game menu.
If you do not have a sound card or are running under Windows 3.0, clicking on sound simply toggles whether the "beep" will play. The status of the sound is reflected in the status text area at the bottom, left-hand portion of the screen.

If you do have a sound card, clicking Sound will bring up a dialog box allowing you to choose which sounds you wish to hear. there are different sounds for a hit, a miss, sinking a ship and winning or losing. Each type of sound may be toggled on or off. If you want no sound at all, click on OFF in the Default group.

You may customize the sounds to your own taste by using the Recorder program supplied with Windows. Simply load the following .wav files into Recorder and edit the sound as you desire:

hit = HIT.WAV
miss = MISS.WAV
sunken ship = SINK.WAV
you win = WIN.WAV
you loose = LOSE.WAV

One thing to remember is that using sounds slows game play considerably, so try to keep the sounds as short as possible. Default sounds are supplied (but, to be honest, are not very realistic).

Your sound configuration is saved in the S&D23.INI file so that it is remembered each time you play.