

## OBJECT OF THE GAME

Your mission is to uncover the hidden alien ships.

## HOW TO PLAY



- 1) Begin your quest by placing your proton cannon in any position outside the hexagonal field. Do this by clicking on the cannon and dragging it.
- 2) Choose the angle of your shot by pressing the + and - keys.
- 3) Fire into alien territory by hitting the space bar and observe how the probe interacts with the hidden ships.



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

## Locating



MAYBE? -- Use this feature to help visualize the alien ships and to simulate a guess without any penalty. This is purely a visual aid. Click with the left button on the MAYBE? icon and drag it to the desired location.

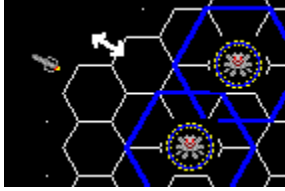


YES -- When you are confident of a location of an alien ship, click on the YES icon and place it where you believe the alien ship to be. If you are correct, the ship will appear and play continues. If you guess incorrectly at any time, the game is over.

## Proton Beam Properties

- A proton beam that hits the side of any ship at any angle other than straight on, will always bounce off at an angle of 120 degrees.
- Proton beams that hit an alien ship head-on will be absorbed (i.e. there is no corresponding exit arrow).
- Entry and exit arrows are paired with the same color. These colored pairs repeat after every seven shots. See Hints and Strategies below.

- To review pairs, click on any entry arrow and its corresponding exit arrow will flash.
- Shots fired that reflect directly back to where the shot was fired have encountered one of two situations:

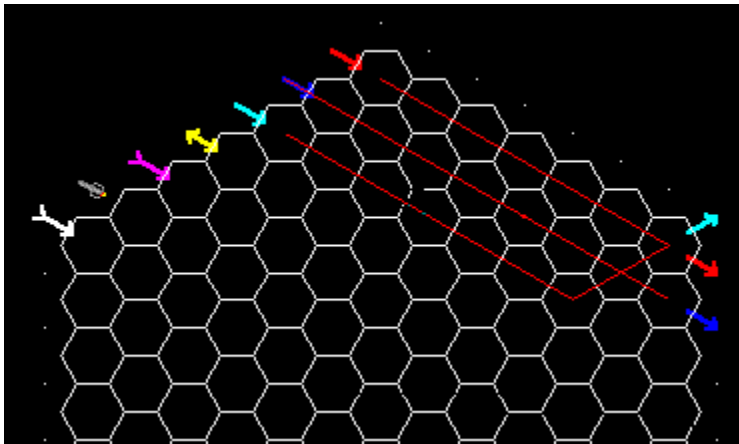


1) There are two alien ships overlapping side-by-side.



2) There is an alien ship directly on the edge where the shot was fired.

## Lines



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 right button and move to another hex and click on the right button again.

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

## **HINTS AND STRATEGIES**

Use Lines to trace the arrow paths. Because the colors of arrows repeat the color sequence after every seven shots, you may find it helpful to change the color of the line that connects each pair of entry/exit arrows.

## **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, left click on the one you wish to remove.

To remove a Maybe marker, left 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.

### Marking a Hex

By right-clicking twice in the center of a hex, you may mark it with an 'X.'

### Game Over

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