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Thank you for trying Ships at War - Shareware Version 1.00. Programmed by Dave Ryan  
1994

Another INWIXCO game.

This version is a shareware version of a commercially available program. To receive the full featured version, please register this shareware package.

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Your License to Use

This program is the computerized version of the traditional paper Battleship game. The object of the game is to sink your opponents vessels before yours are sunk. To begin the game, simply click on the Ships At War icon and you will be placed at the beginning of a new game.

The version is the shareware version and does not have all the features available in the registered version. The features available in the registered version and the differences between this version and the registered version are outlined in the Features sections of this help.

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ATTN.: SHIPS AT WAR

112 Red Oak Lane

Flower Mound, Texas 75028

Please make checks or money order payable to INWIXCO, INC.

Date: \_\_\_\_\_

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

City: \_\_\_\_\_ St: \_\_\_\_\_ Zip: \_\_\_\_\_

Daytime Phone: \_\_\_\_\_

Type of PC You Will Run This Program On: \_\_\_\_\_

Do You have a CD-ROM?  Yes  No  Speed

Do You Have a Sound Card ?  Yes  No 8 or 16 Bit?

How did you get this program? \_\_\_\_\_

Do you want to receive our free monthly newsletter?  Yes  No

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## **Playing The Game**

This program is the computerized version of the traditional paper Battleship game. The object of the game is to sink your opponents vessels before yours are sunk. To begin the game, simply click on the Ships At War icon and you will be placed at the beginning of a new game.

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To play the game, select File New and the game board will be set up for you to play the computer. To start a new game at anytime, simply select File New again.

This version does not save the game in progress, the registered version does.

The game has two boards. The one on the left (the blue board) is your board and makes your ships visible to you. The second board on the right (the red board) is the enemy board. The enemy ships are not visible. To locate the enemy ships, slowly move the cursor over the enemy board (the cursor will change to crosshairs when over the enemy board) and listen carefully for the sonar ping. When you hear that, begin shooting in that area. Use a methodical approach to shooting. Think about when and where you heard the sonar ping.

To shoot simply place the crosshairs over an enemy grid and click any mouse button. A yellow fill-in or a red hit will be scored for each shot.

If you fire where you have already shot, you lose a shot.

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## **Hints & Strategies**

Hint #1 - All ships are oriented up and down (vertical) or left to right (horizontal). If you hit a ship at a diagonal to a hit already registered, then this indicates a second ship.

Hint #2 - The sonar is not always right. If after firing several shots at a suspected area without luck, move on as you may be shooting at a false target.

Hint #3 - Once the computer hits a ship, it always sinks it. It uses a logic to detect and destroy the ship once it has hit it. See if you can figure it out and use the same logic to sink the ships you hit.

Hint #4 - When your sonar is on you have 15 seconds to shoot, or the enemy will fire at you without waiting. This prevents you from hunting all the ships down a square at a time.

### **Strategies**

Strategies are available of the registered version.

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## **Game Options**

**Sound On Option** - Turn the sound on or off by clicking on this Menu Option

**Computer vs. Computer Option** - This make the computer play against itself, play is faster with the Sound Option turned off.

**Sonar On Option** - This option turns your sonar on or off. Turning the sonar off makes the game very difficult to win, but it disables the 15 second timer. This means that the enemy only fires after you have fired.

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## **About INWIXCO, Inc.**

INWIXCO, Inc. is a small software manufacturer that specializes in multimedia productions and software. INWIXCO produces multimedia products for bundling and corporate use as well.

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## **Features of the Registered Version**

The features that are available in the registered version are listed below.

Save/Restore Game - the registered version allows you to save to disk and restore saved games. This allows you to interrupt play and continue at a later time.

Sound Choices - you can select any sound scenarios (REALISTIC, SILLY, DISGUSTING, CUSTOM) for your game. The CUSTOM selection lets you designate the sounds that will be played when one of the seven sound events occurs.

Free Upgrade - A network and remote play version is in the works. You will receive one free upgrade when you register.

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