

**003ea1d0-0**

Patrik Jansson

**COLLABORATORS**

	<i>TITLE :</i> 003ea1d0-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Patrik Jansson	October 23, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 003ea1d0-0

### 1.1 BattleShipsII guide by Patrik Jansson

```
                                BattleShipsII
                                demo
                                PD
                                Patrik Jansson
                                1996
                                NOTE!
```

There is a possibility that I will NEVER update this game, so dont wait for a newer version.

```
DISCLAIMER
REQUERMENTS
THE~GAME~IDEA
PLAYING
HISTORY
                TODO
BUGS
CONTACT~ME
```

### 1.2 DISCLAIMER

DISCLAIMER

You use this program at your own risk, if it damage your computer or software in anyway you have no-one else but yourself to blaim.

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The numbers represents the zones they are in.

In one (1) you will find a pre-view image of the ship, and how it will look like when you use the mouse and point over two (2). If you press left mouse button when you see a image of the ship in two (2) a a500-mouse-like image will appear on

tree (3) with the hard choice, OK( to place the ship here)? (left mouse button will confirm and right will abort).

Do this with all your ships, and you will for the last time have to confirm that placement of your ships are OK.

This will repeat for player two.

```
***** Player 1 *                               * Your Shot *                               1
* *          * Shot x *                           * of y *
* *          * *                               * (ship-list) *
* *          * *                               * *****
```

Now the REAL game starts and you will be able to SHOOT your opponent. At one (1) you place your shots, if you have a second thought of any shot, just press one more in that place.'

X and y represents the amount of shots(y) and the number of current shot(x) You will get the amount of shots after the number of ship-zones left, in half. (eg. you starts with 38 ship-zones, thats 19 shots)

\*You can not abort the last shot.\*

Ship-list looks like this:

Shipname HitsLeft ex.

Small Sub SOS Big Sub 4

SOS means that that ship inoperativ and out of the game (it has sunk), and the ship will be 'watery' like-red to the color when it is redrawn the next time. 4 means that you will have to shoot four times more on that ship to get it out of the game.

When you have placed the last shot you will see that those ships of your opponents you have hit will become red, until the screen changes to the next players.

You can not tell out of the color of the hit-zone which ship you have hit.

End game at all time with simple ctrl-c

## 1.6 HISTORY

HISTORY

(BattleShips, then called only in swedish SänkaFartyg, only nullmodem-game)

13/8-95: V1.0, Released to only a cupple of local data-bases.  
 15/8-95: V1.01, non-official version.  
 \* Quicker rutins  
 \* Changed place of a cupple of rutines to make a  
   the time between place of shot and the action to  
   dissapear.  
 18/8-95: V1.02, Changed to FreeWare.  
 \* Rutin for modem, can be played ower that now to.  
 27/9-95: V1.1, Never relested.  
 \* Changed placement-rutins for SPEED  
 \* More GFX  
 \* Music  
 \* External files to look at :)  
 \* New doc.  
 \* Intro-pic.  
 \* New choose-interface for null- and modem  
 (BattleShipsII, not a line of source are the same)  
 28/6-96: V0.2 \* Only two-player game (allthow I have complited  
   the source for dailing and connecting with  
   (null-)modem but not the 'game' rutines.  
 \* Bug-reports needed  
 3/7 -96: V0.3 \* Animations (GR8!) added  
 \* Gfx-ships added  
 \* Some bugg-fixes  
 \* Changed docs into guide format

## 1.7 BUGS

### BUGS

None if my knownleged. Please report.

ToDo:

- \* Make in-game-(null)modem rutines
- \* music or sounds (if anyone would like to make a module, then dont  
   hessitate,  
   contact me  
   !)
- \* investigating Land to water and land to land game
- \* tree or four player game. But HOW?

## 1.8 Contact Me

CONTACT ME:

Snail:

Patrik Jansson  
 Mossberg Sjögården  
 680 50 Ekshård  
 SWEDEN

E-mail: [kirtap@delta.se](mailto:kirtap@delta.se) WWW: <http://www.delta.se/~kirtap>

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