# 003ea1d0-0

Patrik Jansson

003ea1d0-0

COLLABORATORS							
	TITLE: 003ea1d0-0						
ACTION	NAME	DATE	SIGNATURE				
WRITTEN BY	Patrik Jansson	October 23, 2022					

REVISION HISTORY							
DATE	DESCRIPTION	NAME					
	DATE	DATE DESCRIPTION					

003ea1d0-0

# **Contents**

1 003ea1d0-0			
	1.1	BattleShipsII guide by Patrik Jansson	1
	1.2	DISCLAIMER	1
	1.3	REQUERMENTS	2
	1.4	THE GAME IDEA	2
	1.5	PLAYING	2
	1.6	HISTORY	3
	1.7	BUGS	4
	1 8	Contact Me	4

003ea1d0-0 1 / 5

# **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 nower 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.

003ea1d0-0 2/5

The author can in no way be held responseble for any kind of damage it couses.

## 1.3 REQUERMENTS

#### REQUERMENTS

(I think it will require atleast 2 or more MegaBytes of fast/chip memory)

Well, I haven't any idea on what kind of AMiGA this program will run, it was compiled with AmosProCompiler with included AMOS.LIBRARY and no error messages, as a WORKBENCH program, on a Amiga1200(WB3.0) with blizz020, 4MB and 33MHz-882-FPU. I would like to know if you run it on any other config. and what the result was, please (e-)mail me with your info (computer, kickstart etc.).

## 1.4 THE GAME IDEA

THE GAME IDEA

I  $\star$ STOLE\* the idea from the classical game, with same name. But I have non, what so ever, idea if I've got the right amunt of ships and/or they are in the right size.

## 1.5 PLAYING

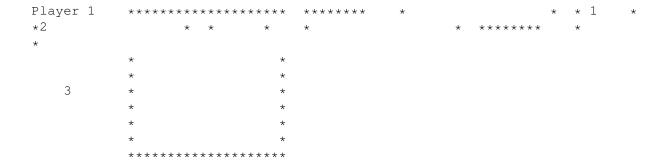
PLAYING

Just start the game, and the main menu will appear, in the full game you will have (I hope :) ) the following choices:

One/two/(tree)/four player game or two player game with (null-)modem

But for now, you will have to satiy for two player game.

After you have choisen game-type #1 and gone on with the game you will come to a screen that looks like this:



003ea1d0-0 3 / 5

The numbers represents the zones thay 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 se a image of the ship in two (2) a a500-mouse-like image will appear on

tree (3) with the hard choise, 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.

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

X and y represents the emunt of shots(y) and the number of current shot(x) You will get the emunt 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 colur 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 se that those ships of your apponents you have hit will become red, until the screen changes to the next players.

You can not tell out of the colur of the hit-zone witch 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)

003ea1d0-0 4/5

```
13/8-95: V1.0, Released to only a cuppel 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 relesed.
                     * Changed plasement-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)
                    * Only two-player game (allthow I have complited
   28/6-96: V0.2
                      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
- $\star$  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 Ekshärd SWEDEN 003ea1d0-0 5 / 5

E-mail: kirtap@delta.se WWW: http://www.delta.se/~kirtap