

Once a game has begun, you can use the radar screen to find the opponent's ships. Select radar from the FILE menu.

The sweeping radar arm turns on segments of enemy battle ships as it passes them. From this you can get a rough estimate of where his ships are located. Shortly after the segments are turned on, they will turn off again until the next sweep of the radar arm. You will have to remember where the enemy ships are located.

See the chapter in this document on how to find ships.