

Seek 'n Destroy

© 1987 Brad Kish

Game Play

To Place Your Ships click on the square in the left grid where you want your ship to end, and then drag to rotate it around that square. To remove a ship click on any square it occupies. Once you are finished placing all your ships click 'Done' to continue.

The Computer now takes his shots. At this stage of the round it only shows where he is aiming.

To place your Shots click on the squares where you want your shots. To remove a shot, click on the square it occupies. Once finished placing your shots, click 'Done' to continue.

Hits and misses are now shown on the grids.






Play continues until one or both of the fleets are sunk.

The Different icons used in the game are:



Aim Miss Hit

The shots available to an Admiral (maximum of 9) depends on the number of ships remaining from the last round.

<u>Type of Ship</u>	<u>Worth</u>
 Aircraft Carrier	3 Shots
 Battleship	2 Shots
 Cruiser	2 Shots
 Destroyer	1 Shot
 PT Boat	<u>1 Shot</u> 9 Shots

Seek 'n Destroy is a Shareware game, and may be freely given away, as long as all documentation is distributed with it.

If you enjoy and use this program, please send \$5.00 to

Brad Kish
48 Varsity Estates Ct. N.W.
Calgary, AB
Canada T3B-5B1