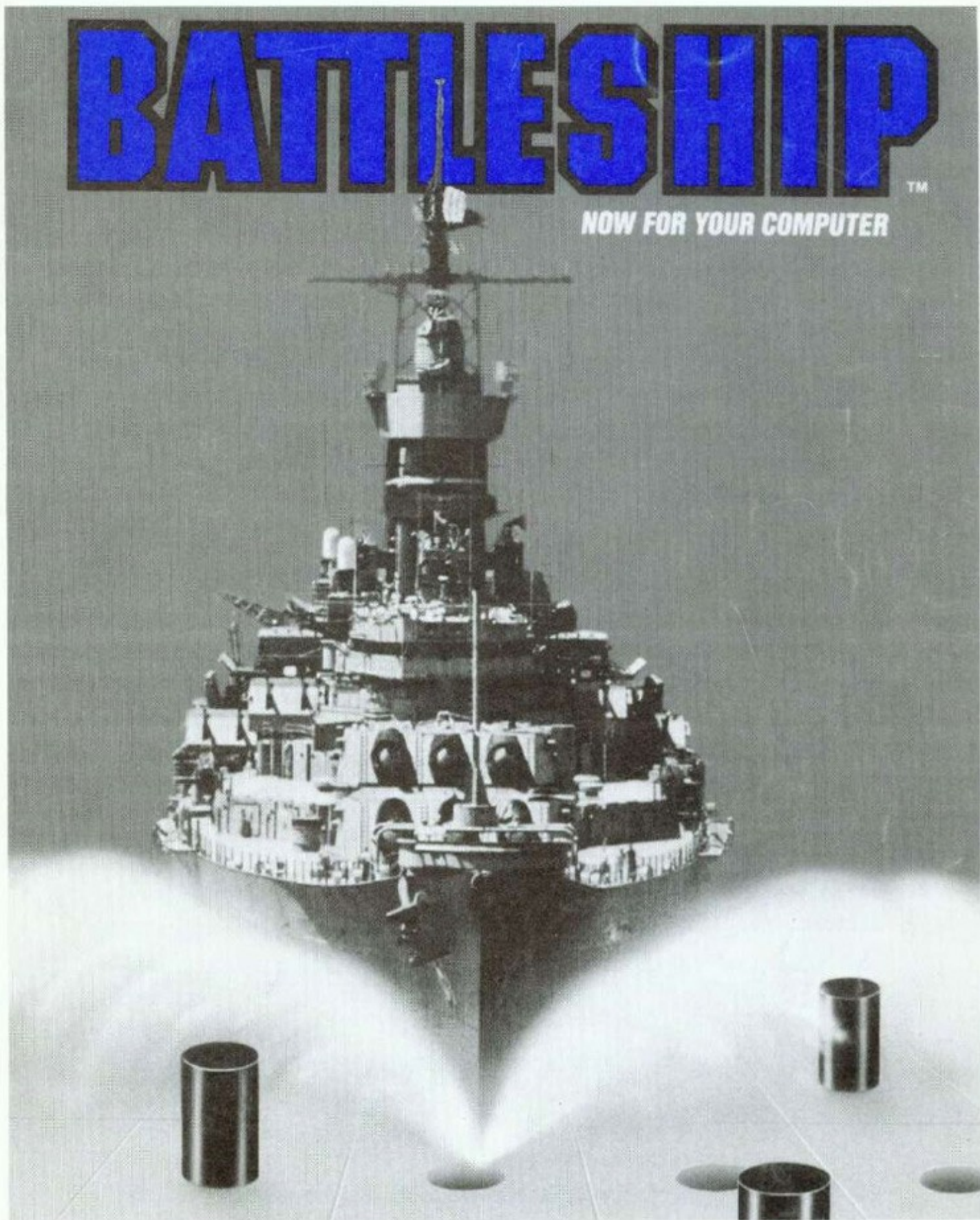


EPYX[®]

BATTLESHIP[™]

NOW FOR YOUR COMPUTER



Game Manual

for Atari[®] ST[™], Commodore 64[®]/128[™], Commodore[®]
Amiga[®], and IBM[®] PC and compatibles

Battle Stations...

The cold morning air chills your bones as you, the admiral of your country's naval forces look out from the bridge into the dense blanket of fog lying on the ocean's surface. "Where are they?" you ask yourself with a sudden realization that you alone must seek and destroy the enemy fleet before they find yours. Do you have the nerve to face the ultimate naval challenge and bring victory home to your country? Will your fleet stand up to the brutal pounding of the enemy guns long enough to sink the enemy armada? If you destroy the enemy fleet you are rewarded in a victory sail past. If your fleet is sunk, you're doomed to a watery grave.

Getting Started

To load **Battleship**, follow the steps in this section for your particular system.

Atari ST

1. Set up your system, following the instructions in your owner's manual.
2. Plug your mouse into mouse port 0.
3. Insert the **Battleship** disk into drive A, label side up, and turn on your system.
4. When the opening screen appears, press **Spacebar** or your fire button to start the game.

Commodore 64/128

1. Set up your system, following the instructions in your owner's manual.
2. Plug your joystick in port 2.

3. Make sure there are no disks in the disk drives, and then turn on the system. If you have a Commodore 128, hold down the **⌘** key while turning on the system to set it to C64 mode. (Or type **GO 64** at the prompt and press **Return**. When the prompt reappears, type **YES**.)
 4. Insert the **Battleship** disk into the disk drive, label side up.
 5. Type **LOAD "*"8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **⌘** key and press **Run/Stop**.)
 6. After the program loads, press **Spacebar** to scroll through the opening screens to the first game screen.
- ☒ **Note:** When playing Battleship, use the Epyx 500XJ joystick with tactile-response microswitches for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger.

Commodore Amiga

1. Set up your system, following the instructions in your owner's manual.
 2. Plug your mouse into mouse port 1.
 3. Insert the **Battleship** disk into the disk drive, label side up, and turn on the system.
- ☒ **Note:** The Amiga 1000 must be booted with Kickstart before you insert the game disk. Turn on the system with Kickstart version 1.2 in the drive. (Kickstart version 1.1 may cause graphics flickers during game play.) When prompted to insert the Workbench disk, insert the **Battleship** disk instead.
4. After the program loads, press **Spacebar** to scroll through the opening screens to the first game screen.



IBM PC and Compatibles

1. Set up your system, following the instructions in your owner's manual.
2. Insert the DOS disk into drive A and turn on the system.
3. After DOS boots, remove the disk from drive A and insert the **Battleship** disk.
4. If your system boots from a floppy drive, type **BATTLE** and press **Enter**. If your system boots from a hard drive, type **A:** and press **Enter**. Then type **BATTLE** and press **Enter** again.
5. After the program loads, press **Spacebar** to scroll through the opening screens to the first game screen. See the IBM Command Card for additional playing instructions.

Objective

Your mission is to seek out and destroy your enemy before he destroys you. Both you and your opponent(s) will secretly place your battleships on a grid map. Then each player will take turns trying to sink the other's ships. To win the game, strategically place your fire power and sink your opponent's battleships before he sinks yours.

Playing Instructions

The first screen presents you with a menu of options. To make your selections with a joystick, place the cursor on the desired option and press the fire button. To make your selections with a mouse, place the cursor on the desired option and click the left mouse button.

The Options are:

1. A one player game against the computer.
2. A two player game with a friend.
3. A multiplayer tournament between two or more players. Two players at any one time; the winner can then take on a challenger and by repeated wins against "all comers" can build up a high score.
4. Salvo Fire:
 Salvo Fire On: You can shoot an entire round of ammo at a time.
 Salvo Fire Off: You can shoot, at best, 4 shots at a time.
5. Speech on/off (Amiga only).

Strategically place each of your ships on the grid map (see *Fleet Report* on page 6). If you are playing a human opponent, make sure your moves are made secretly.

Placing ships using a joystick: Move the cursor over a graphic ship at the side of the map. Press the fire button and move the ship to the desired map location. Press the fire button again to place the ship on the grid map.

To rotate the ship on the Commodore 64/128, first place your ships on the grid map. Then, place the cursor on the rotate button on the bottom part of the screen and press the fire button. Next place the cursor over the ship you wish to rotate. Press the fire button until the ship is in the desired position. When you have placed your last battleship place the cursor on the End button and press the fire button.

Placing ships using a mouse: Place the cursor on a graphic ship on the side of the grid map and click (press and release) the left mouse button. Rotate the ship by clicking the right mouse button. Move the cursor to the desired location and click the left mouse button again to place your battleship on the grid map. Be sure to rotate your ship before you place it on the grid map — once placed, it cannot be rotated.



Each player is asked in turn to place shots by selecting a grid coordinate. This is done by positioning your cursor on the grid map and pressing the fire button or the left mouse button.

When you've selected your last target, the screen will flip to a graphic representation of the fleet at sea. Missiles will be fired from your ship as aircraft fly overhead, and the progressive destruction of your enemy will be shown. Next the grid map will be shown with the hits and misses indicated with different color grid squares.

Your fire power (number of shots) will decrease if your opponent manages to sink more of your ships. If you manage to sink more of your opponent's ships, his fire power decreases.

The battle is over when one fleet is sunk. The winner is rewarded in a victory sail past, the loser sleeps with the fish.

Strategy

It is important to strategically place your ships at the beginning of the game if you want to win. Normally it is not a good idea to place ships close together. When a hit is scored in an area, that area is usually pelted the next round, so ships that are grouped together tend to go down together.

It also helps to know the different shapes and sizes of the various ships. When you score a hit, the screen will show you which ships were hit. Knowledge of the sizes of these ships will help you plan your next shots efficiently (see *Fleet Report* on page 6).

Multiplayer Tournament Play

When the multiplayer option is selected, the winner of each game is awarded points. The fewer shots taken to destroy the enemy fleet, the more points awarded the winner. The winner of each round advances to fight the next challenger. If the victor of each round scores a high enough score, he enters his name on the high score table. The tournament winner is the player with the most points at the end of the tournament.

Fleet Report



Aircraft Carrier - 6 hits



Battleship - 5 hits



Submarine - 4 hits



Destroyer - 3 hits

(There are two of these in each fleet in the ST and Amiga versions)



Torpedo Boat - 2 hits



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