

***U.I.N.
Tactical Command System***

CODENAME:



Battleships

User Guide

TOP SECRET
FOR AUTHORISED
EYES ONLY

Welcome Commander to the U.I.N. Tactical Command System, the very latest in top of the line combat command. Over the course of this short guide you will learn how to use the Tactical Command System on the battlefield.

Table of Contents

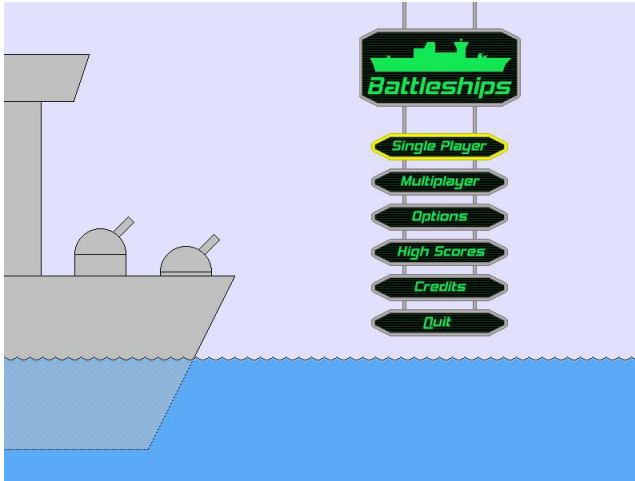
Introduction	2
DirectX	4
Main Menu	5
Ship Positioning	6
The Main Game	7
Winning and Losing	8
Multiplayer	9
The Ships	10

DirectX

Battleships requires DirectX 8 or higher in order to play. If you do not have it, it can be downloaded from www.microsoft.com

You can check which version you have by running DXDIAG from the Run command in the Start Menu.

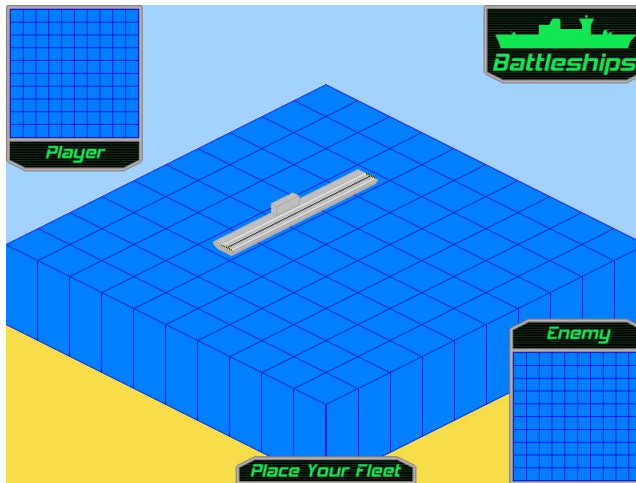
Main Menu



The Main Menu features six options:

- Single Player – Play against a computer controlled opponent
- Multiplayer – Play against a friend over a LAN, see the Multiplayer section
- Options – Allows you to turn music and sound On and Off
- High Scores – View the Single Player High Score Table
- Credits – See who made Battleships
- Quit – Exit to Windows

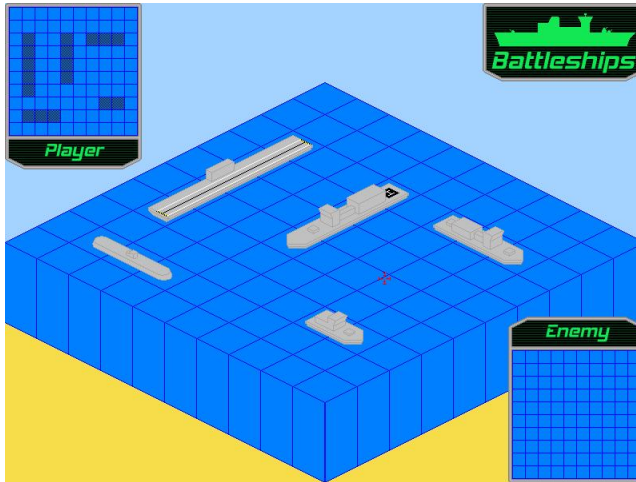
Ship Positioning



Position your fleet by using the mouse to move you ship, you can use the isometric 'World' view in the centre of the screen or the 'Defending' grid in the top left. Ships can only be positioned when fully in the grid and not overlapping another ship.

- Ships are placed by using the Left Mouse Button
- Ships can be rotated using the Right Mouse Button
- When all the ships are placed press ENTER to confirm you are ready. In Single Player mode the game would start at this point, in Multiplayer you wait until both players have pressed ENTER

The Main Game



You attack by clicking on either the 'World' view in the centre or the 'Attacking' grid in the bottom right.

Previous turns are recorded in the 'Attacking' and 'Defending' grids. Your moves are recorded in the 'Attacking' your enemies in the 'Defending'. Hits are recorded by a RED marker and Misses by a WHITE marker.

When you play the shot a cut scene appears to show the outcome, this can be skipped by pressing SPACE. This is followed by a summary. You can return to the game quicker again by pressing SPACE

Winning and Losing

You win the game by sinking all of your enemy's ships before your enemy can sink all of yours.

Equally you lose the game if your enemy sinks all of your ships before you sink all of your enemy's ships.

Multiplayer

A Multiplayer game can be created to play over a LAN using the TCP/IP protocol. To play both players must have Battleships and have the TCP/IP protocol installed.

Hosting a Game

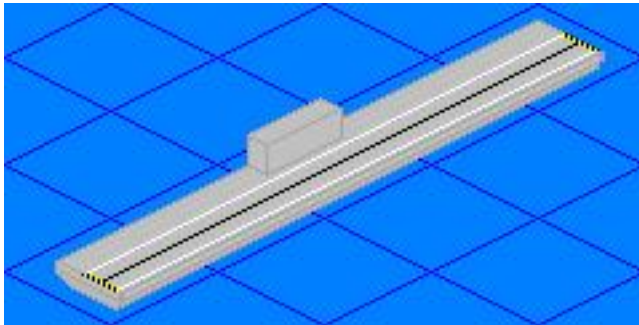
To Host a game you simply select Host from the Multiplayer menu.

Connecting to a Game

To Connect to a game, select Connect from the Multiplayer Menu, then when prompted enter the IP address of the Host. This can be found, by running IPCONFIG from a command window, prior to running the game.

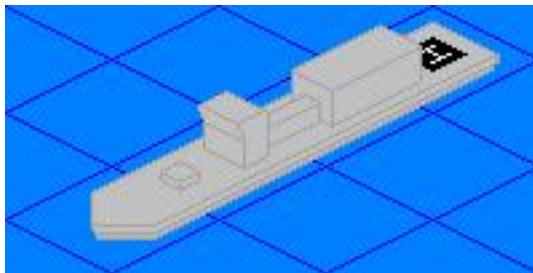
The Ships

Aircraft Carrier



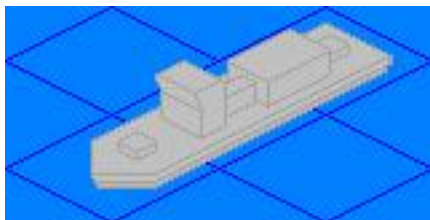
Size: 5

Battleship



Size: 4

Cruiser



Size: 3

Submarine



Size: 3

Destroyer



Size: 2



A Game By

Gavin Cox

All Components including User Guide, Source Code & Artwork
© 2005 Gavin Cox. All Rights Reserved.