

SHIP HUNT

SHIP-HUNT is a one-player game that plays much like the popular BATTLESHIP game. The game board represents an ocean area in which are hidden five ships; a battleship, a cruiser, a submarine, a destroyer and a frigate. Your goal is to sink these five ships by locating them on the game board and hitting them with one of your limited supply of shots. The game ends when all five ships are sunk, or when you run out of ammunition. Your final score is twenty times your total hits less one point for each shot you took. When two or more play, the one with the highest score is your winner.

Game instructions are contained in the program. The third screen asks the player if instructions are desired, and if requested, will display them in a timed sequence requiring no response. When instructions have

finished, a graphics screen is displayed, showing the playing grid where the five ships are hidden. The player moves about this grid using the arrow keys. When the player wishes to shoot at a square, the blinking cursor is moved to that square and the space bar depressed. A shot is then recorded.

Ships are either vertically or horizontally oriented. Whenever a player fires a shot at a grid square, the top of that square turns green. If that square contains a part of a ship, then several things happen.

First, a yellow hit marker fills the lower portion of the target square. Then, to the right of the playing area, a marker is displayed below the ship that was hit. If the hit sinks that ship, a sinking tone is played, followed by the word SUNK appearing below the ship indicator. Further, whenever a hit is recorded, the blinking cursor used to mark the action of the player on the grid, is returned to the upper left square (The starting position).

As a final game treat, when the game ends, a map will be displayed showing the location of all remaining ships and your score.