YOU HAVE 15 GUNS mounted on five ships (See Display 1)

5 Guns	-	A A A A A	Aircraft Carrier
4 Guns	-	B B B B	Battleship
3 Guns	-	C C C	Cruiser
2 Guns	-	D D	Destroyer
1 Gun	-	S	Submarine

YOU SHOOT EVERY GUN (SALVO) once every turn at the computer's hidden ships. See Display 2: The 1's mark your shots on your 1st turn, the 2's your 2nd, etc.

EVERY HIT DESTROYS A GUN. Fire-power decreases with every hit until the loser has no Guns left. Most games end before 10 turns. (normally 20-30 minutes)

YOU KNOW WHICH SALVO HIT, BUT NOT WHICH SHOT. After each salvo, you are told how many hits on which ships. See the left side of Display 2. A HIT ON: 1 3 3 0 0 means you hit the computer's Aircraft Carrier once on salvo 1, twice on salvo 3 and it has 2 guns left. The total hits and level of play are shown at the bottom left: A 3 means 3 hits total on his Aircraft Carrier.

EXTRA-HARD MODE: The computer shooting first in the HARD mode - beats the program's author 1 out of 4 games. See WARNING (upper left of this page)

SUPER HARD MODE BEATS AUTHOR 4 OUT OF 5. The computer shooting first in the Medium mode is SUPER HARD. Note: When the computer shoots first, you start with less than 15 shots.

```
                Y O U R   B A T T L E   S C R E E N
R HIT ON           1  2  3  4  5  6  7  8  9  10
 1 3 3 0 0   1  .  2  .  2  .  .  .  2  .     1
B HIT ON     2  1  .  2  .  2  .  .  2  .     2
 2 0 0 0     3  .  1  .  3  .  2  .  .  2  3  3
C HIT ON     4  3  .  1  .  3  .  2  .  .     4
 3 0 0       5  .  3  .  1  .  3  .  2  .     5
D HIT ON     6  1  .  3  .  1  .  3  .  2  .  6
 0 0         7  .  1  .  .  1  .  3  .  2     7
R 3          8  .  1  .  .  1  .  3  .     8
B 1 C 1      9  .  .  1  .  .  1  .  1  .  3  9
D 0 5 0     10  .  .  .  1  .  .  .  1  .    10
EASY               1  2  3  4  5  6  7  8  9  10
```

DISPLAY 2: Using the data displayed here, you can destroy his Aircraft Carrier in 6 shots and be sure of another hit on his Battleship with 6 more: problem 1 & 2.

SEMI-SENTIENT Software

SENTIENT implies alive, aware, conscious, perceptive and thinking. When you play SALVO BATTLESHIP in the MEDIUM or HARD mode, you will wonder where the SEMI went. The computer displays some very SENTIENT thinking in this non-deterministic game. In a game such as this, there is no way to be certain of winning. You must out-think the computer one-on-one every time you play and every game is different. The software is smart and the game is habit-forming.

The "SALVO" makes it serious

This game is not to be confused with the one shot per turn kiddie versions of Battleship sold in toystores. The computer plays Battleship in 15-Gun Salvos (less hit losses)—an adult game which seldom lasts beyond ten turns and requires you to do some serious thinking if you don't want to lose quickly.

Alternating Displays

Display 1: YOUR DEFENSE SCREEN—Shows the 10 by 10 grid where you place your five ships: Aircraft Carrier (5 Guns), Battleship (4 Guns), Cruiser (3 Guns), Destroyer (2 Guns), and a Submarine (1 Gun). This display, shown during the computer's turn, also shows the computer's shots (as flickering flashes) and any hits on your ships (as steady burning with flashing DAMAGE ALERT). Every hit represents a gun knocked out for the duration of the game. In Salvo Battleship you shoot a Salvo with all of your guns once each turn. Every hit the computer makes reduces your capability to shoot back, and every hit you make cuts down the number of shots for the computer's next turn.

Display 2: YOUR BATTLE SCREEN—Another 10 by 10 grid, which shows the locations and patterns of all of your shots: As 1's for your first Salvo, 2's for the second, 3's for the third, etc. This display, shown on your turn, also shows the Salvo numbers of your hits on each of the computer's ships. Note that in Salvo Battleship you are not told which shot scored a hit, only which SALVO. This leads to many, sometimes complicated tracking situations. The information in this display will help you track down and destroy the computer's hidden ships, hopefully before the computer tracks down and destroys yours.

Many Modes of Play

These are called modes rather than levels because they represent different strategic approaches to the game. It must be remembered throughout: there is a tremendous advantage in shooting first. When the computer shoots first, you will start with 12 to 14 shots instead of 15, as a result of his hits.

EASY MODE is for children only. The computer shoots random shots throughout the game to match a child's random shots. The games are drawn out in this mode because the computer does not search for targets and home in on them (which would end the game quickly).

MEDIUM MODE: When you shoot first in the Medium mode, you are playing the Medium mode; but if the computer shoots first, the Medium mode becomes SUPER HARD. In the Medium mode the computer shoots random shots until he gets a hit. Then he uses his record of shots and hits to home in on and destroy that target. This mode offers a challenge to beginners: He's coming to destroy your ships with reasoned analysis and you must out-think him or lose.

HARD MODE: When you shoot first in this mode, you are simply in Hard mode; if the computer shoots first, you're playing in EXTRA HARD mode. The computer shoots patterns (randomly selected) designed to get a hit on both your Aircraft Carrier and Battleship as soon as possible. Then he homes in on both rather quickly. If you fail to reduce his firepower enough to significantly interfere with the completion of these patterns in Salvos 1, 2, and 3, then you will watch your ships get destroyed. You will find yourself with only 1 or 2 shots left in each Salvo, while the computer shoots at you with

8 to 10 shots. It is theoretically possible to battle back from such situations, but you will most likely lose. This mode is "Methodically Devastating" and represents a real challenge to the adult mind.

EXTRA HARD MODE: The computer shooting first in Hard mode is EXTRA HARD. The computer usually gets 2 or 3 hits on its first salvo using the Hard mode patterns, so you start the game with 12 or 13 shots. You must catch up and pass the computer in order to have any chance of winning. This is the "contest" mode of SALVO BATTLESHIP. It beats good players six games out of seven.

SUPER HARD MODE: The Medium mode with the computer shooting first is SUPER HARD, and this is the toughest mode to beat in SALVO BATTLESHIP. The Medium mode strategy still prevails—the computer shoots randomly until he hits something, and then homes in on it. But when the computer shoots first with 15 random shots, he gets four and five hits too often, and three hits normally. You may have a slim chance of winning if the computer gets less than three hits on the first Salvo. The computer often comes back with one more random Salvo. You will frequently be starting with 10 or 11 shots to the computer's 15. This is the "research" mode for those who wish to try to master the game of SALVO BATTLESHIP.

Prize Winning Debut

At the 1979 National Computer Conference (NCC '79) SALVO BATTLESHIP made its non-commercial debut in the Personal Computer demonstration/contest. The booth demonstrating this new game was crowded all day every day of the show. Individuals, committees and other exhibitors excitedly tried to beat the HARD mode. At the end of the show SALVO BATTLESHIP received a well deserved prize. It was NEW GAME OF THE YEAR 1979 at its NCC '79 debut.

The Sensational Battleship Contest

A few months later at the 1979 National Small Computer Show, the SEMI-SENTIENT SOFTWARE people staged a truly sensational commercial debut. Using three TRS-80 computers, they held a contest in their booth and gave prizes to anyone who could beat SALVO BATTLESHIP in the EXTRA HARD mode. There weren't many winners (only 25 out of 200 contestants) but the booth was packed from before the doors opened (with other exhibitors) until the power was turned off each night. Most of the contest winners chose the game over many more expensive prizes.

A survey was conducted during the contest, and with 99 contestants returning completed questionnaires, the following results were recorded:

> I have played a complete game of SALVO BATTLESHIP by SEMI-SENTIENT SOFTWARE and these are my opinions:
> I found the game:
> Boring (0); Dull (0); So-So (2); Interesting (47); Great Fun (42); Engaging (34); Fascinating (26); Challenging (98); Super-Super (23)
>
> —check all that apply—
>
> I would like to play it again—Yes (92); No (0); Maybe (7)
>
> I would consider buying a TRS-80 as a result of playing this game—Yes (13); No (26); Maybe (29); I already own one (28); Other (3)
>
> As a result of playing this game, I am impressed by the ability of S. S. SOFTWARE to produce software that THINKS—Definitely (66); Somewhat (25); Not at all (4); Blank (4)

High Quality Product

The BATTLESHIP cassettes are high quality, signal enhanced, and recorded on both sides by Cook Laboratories Inc. This company represents the standard in cassette quality. Dealers have praised the negligible return rate for failures and every tape returned so far (only three) has loaded perfectly under test. Any defective cassette will be replaced free of charge.