

## Instructions for space battle game

After launching the game, you will be asked to choose the size of your sector, which is equivalent to the game board, in which all spaceships will be placed. Both your and your opponent's sectors are always the same size, the shape is always quadratic and the size must be between 10 and 15 tiles (both inclusive).

Then, you will buy spaceships into your fleet. There are 5 different types of spaceships which have a unique shape that will be displayed in the console for the purpose of better visualization. You can choose your ships by typing in a number between '1' and '5' (inclusive) that refer to a ship type. The amount of coins at your dispose depends on the size of the sectors. Your coins will be decreased by the price of every spaceship you choose to buy. If you wish, you can stop buying ships before your coins are depleted, but you'll obviously have to buy at least one ship. To stop buying ships earlier, type in a '0'.

In the next step, you can rotate a ship between 0 and 3 times by typing in the number of desired rotations. Of course, if the ship type has only one tile, this step will be skipped. Now you can place your ship in a field inside your sector. You can type in a letter followed up by a number to represent the row and column to place your ship in. for example, to place your ship in the third row and third column, you can type in 'C3', 'C' stands for the third row and the '3' represents the third column. Your chosen field will be the anchor of your ship, which represents its upper left field. For example, for the cruiser, rotated 0 times,

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!  -  -  O
O  O  O  O
-  -  -  O
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the field with the symbol '!' is the ship's anchor. You are not allowed to place your ships in some fields, for example if a part of the ship would be put outside your sector. Also, every tile containing a ship must keep a minimum distance of 2 tiles to other tiles that are not empty. Possible placements are represented with a '-', your already placed ships with an 'O' and not allowed placements with an 'X'

This process will be done automatically for your virtual alien opponent, who is controlled by the computer.

There are two maps that will be displayed: your sector and your enemy's sector. In your own sector, a '-' represents an empty space; an 'O' represents a part of a ship; and an 'X' represents a ship wreck.

In your enemy's map, a '-' represents empty spaces; an 'X' represents a wreck; and an '#' represents already attacked empty fields.

Now you can attack your opponent's sector by typing in the desired space in the same format as when placing your ships earlier, for example: 'F10'. You can only attack fields you haven't attacked yet. If you miss, the alien will attack your sector. Whenever someone hits a ship, they will be allowed to attack again until they miss. If you destroy one of your opponent's ship, you will be informed which ship type has been destroyed.

The player who destroys all of their opponent's ships first wins the game.