

ザ ワルド 説明書

Za Warudo Manual



船艦規格表(Vessel Specifications) :

Vessel Type	Aircraft					Mercy Ships
	carrier	Battleship	Cruiser	Destroyer	THEL Ship	
Classification	CV	BB	CG	DD	LV	AH
Symbol						
HP	5	4	3	2	1	5
MAX Speed	1	1	2	3	4	1
Striking Distance	25	20	15	10	ALL	
Shell Damage	3	3	2	1		
Fire Cool Down	15	30	30	60		
Torpedo Damage			3	3		
Launch Cool Down			60	30		
Laser Damage					6	
Laser Cool Down					90	
Defense Distance	5	10	15	20		
Defense Cool Down	15	30	30	60		
Enrich Amount						1
Rescue Distance						3
Rescue Cool Down						50

地形系統(Geography System) :

Landscape Mountain(山) Flatland(平地) Reef(暗礁)

Symbol			
Vessel			(Damage:1)
Shell			
Torpedo			
Laser			
Cautious	<ol style="list-style-type: none"> 1. 長寬任意一邊皆不可為 0 2. 範圍不可超出地圖範圍 3. 任兩地形不可重疊 4. 地形不可設在有船及魚雷的範圍 5. 高山不可設在有砲彈的範圍 		

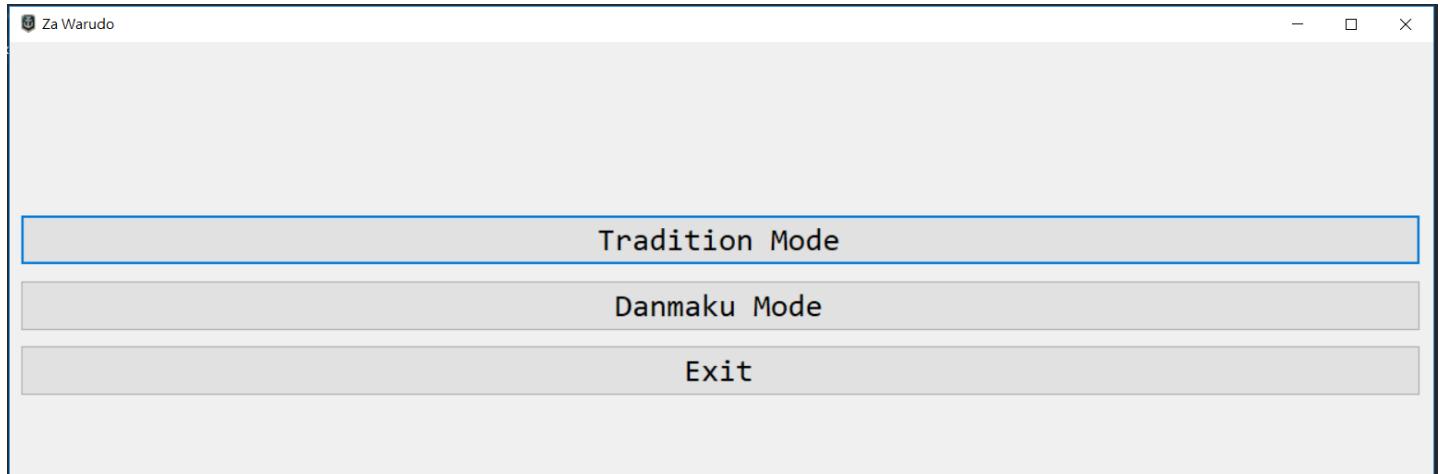
天氣系統(Hydrometeorology System) : (位置與方向隨機)

Weather Fog Lightning Typhoon

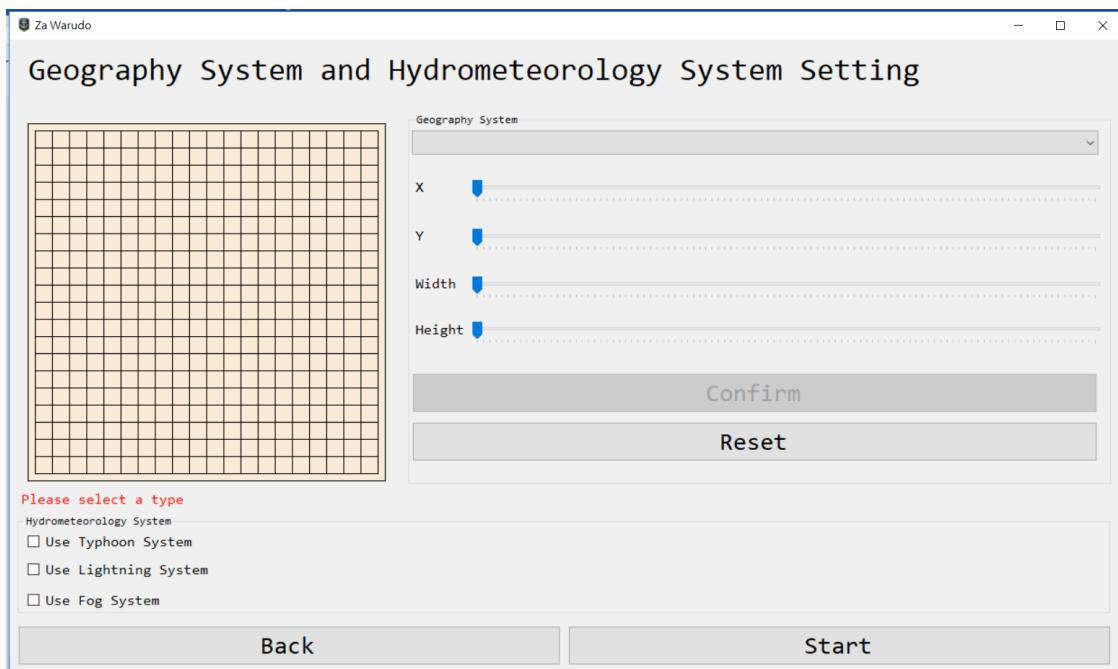
Symbol			
Duration	100	5	Passing Time
Damage Type		Once	Continuously

Damage		6	0.2
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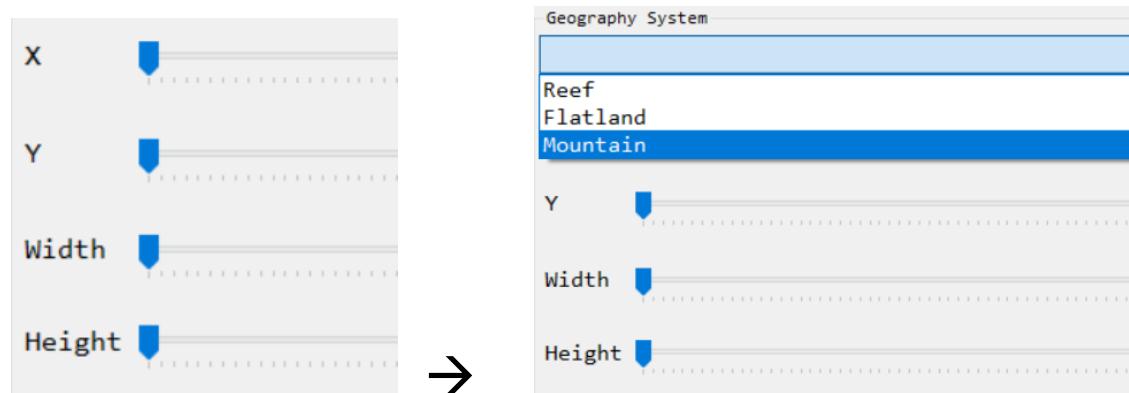
使用者介面(User Interface)：



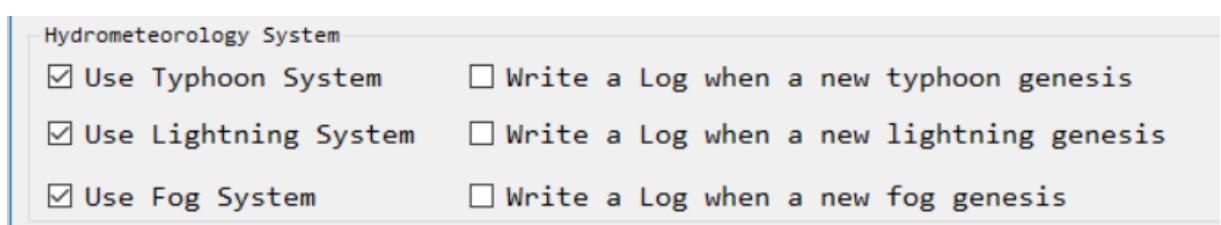
A. 標準模式(Tradition Mode)



I. 初始化地形：選擇地形與設定左上角座標&長&寬

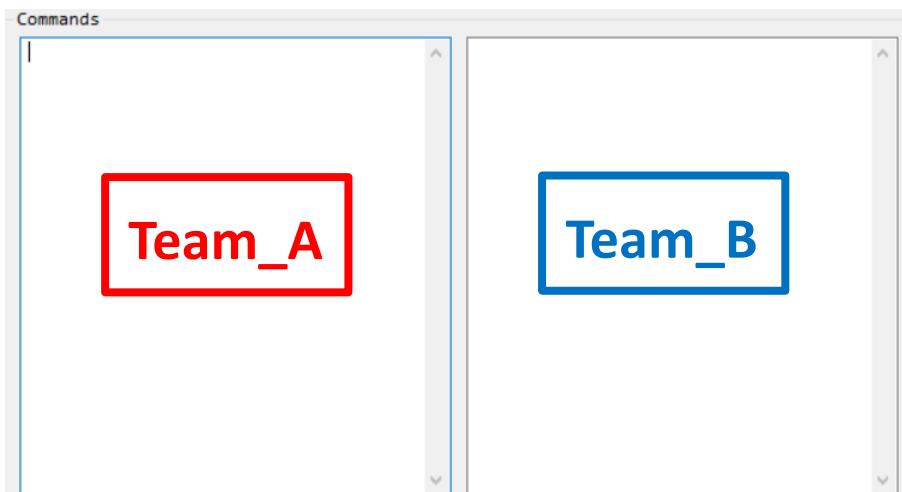


II. 天氣系統選擇：選擇天氣類別，且選擇是否出現在 log 列



III. 按下 **Start** 開始遊戲

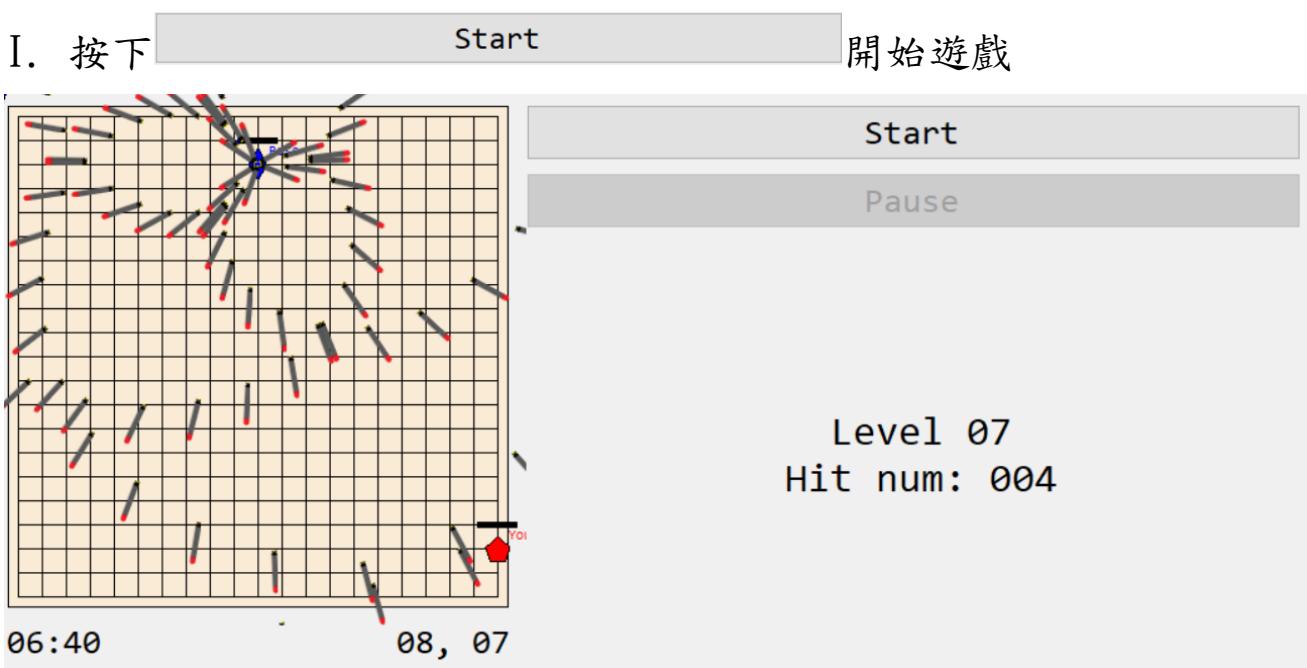
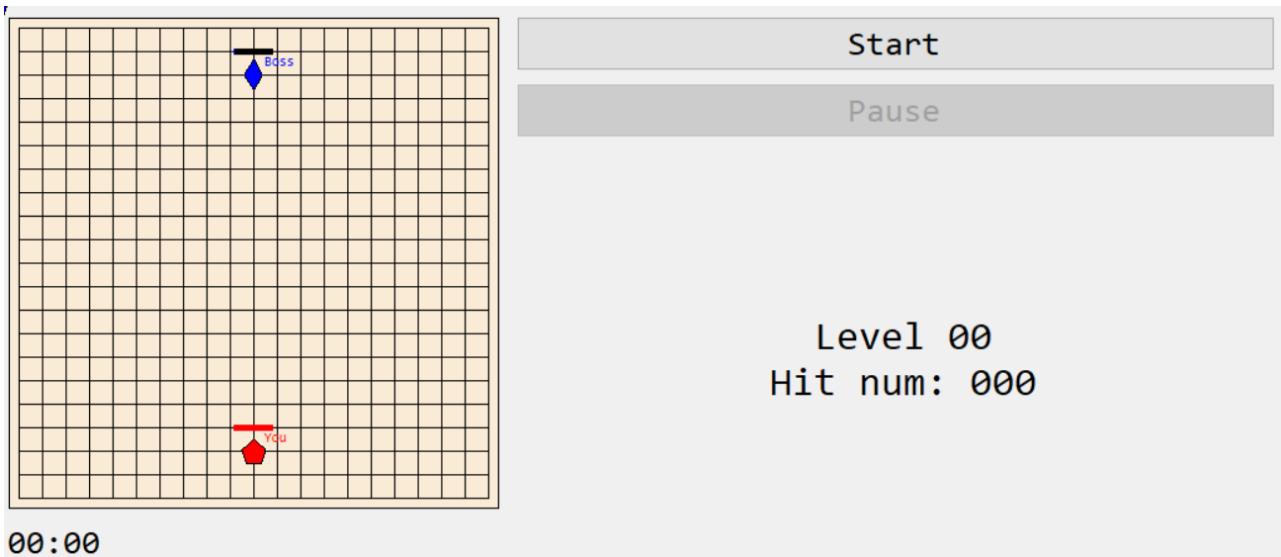
IV. 分別在 A 隊、B 隊指令列輸入戰鬥指令



V. 氣象戰(Geostorm)



B. 彈幕模式(Danmaku Mode)



C. 離開程式(Exit)

程式指令(command) : ("_"為空白)

A. 設定船艦(set the vessel)

SET _ [Vessel Name] _ [Vessel Type] _ [X Coordinate] _ [Y Coordinate]

B. 重新命名船艦(rename the vessel)

TAG _ [Vessel Name] _ [New Name]

C. 移動船艦(move the vessel)

MOVE _ [Vessel Name] _ [Speed] _ [Angle]

D. 船艦發射砲彈(fire shell from the vessel)

FIRE _ [Vessel Name] _ [X Coordinate] _ [Y Coordinate]

E. 船艦發射魚雷(launched torpedo from the vessel)

LAUNCH _ [Vessel Name] _ [X Coordinate] _ [Y Coordinate]

F. 船艦發射破壞死光(emit Hyper Beam from the vessel)

LASER _ [Vessel Name] _ [Vessel Type] _ [X Coordinate] _ [Y Coordinate]

G. 船艦發射方陣快砲(the vessel use Phalanx)

DEFENSE _ [Vessel Name] _ [Vessel Type] _ [X Coordinate] _ [Y Coordinate]

H. 修理船艦(the vessel_A repair the vessel_B)

ENRICH _ [Vessel_A Name] _ [Vessel_B Name]