rules.setString("The object of Battleship is to try and sink all of the super computer’s before they sink all of your ships. All of the computer’s ships are somewhere\non the super computer’s board. You try and hit them by hovering your mouse over the cell on the opponent’s board and clicking that cell (make sure to release the mouse button immediately after clicking). The super computer also tries to hit your\nships by with its complex randomization algorithm.");

newGame.setString("Your ships as well as the super computer’s ships will be randomly placed on the board using another different even more complex randomization algorithm.");

playingGame.setString("You and the super computer take turns guessing the coordinates. Both player’s boards are marked:\nred for hit, white for miss. When all the cells on your ship or the super computer’s ship have been hit, the ship will be sunk. You will see on the screen\n which ship has been sunk. As soon as all of one player's\nships have been sunk, the game ends.");