BATTLESHIP

Image from http://galleryhip.com

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Game Rules

Each player has two grid. One displaying his own boats and the other one displaying his shots on his opponent. Before the game starts the playersplace their boats on their respective grid. They have 5 boats to place. An aircraft carrier (size 5) a battleship (size 4) a submarine (size 3) a cruiser (size 3) and a destroyer (size 2). When placing the boats they HAVE TO be place a square or an hexagon away from other boats.
The first player who has shot all of his opponent's boats win.

Choose Game Mode
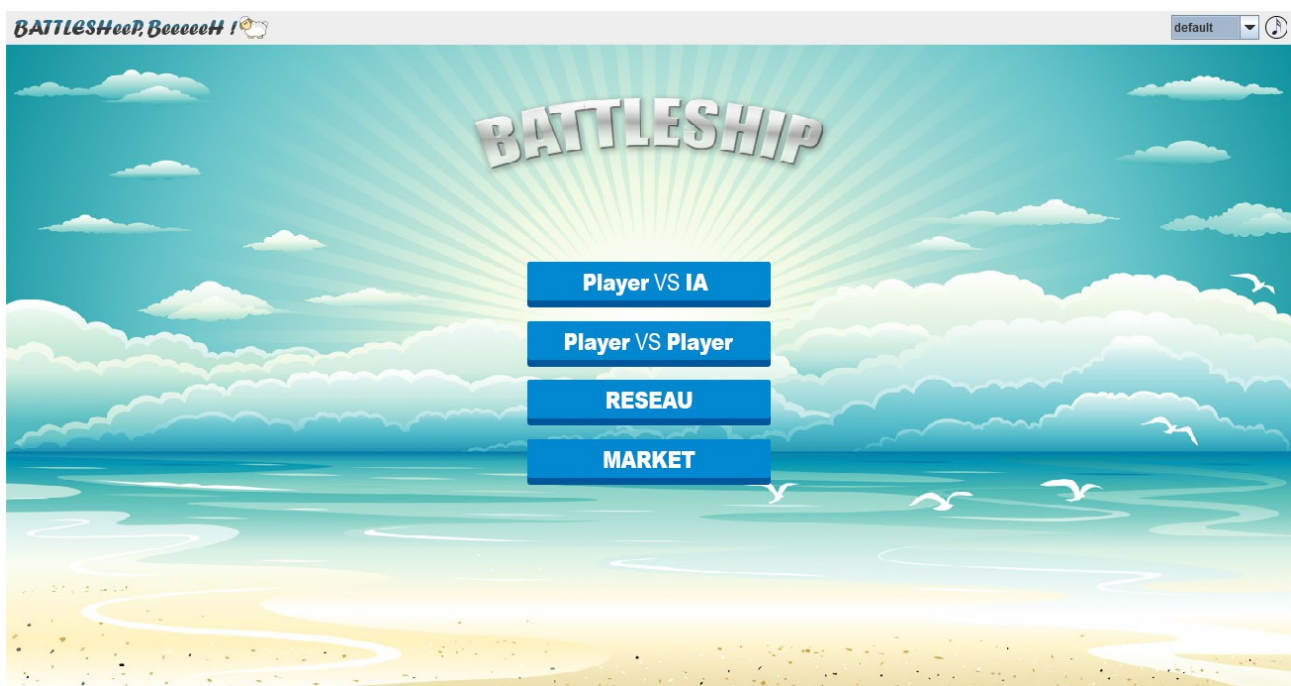
The homepage gives you the choice between 4 game modes. You can play against an artificial intelligence by yourself. You can play against another person but on the same computer. An you can play on a network against someone else logged on it. The homepage also has a link to the market where you can buy weapons and ammos withthe money you earned in the game.

Player VS IA

When playing with an artificial intelligence you first have to choose what type of grid you want to play on, a square or an hegonal grid.
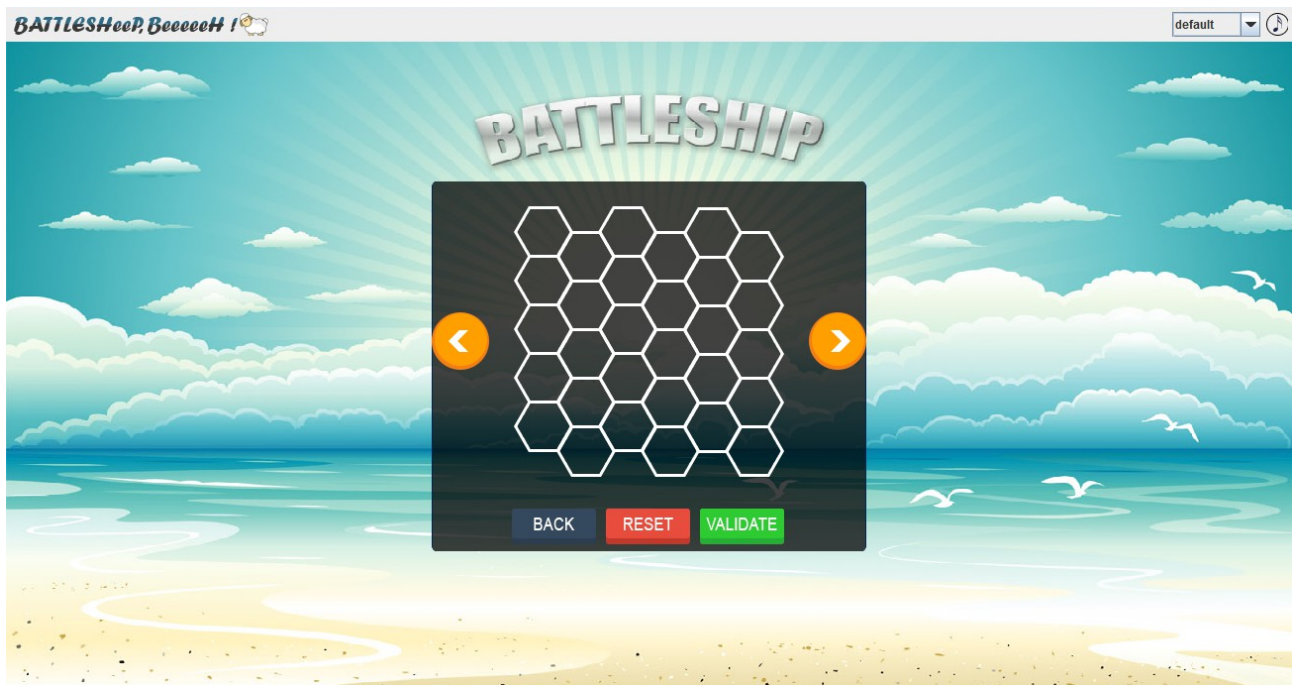
You then have to place your boats on your grid. You can switch between the different orientations by using the button under the boats choice or by using the mouse wheel.
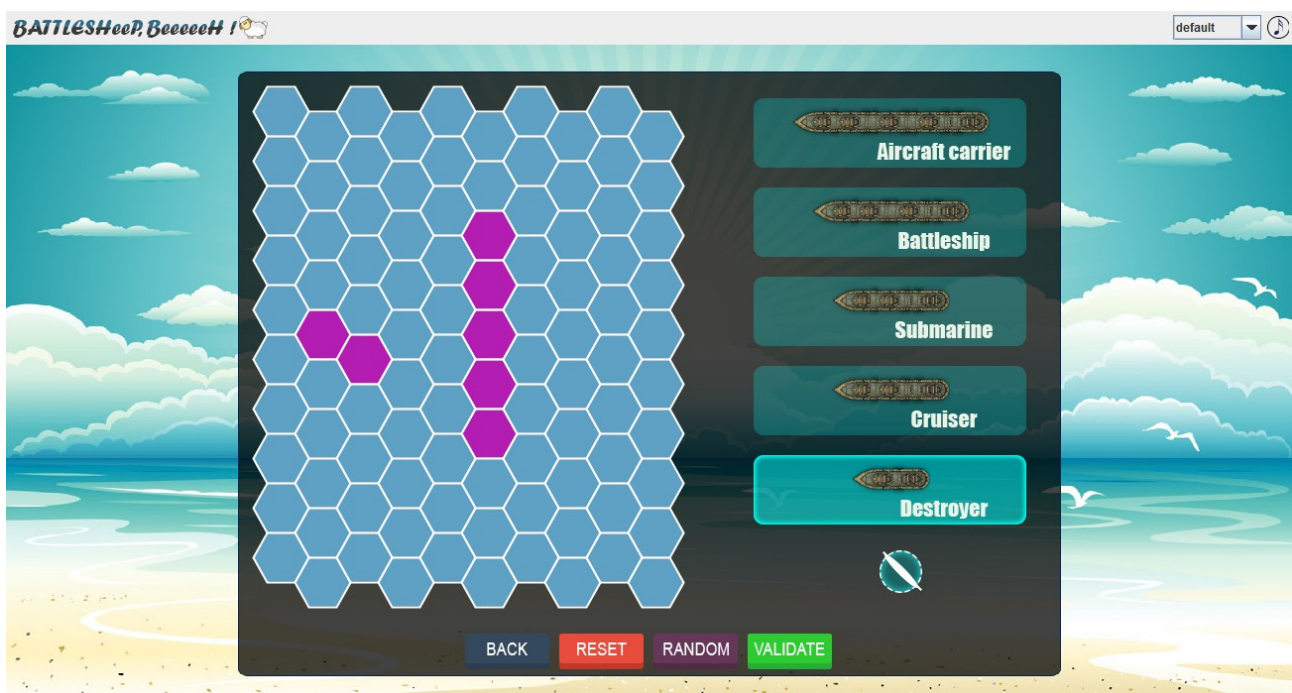
Using the RANDOM button will place your boats randomly on your grid. Once you have placed your boats you can get to the next step by pushing the VALIDATE button.

You are now in the game. You can see your opponent's grid on the left and your own on the right with your boats showing in purple.
When shooting on your opponent's grid if you hit water the compartment turns green and if you hit a boat it turns red. On your grid water compartments turn grey and boat compartment turn red.

On the right of the grids you can see the chat box. In this mode in can be use for cheat codes (if there are any). Bellow the grids you can see four buttons each for a weapon. If you bought te weapons and ammos you can use them and hit more compartment with each shot you take. Your score is shown on the lower right corner. In the head bar on the right you can choose your theme and to mute/unmute the game.

Player VS Player

It mostly goes like the Player VS IA with a few exceptions. Each player places his boats, one after the other. Then each player plays round by round and in between players the screen censors the grids so that none of the players can cheat. To acceed the game you have to press the button.
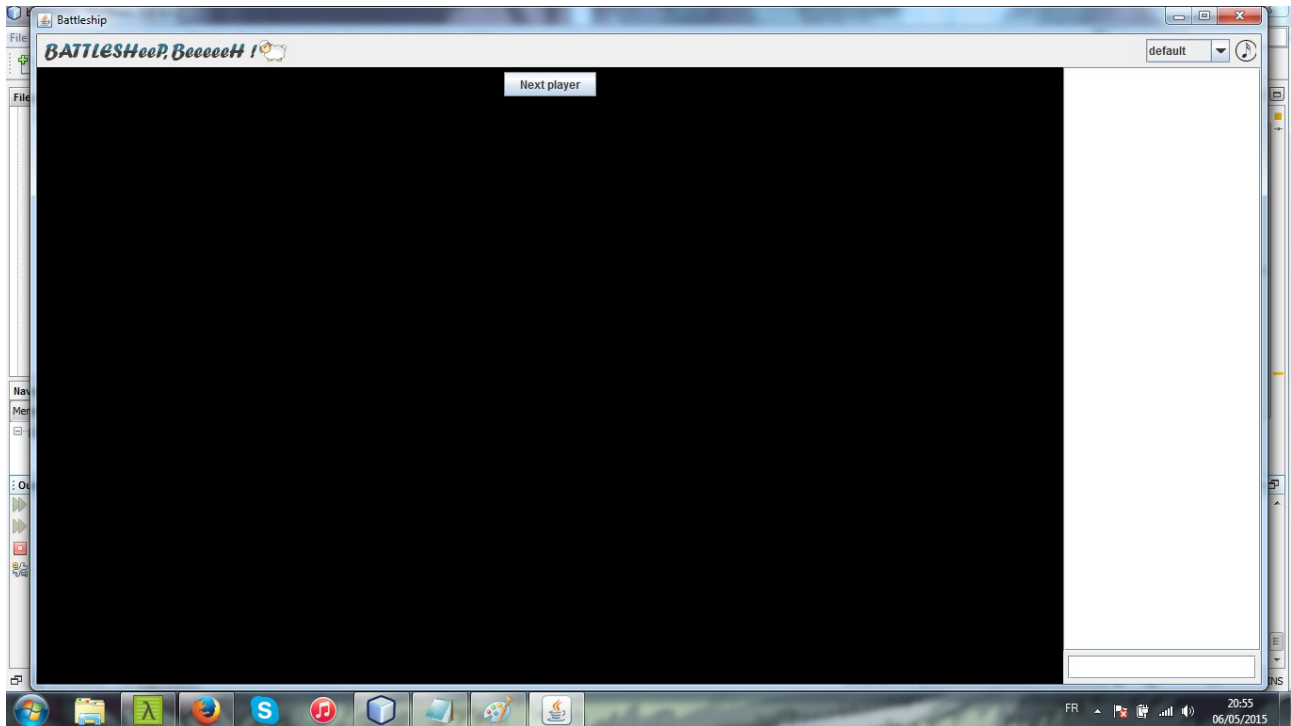
NETWORK

After pushing the button you have to choose an IP server to log onto. If the address is valid you can choose a game between those in the list or create a new game if there aren't any available or if you just want a new one.

- If you join a game you place your boats and then the game starts.

- If you create a new game, you choose your type of grid and name the game (for the list). You then place your boats and wait for another player to join the game. When the game is full, i.e. all players are logged, and they're all ready to play the game starts.

Market

You can go to the market to buy weapons and/ or ammos. Each weapons shoots in a different pattern. The more expensive the weapons the more casualities for your opponent. You have the choice between torpedos, bombs and nuclear bomb (or nukes).