SeaBattle 1945 ™ v1.0
User Documentation

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1.   Introduction

SeaBattle 1945 is an outstanding classic Battleship™ game with stunning, beautiful graphics and superb special effects and animation. The goal is to find and destroy your enemy's ships before they destroy you.

Each player starts with five ships: Carrier, Battleship, Submarine, Frigate and mime sweeper. The first play destroys all the enemy's ships wins the game.

Play against the computer or two players using Bluetooth®.

2.   System Requirement

- PalmOS® 4.0 Color and higher
- 1250K of memory
- SD/MMC card optional

2.1   Compatibility

- Palm® Tungsten T/T2/T3/T5 Palm® Tungsten C and Palm® Zire 22/71/72, T/X and LifeDrive
- Palm® Treo 600/650
- Sony Color Clie with PalmOS® 5.0 or higher
- Garmin® PalmOS 5.0
- Bluetooth®
- External Card such as SD/MMC/CF/MS

3.   Installation

To install SeaBattle double click on the file SeaBattle.prc and SeaBattleData.prc and then press the HotSync® button on the cradle. The HotSync® manager will install the program on to your Palm.

SeaBattle supports external card. After you hotsynced you can copy SeaBattle to the external from the Launcher's Copy menu. After you have copied to the card you can then delete SeaBattle from main memory. The other way is to Hotsync® SeaBattle directly to the SD card from the QuickInstall tool.

4. Launching SeaBattle

From your Launcher look for the icon **SeaBattle** and tap on it to launch it. If you cannot find the icon use the scroll bar and scroll down.

5. Intro Screen

Intro Screen

Buttons	Description
SINGLE PLAYER	Start a single player game against the computer.
MULTI PLAYER	Start a two players ame using Bluetooth. If your Palm does not have Bluetooth feature then this button is disabled.
BATTLE STATS	Displays your battle scores.
SETTINGS	Game preferences. You can change the map size, turn off sounds.

6.　　Settings

Controls	Descriptions
☑ Enable Sound FX	Turn on and off game sounds. SeaBattle uses the game sound settings in the system Prefs.
☑ Show armies	Turn on and off Army animation. This is only available in the small map 9 x 9 grid.
☐ Vibrate	Turn of vibrate. This feature is only available on the Treo® 600/650
Map Size: ▼ Small 9 x 9	Change the map size. Large 12 x 12 and small 9 x 9
New Game	Start a new game

7. Registering SeaBattle

After you have purchased SeaBattle you will need to send your HotsyncID shown exactly on the screen as shown above to support@toysoft.ca for your registration code to unlock SeaBattle.

After you have received your registration code enter the code into the Reg Code: field and then tap on the Register button. For the 7 day Trial tap on the 7 Day Trial

8. Deploying Your Ships

To start the game each player must deploy their ships in the map. The ship to deploy will be blinking. Use the 5-way keys or use the Stylus and move the ship around the map. To deploy press the Center button on the 5-way or tap on the Deploy button. Once your ship is deployed you cannot move it. You cannot deploy ships on top of other ships or islands. Use the rotate button or the 'g' key on the keyboard to rotate the ship.

When all your five ships have been deployed the game will start.

9. Battle On

The above is your view of the enemy. You move the target (the white square) around the map. To fire press the Center button on the 5-way or tap on the Fire button.

If target is missed a will be shown in the square. If the target is a hit a burning flame will be animated.

To view the destroyed enemy ships tap on the button. Ships shown in Green are active and Grey ships are sunk.

To toggle between your ships and the enemy views tap on the icon.
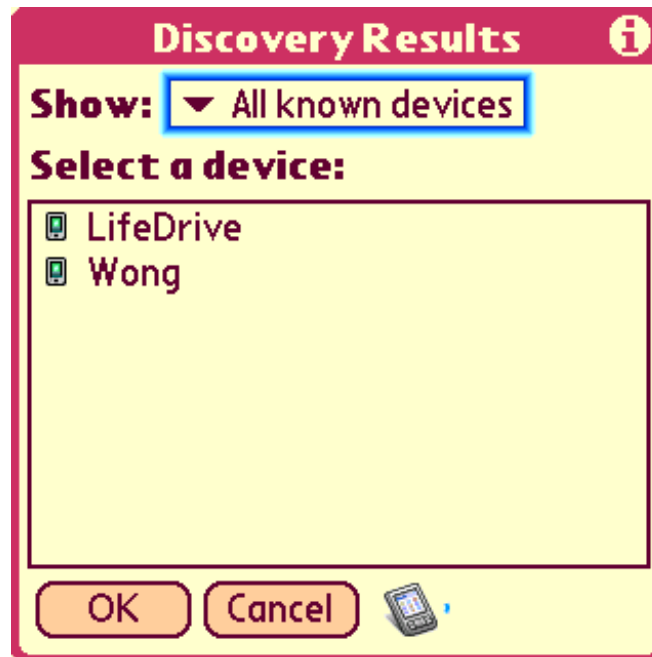
Note: You only get one shot when is your turn regardless if you hit or miss a target. You do not get another shot if you hit a target. You will have to wait until is your turn again.

10.   Two Player Game

To start a two player game both players must have SeaBattle 1945 installed and have Bluetooth hardware installed.

Two player game is not saved. When you exit SeaBattle the game is lost.

On the Intro Screen tap on the **MULTI PLAYER** button to start. The following screen will be displayed.

Select the device to want to connect to and then tap on the OK button. If you don't see any devices listed then tap on the Show popup and select "Nearby devices". If there are no devices then select "All known devices".

After you tap on OK a connection will be made to the other devices.   The other player will see this dialog on their Palm.

Select Yes to accept the game request. This will start the multiplayer game.

The player who request the game will deploy his/her ships first. The second player will have this message on the screen. Once the first player has finished deploying their ships the second player will deploy his/hers.   The game will then begin after the second player has finished deploying the ships. The requesting player always start first.

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