

# BATTLESHIP CHESS

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## OVERVIEW

Battleship chess is a naval game for 1–2 players.

Each player starts with a fleet of warships (including submarines) to fight a war of one, five or ten battles.

You command the ships given to you (not all will be available for each battle) and gain points by inflicting damage to your opponent's fleet.

The side with the most points at the end of the last battle is the winner.

Each battle takes place on a 12 by 12 square grid.

Islands and coastlines may appear and affect movement and targetting.

There are special zones placed on the board that may affect the ship that lands on it.

You and your opponent take alternating turns moving and attacking with one of your ships.

You may also attack with all ships that are adjacent to the ship you just moved.

Battles end when the turn limit of the battle is reached or one of the navies no longer has any ships on the board.

You can play special cards during battle that provide various benefits to your fleet.

Enemy ships remain hidden unless you hit them, play a special battle card, or are in your ships' spotting ranges.











There's a much more extensive guide within the game as well as help text for all inputs at the bottom of each screen.

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## ICONS







### Main Game Controls:

-  Chat – calls up chat window during internet/LAN games.
-  Help – calls up the in-game help.
-  Main Menu – brings up the main menu.
-      Fleet List – calls up a list of all your ships.
-  Card table – calls up the card table where you can see and play your battle cards.
-  End Turn – ends your game turn or acts as a continue game button.




### Game Board Special Zones:

-  Repair Critical Damage zone – fixes one critically damaged system.
-  Ammunition Resupply zone – resupplies the ship with ammo.
-  Speed zone – increases the ship movement next turn.
-  Spotting zone – increases the ship's spotting range while on it.
-  Waypoint – landing a merchant ship on one will give you bonus points.
- Warship Upgrades – upgrades the warship that lands on it, if applicable, then disappears.







### Critical Damage:

-  Fire – causes 3% DP per turn.
-  Flooding – causes 3% DP per turn.
-  Engine – reduces movement to one choice every other turn.
-  Gun – puts a gun turret out of action.
-  Torpedo – puts a torpedo turret/tube out of action.
-  Depth Charge – puts a depth charge launcher out of action.














### Battle Cards:

-  Ammo at Sea – Reloads all weapons with ammo on all your ships in battle.
-  Clear Skies – Makes all enemy ships spotted, even submerged submarines. Ships will go unspotted once they move out of your spotting ranges again.
-  Drop Mine – Drops a mine in the water. Minesweepers can pick them up without harm.

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-  Extra Ship – An extra ship will join the battle, providing you have less than 6 ships engaged and at least one in reserve.
-  Lucky Shot – Doubles your to-hit odds for all the weapons fired this turn.
-  Merchant Ship – Adds a merchant ship to your fleet. Have it reach it's waypoint on the other side of the board to gain bonus points.
-  Repairs at Sea – Repairs all your critically damaged systems on all your ships in battle.
-  Retreat from Battle – Allows you to retreat your fleet from battle, thus ending the battle early.
-  Salvage Wreck – Salvages one of your sunken ships.

### Warship Upgrades:

-  Anti-Torpedo Bulge – Halves torpedo damage for the cruiser or battleship it's on.
-  Ammo – Doubles the amount of ammunition a ship can carry for the ship it's on.
-  Armor – Increases the armor thickness for the ship it's on.
-  Damage Control – Increases the maximum amount of damage a ship can take by 50 DP for the ship it's on.
-  Dive Time – Allows submarines to double their time underwater.
-  Lifeboat – Protects the commander from going down with his ship.
-  Minesweeper – Allows destroyers and armed cruisers to spot and sweep up mines.
-  Sonar – Allows destroyers and submarines to spot submerged submarines that are within their spotting ranges.
-  Speed – Increases the number of possible moves each turn for the ship it's on.
-  Spotting – Increases the range at which the enemy can be spotted for the ship it's on.
-  Weapon Range – Increases the range of all weapons for the ship it's on.
-  Weapon Size – Increases the size of all weapons for the ship it's on.
-  Experienced Commander – Provides a commander with a high rating (improved hit accuracy).

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## MINIMUM REQUIREMENTS

- Win95/98/2000/Me/XP
- DirectX 8.0
- 300 Mhz CPU
- 64 MB RAM
- 20 MB Hard Disk Space
- 3D graphics card

A soundcard is optional. You can get the latest of DirectX from [Microsoft](#).

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## CHANGE HISTORY

From Version 2.0a to Version 2.1

- Added Russian fleet
- Melee battle starting conditions
- More mobile ships
- Added cheat code (F3 "admiral") that sets user to fleet admiral locally.
- Reduced knob input areas.
- Minor improvements in graphics and music.
- No longer resetting tips flags every month.
- Fixed a bug where it was possible to be player 2 in a single player game.
- Fixed a bug where heavily damaged burning/flooding ship could sink in the 1st turn of the next battle.
- Fixed a bug involving extra ship card.
- Fixed a bug that could mess up hotseat and internet play.

From Version 2.0 to Version 2.0a

- Fixed the bug where you're local ranking would get reset each month. Should only reset global rankings.

From Version 1.0 to Version 2.0

- Larger battle areas
- Added ability to choose your battlefleet
- Allowed to choose warship upgrades based on your ranking
- Can fire from all your warships that are adjacent to the ship that just moved
- Replaced targetting abilities by 3 difficulty levels for single-player mode
- Made improvements in upgrades, maximum damages and weapons damage
- Added a new upgrade (anti-torpedo bulge)
- Added the ability to play all 5 chapters from the start (not tied to your ranking anymore)
- Added monthly global high scores instead of one list
- Auto-zooming/rotating when weapons are being fired (more cinematic)

## ApeZone's Battleship Chess

- Fixed some bugs with multiplayer
- Fixed some bugs with the AI (made it a little harder on the hardest level)
- Got rid of scrolling when you move the mouse to the edges of the screen

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## TECHNICAL SUPPORT

If you have the CD then your unlock key should be printed on the CD sleeve. Either way you should have received an email with your key inside.

If the game doesn't run on your system, be sure to get the \*latest\* driver for your video card, even if you've just bought the card.

For more detailed information, answers to common questions, and tips on playing the game, visit the [apezone.com website](http://apezone.com).

If you're having any problems with the game, try [support](#) or the [ApeZone discussion forum](#).

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