

# S O R C E R E R

SOFTWARE BY  
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STALEY'S SORCERER SOFTWARE

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## SALVO

SALVO is our 32K version of the old-time favorite, Battleship. The object of the game is to sink the enemy's fleet of ships before he sinks yours. Your enemy in SALVO is the SORCERER. Each of you has a fleet consisting of a battleship, aircraft carrier, cruiser, destroyer, and submarine. They are located in different sections of the ocean represented by a 10X10 grid, and may be aligned either horizontally (H) or vertically (V). You get the opportunity to align your ships in any way you choose. When either you or the SORCERER fires a SALVO, each ship contributes one shell. Therefore, five shells form a SALVO when none of the ships are sunk. A ship is sunk when a shell lands on each of the grid coordinates covered by the ship.

INSTRUCTIONS: CLOAD SALVO and RUN. If you have CRC loading errors, adjust the volume and/or tone controls of your recorder. After supplying the date to set the random number generator and your name, you will be asked to input in turn coordinates for placing your ships on the grid. Respond with one set of coordinates per ship. Always give the letter first, then a comma, then the number. These coordinates define the location of the left end of the ship if it is placed in horizontal alignment and the location of the top of the ship if it is placed in vertical alignment. Your ships will be placed on the screen one at a time. After all ships are displayed, they will be slowly erased while the SORCERER is deciding on his strategy. The blank grid then becomes your record keeper of the results of your salvos on the SORCERER'S fleet. You will be asked for the coordinates of the target for your SALVO. Again, answer letter, comma, number. Because none of your ships have been sunk yet, five shells will explode near (and perhaps at) the target. You will see recorded on the screen either a MISS (M) or a hit on a battleship (B), carrier (C), Cruiser (K), destroyer (D), or sub (S). After your shells have landed, the screen becomes a scanner of the SORCERER's salvo on your fleet. After a shell explodes on one of your ships, that portion of the ship is erased. After either you or the SORCERER sink a ship, the type of ship is recorded below the grid. You and the SORCERER continue to trade salvos until all ships of one fleet have been sunk.

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