



MOTOROLA

ATTACKSHIP
Owner's Manual

WARNING: To avoid personal injury, do not use when operating machines, or driving vehicles. This application is licensed to be used on Motorola's iDEN® model *i85s/i50sx/i55sr* phone only. Unauthorized copying, reproduction, rental public performance of this game is prohibited.

The Attackship game can be downloaded from **www.motorola.com/idenupdate** Please go to this website, if you have questions or need additional information.

The Attackship game is played the same way the classic Attackship game is played. When the user starts a new game, the user will have to place five ships within in his 10 by 10 square. All ships must be placed horizontally or vertically not diagonally. Once the user finishes placing his ships, he then fires at the computer ships. When either the player or computer destroys his opponent's ships, the game is over and the player or computer wins accordingly.

Please check your phone's Java memory before installing any applications. For instructions on how to check your Java memory and on how to install Java applications, please refer to the *i85s/i50sx/i55sr* phone User's Guide. For downloading this application, 19K of memory is required. Program memory Space of 43K and Data memory Space of 1K, is needed for the installation.

The following steps and screens will acquaint the user with the Attackship scenarios:

Attackship Game Instructions







NOTE: The game will be displayed in grayscale if the device is not a color display.

Attackship has two main functions:



- Placement of your ships
- To search and destroy your opponent's ships




NOTE: The computer is always your opponent (there is no two-player mode).

To access and start Attackship:

1	From the Ready screen, press  . Press  to scroll to Java Apps . Press  under SELECT.
2	From the Java Apps screen, press  to scroll to Attackship . Press  under SELECT.
3	To start Attackship, Press  under RUN.

To play Attackship

1	After starting a new game or the first phase, the user must place their ships. In order to do this, the user must first pick a point and press  under "PLACE!". The user will then be allowed to move a ship to a desired position. Next, the user will press  under "PLACE!" to set the ship. NOTE: The user will always fire first. NOTE: There are five ships, Aircraft Carrier, Attackship, Destroyer, Cruiser, and Submarine. The lengths of these ships are 5, 4, 3, 3 and 2 respectively.
2	The second phase consists of the user firing at the opponent. In turn, the opponent will fire back at the user.

3	The user fires by moving the cursor to the space where he wants to fire. This is done by pressing  under "FIRE!"
4	After there is one cycle of firing, the user should see four messages. One would indicate whether it was a missed, hit ship, hit debris or successfully sunk a ship. In addition, a message will be displayed telling what the computer did.
5	When the user or the computer wins the game, The user will press  under NEW GAME to play again.
6	A user wins the game if he sinks all the computer's ships before the computer sinks all of the player's ships, and visa versa.
7	The left square is the computer's placing board, and the right square is the player's placing board.
8	When the user misses a ship, the space will turn yellow (grey), and when the user hits or sinks a ship, the space will turn red (black). When the computer fires at the user's ship, the space will always turn yellow (grey). The user's ships are always red (black) after placing until being hit, in which they will be yellow (grey).
9	When the "NEW GAME"  is pressed, both boards will reset and the user will be allowed to place his aircraft carrier (5).

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