

effect is NOT degraded when firing at light cruisers and destroyers.

0. All actions completed. Control is passed either to the other player or to the Action Execution Phase.

Tactical Notes

'Dreadnought' has been designed so that each type of unit may be employed to best effect in its true historical role, as follows:

a. LIGHT CRUISERS. (units 1 & 2). The light cruisers can be used to scout ahead of the main force, to help fend off the enemy's light cruisers and destroyers, and to bolster the attacks of their own destroyers.

b. DESTROYERS. (units 3-5). The destroyers may be used to deliver torpedo attacks on the enemy's battlecruisers and to defend their own battlecruisers against similar attacks.

c. DREADNOUGHTS. (Units 6-9). These carry the heavy guns which are the primary means of deciding the outcome of the engagement. Do not forget that the Dreadnoughts are the high-value units of the force; they should not be lightly risked.

A player may decide to launch torpedo attacks early in the engagement in an attempt to weaken the enemy, and risk losing all his destroyers to no effect, or he may hold back his destroyers to pick off damaged stragglers.

He may concentrate all his fire on one unit in an attempt to gain a rapid result accepting the

penalties of multiple units firing at a single target, or he may spread his fire among all the visible targets, so that all his units fire to maximum effect and at the same time degrade the fire of the target units.

These, and other such decisions, can only be made by the player (you!) in the light of the prevailing circumstances.

Finally, if things are looking really black cut and run! (using your light forces to cover/decoy as appropriate). In this way it may be possible to rescue the remnants of your Dreadnought force and so hold your opponent to a draw—after all, all's fair in love and war!

E. Loading

Follow the instructions in the relevant user's manual for your machine, always ensuring that the cassette recorder head is clean and the volume control and leads are correctly adjusted.

F. Copyright

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DREADNOUGHTS

LOADING— See details on cassette shell

COMPUTER—Spectrum 48K

A. Scenario—a two player war game

It is a winter's day in late 1914; the 'Great War' is 4 months old. In the North Sea two battlefleets, one British and one German, are steering on a course which will shortly bring them into contact. The German ships are on their way to carry out a 'hit and run' bombardment of targets on the east coast of Great Britain. The British force has been exercising off the Firth of Forth, but were diverted south to head off the Germans when their presence was betrayed by signal traffic intercepted by Admiralty intelligence experts. The same experts have advised the British commander that the enemy's strength is similar to his own, 4 battlecruisers, 4 light cruisers and 12 destroyers. The German admiral has been similarly fortunate; a patrolling Zeppelin has sighted the British force and passed on its composition.

With 6 hours of daylight left the opposing ships sight each others' smoke. The 2 Commanders consider how best to deploy their units

At this point you, the players, take-over and the game of Dreadnoughts commences.

B. Game Description

'Dreadnoughts' simulates an engagement, between British and German battlecruisers together with their supporting light forces, in the North Sea during the First World War.

Each player's force consists of 2 units of 2 light cruisers each (units 1 & 2), 3 units of 4 destroyers each (units 3-5), and 4 Dreadnoughts (units 5-9) The ships' characteristics used in the game, such as speed, gunnery and defence strength, are exactly based on those of the original vessels.

The game lasts for up to 24 moves. Each move represents 15 minutes of real time activity. All distances, ranges, and speeds are quoted in graphic spaces: one graphic space equates to 1.25 nautical miles. There are 3 phases to each move: The British Player Decision Phase, the German Player Decision Phase and the Action Execution Phase.

During his decision phase, each player may review the information available to him and enter his decisions concerning the deployment and use of each of his units. Use of private Player Codes ensures that a player cannot gain access to details of his opponent's exact status and decisions.

C. Game Mechanics

After a short setting-up period the program asks the players to enter the level of the game to be

played, this may take any value between 1 and 4, and represents the number of enemy Dreadnoughts which must be destroyed to win. If both players exceed this level in the same move, the one with the highest 'score' wins.

If both players exceed the victory condition at the same time and have equal scores, the game is a draw.

It is also a draw if after 24 moves no-one has actually won.

Next each player enters his private 3-letter Player Code. (From this point on, if the game is to be played realistically, the players must take care not to look at the television display when their opponents are at the screen).

The game then moves on to the first British Player Decision Phase.


D. Player Decision Phase


During a decision phase a player may call up any of the following options (all except option 0 may be called as often as desired):


1. *Unit Names and Defence Strengths.* This option lists the names of the ships making up each 'unit', together with their relative defence strengths.

2. *View Situation.* This displays the position of all friendly units and those enemy units which are 'in sight'. Observation of enemy units depends on the visibility, which varies from move to move. The current visibility is shown at the foot of the main 'menu'. Each type of

unit is represented by a symbol:

Light Cruiser Unit 

Destroyer Unit 

Dreadnought 

The colour of the background to the unit symbol indicates its nationality: green for British Units, yellow for German Units. Associated with each unit symbol is a 'wake', which gives an indication of that unit's current speed and heading. The situation display is organised to illustrate as many units as possible each move, taking into account their relative movement.

3. *Combat Reports.* Selection of the combat reports option will provide information on the latest occurrences concerning all friendly units and all observed enemy units.

4. *Change Courses/Speeds.* This option permits the player to 'steer' his units. It also permits him to recall any units which have left the combat area.

5. *Allocate Gunnery Targets.* Use of this option enables the player to allocate gunnery targets, provided that the chosen targets are within sight and range of the selected firing unit. Gunnery results are affected by a number of factors: the range to the target, whether the

firing unit is itself under fire, the number of other units (and secondary batteries) firing at the target (several units firing at one target leads to confusion as to whose hits/misses are whose), the speed of the target, and whether the target is ahead or astern of the firer (such a condition reduces the number of guns which can be brought to bear).

The effectiveness of the battlecruisers' main guns is reduced when used against the manoeuvrable destroyers.

6. *Torpedoes/Secondary Batteries.* Selection of this option permits the player to allocate targets for torpedo attacks by his destroyer units, and also allocates targets for his 'battlecruisers' secondary batteries.

All torpedoes have a range of 0-3 graphic spaces'. Each destroyer can only make one such attack during the game. An important point to note is that if a destroyer unit suffers the destruction of all its armament during an Action Execution Phase in which it was to launch torpedoes, there is a 50% chance that it will not be able to carry out the launch.

The success of a torpedo attack is affected by the speed of the target, the range to the target and whether the attacking unit is itself under fire.

The battlecruisers' secondary batteries are primarily intended for defence against torpedo attacks by enemy destroyers. They are subject to the same restrictions as 'main battery' gunfire, with the important exception that their