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A Update Overview

This update to Salvo provides bug fixes and new features. The update consists of a new versions of the Salvo executable for Mac and PC, as well as the battle Generator and Tweaker combination that allows you to create your own Salvo Battles. The updated Salvo executables now supports PBEM (Play By Electronic Mail) and Hotseat games.

Installation

The Salvo 1.5 update is divided into two downloadable packages, one for the primary executable and one for the Generator & Tweaker combination. The two download packages are available for both Windows PC and Mac OSX computers. Each package contains update files that require a full Salvo install. This update will not work with the Salvo Demo.

Download & Installation:

PC Salvo 1.5

1. Install Salvo 1 from your Salvo! CD.
2. Download pc_salvo_15.exe from Shrapnel Games.
www.shrapnelgames.com
3. Run pc_salvo_15.exe and Follow the screen prompts.
4. Make sure you install the Update to the same Directory as your original copy of Salvo.
Default Path:

C:\Program Files\Shrapnel Games\SprueGames\Salvo

PC Salvo Battle Generator

1. Install Salvo 1 from your Salvo! CD.
2. Download pc_generator.exe from Shrapnel Games.
www.shrapnelgames.com
3. Run pc_generator.exe and Follow the screen prompts.
4. Make sure you install the Update to the same Directory as your original copy of Salvo
Default Path:

C:\Program Files\Shrapnel Games\SprueGames\Salvo

Mac Salvo 1.5

1. Install Salvo 1 from your Salvo! CD.
2. Download mac_salvo_15.dmg from Shrapnel Games.
www.shrapnelgames.com
3. Run mac_salvo_15.dmg to mount the downloaded file as a drive.
4. Copy the files and folders in the mounted drive to your Salvo Folder.

Mac Salvo Battle Generator

1. Install Salvo 1 from your Salvo! CD.
2. Download mac_generator.dmg from Shrapnel Games.
www.shrapnelgames.com
3. Run mac_generator.dmg to mount the downloaded file as a drive.
4. Copy the files and folders in the mounted drive to your Salvo Folder.

B Salvo 1.5 Main Executable

In addition to the new play options, the updated Salvo executable also includes several updates and fixes. Salvo 1.5 operates in three modes or game types: Standard, Hotseat and PBEM. Each game type has minor variations that support the mode that the player or players are using.

Game Types

The new play options in Salvo 1.5 mean that there are now different types of Salvo battles. Some restrictions should be noted. Once a battle is started in PBEM or HotSeat mode then that battle will only be available to be played in the same mode which it is setup for. Additionally, Campaigns can only progress past the first (or current) battle when they are in 'Standard' mode, not PBEM or HotSeat. More details are covered further on, but an overview of Salvo 1.5 Game Types includes:

Standard

This is the normal single-player mode for Salvo. Salvo 1.5 supports the existing built in campaigns and new battles created with the Salvo Battle Generator. Salvo 1.5 also provides new features, such as movement undo and bug fixes. In standard mode, the player is playing against the computer's AI. Standard battles can be saved, loaded and even restarted as a PBEM or Hotseat games. Standard Mode is the default mode when you load a Salvo battle with the 'Load' button, provided the battle has not been saved as another Game Type.

HotSeat

Click 'Load Hotseat' battle to open a dialogues box to select and open a Salvo battle. In a Hotseat battle, two human players oppose each other on the same computer by taking turns. After a battle is saved as a Hotseat battle, it can only be loaded as a Hotseat battle, and the correct (set by the players) ID and Password will be needed for each side.

PBEM

PBEM stands for: **Play By Electronic Mail**. This means that one player loads the Salvo PBEM battle, logs in and plays a single turn for his side. Then the player saves (automatic at end of turn) the battle and Salvo quits. The battle can then be attached to an Email and sent to the second player, who repeats the process for his side. IDs and Passwords are set on the first round, and must be entered for each player to log into command of his fleet.

C Standard Games

The Standard battle type continues to provide the same single player features and factions with a few fixes and updates. The minor changes in Salvo 1.5 for Standard mode include:

Updates & Enhancements

Not all of the updates for Salvo 1.5 fall into the 'bug fix' category. These 'enhancements' to the code are minor enough that they do not need their own help section, but do need to be mentioned.

Move Undo

The 'U' key had been added as a Move Undo hotkey. After you move a ship (provided it does not run aground or afoul) you can press the 'U' key and the ship will return to its original location. However, this function is only temporarily available. After you select another ship, reselect the same ship, shoot, board or do other actions, the option to undo the ship's move is lost.

Continue Button

After a Battle or Campaign is completed, the Battle Report screen now has a 'Continue' button to allow easier viewing of the battle or campaign report. Previously, any click on the screen would cause the program to continue.

Spanish Flag

The Spanish ship flag now has better graphics.

Damage Level Adjusted

Minor adjustments to the damage level indented to make battles more dramatic by increasing the tendency for ships to sink or explode. (Note: Use the 'Damage Factor' setting to increase the damage level even more.)

Keyboard Shortcuts Addendum

Many important Keyboard Shortcuts were left out of the original Salvo User Guide because they were finalized too late in the development process. These Keyboard Shortcuts, the original ones, and the new 'U' key are all listed below.

Key	Function
R	Return Key
T	Sets Return Point
Right Arrow	Rotate Right (*)
Left Arrow	Rotate Left (*)
Up Arrow	Move Forward
Down arrow	Move Backward
>	Truck Right
<	Truck Left
D	Debug Key
Spacebar	Advance Turn
H	Show Home Screen
L	Show Ship List
B	Show Mission Book
A	Save Game
Q	Exit Game
Esc	Exit Game
W	Show Weather Report
U	Move Undo
S	Show Settings
1	Select Ship Number 1
2	Select Ship Number 2
3	Select Ship Number 3
4	Select Ship Number 4
5	Select Ship Number 5
6	Select Ship Number 6
7	Select Ship Number 7
8	Select Ship Number 8
9	Select Ship Number 9
0	Select Ship Number 10
/	Select Next Friendly Ship That Can Move
\	Select Next Friendly Ship That Can Shoot
F	Fast Mode
Z	Zoom Key
Page Up	More Turbo
Page Down	Less Turbo

D HotSeat

In order for two people to play the two opposing sides of a Salvo battle on the same system, the battle must be loaded as a Hotseat battle. The 'Load HotSeat' button is available on the 'Load Files' panel of the Salvo Mission book. To start a HotSeat battle, follow these steps:

1. Make sure you have Salvo 1.5 or higher installed. (Check the 'Help' screen.)
2. Set Desired Game Settings
3. Click on the Mission Book. ('Play')
4. Page right to the last battle or press the 'End' key
5. Click on the 'Load HotSeat' Button
6. Select the Salvo Battle file that you want to play as a Hotseat game.
7. Fill in the Player IDs and Passwords that you want to use for the game.

HotSeat Setup Screen



- A Battle Title
- B Player 1 Data
- C Player 2 Data
- D Start Button

E PBEM

The second way for two humans to play Salvo against each other is for one player to start a battle as a PBEM game and then email the battle file to the second player after his turn is over. Some battles will require quite a few turns before there is much action, but each player will be in total control of his fleet. Picking the right battle or updating ship positions within the battle with the Battle Tweaker can help cut down on the slower stretch before the fleets close. The exact steps for playing Salvo by Email are as follows.

First Player Setup The PBEM Battle

1. Make sure you have Salvo 1.5 or higher installed. (Check the 'Help' screen.)
2. Click on the Mission Book. ('Play')
3. Page right to the last battle or press the End key
4. Click on the 'Load PBEM' Button and select the NEW game
5. Enter the ID and Password which will both be 'pbem_1' by default.
6. Click on the 'Change Password' Button
7. Enter new ID and PW values and Click OK
8. Press Start to start the game
9. Play your turn
10. End your turn
11. Select the location and name to save the game when prompted
12. Email the saved file to your PBEM opponent

Second Player First Turn

1. Make sure you have Salvo 1.5 or higher installed. (Check the 'Help' screen.)
2. Click on the Mission Book. ('Play')
3. Page right to the last battle or press the End key
4. Click on the 'Load PBEM' Button and select the game you received by Email
5. Enter the ID and Password which will both be 'pbem_2' by default.
6. Click on the 'Change Password' Button
7. Enter new ID and PW values and Click OK
8. Press Start to start the game
9. Play your turn
10. End your turn
11. Select the location and name to save the game when prompted
12. Email the saved file to your PBEM opponent

All Subsequent Turns

1. Click on the 'Load PBEM' Button and select the game you received by Email
2. Enter the ID and Password that you have selected for this game
3. Press Start to start the game
4. Check the Battle Map (M Key) to view the movement trails of the enemy ships.
5. Play your turn
6. End your turn
7. Select the location and name to save the game when prompted
8. Email the saved file to your PBEM opponent

F Starting Turn

PBEM and Hotseat games have different people controlling the same Salvo game, either on the same computer or own different systems. In either case an ID and Password can be used to control who has access to the turn. If security is not important, you can also leave the password blank empty and just log in.

Password Challenge

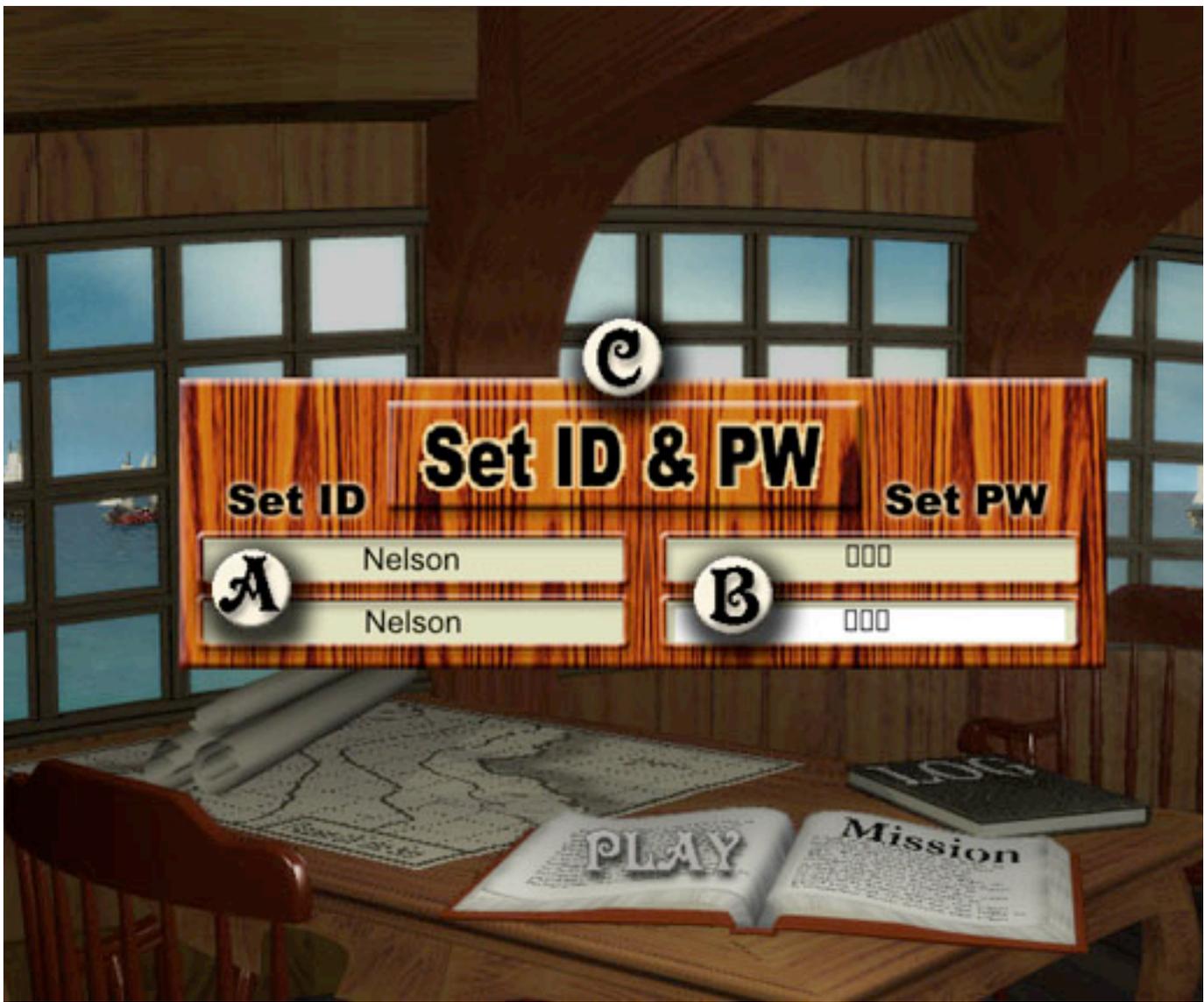
Starting a new round of a PBEM or HotSeat game will require validating that you are the correct player by entering your password in the 'Start Turn' screen. After you enter the correct password in the password blank, you can either click on the 'Log In' button to start your turn or you can click on the 'Change ID & PW' button to proceed to the 'Change ID & PW' screen.



- A Current Player ID
- B Password Blank
- C Log In Button
- D Game Load Progress (First round)
- E Change Password Option

Change ID or Password

In order to change your ID or Password, you must have all 4 blanks filled out correctly. The two 'ID' blanks must have the same name in them, and the two password blanks must have the same content. This means that if you want to change the ID or Password you must enter the new text in both blanks.



- A Player ID**
- B Player Password**
- C Set New ID and/or Password**

G Salvo Battle Generator Help

The Salvo Battle Generator has three main screens; **Main Setup**, **Game Details** and **Customize Ships**. Main Setup is all you need if you want a game that is generated at random or with the general selections that you make. Game Details and Customize Ships will allow you to fine tune your game and add the finishing details.

Generating Games

The Salvo Battle Generator offers several levels of control for how the generated battle is setup. Depending on the choices that you make, you may end up with a largely random battle, or one with the specific features that you have chosen.

Total Random

The easiest way to create a battle is to use one of the Random Battle Selection options:

1. Select the side for Player 1.
2. Select the side for Player 2. (Different from Player 1)
3. Click on one of the Random Battle Selection checkbox of your choice.
4. Click on the Generate Button to save the Salvo Battle.

Selected Features + Random

The Random Battle Selection options can also be augmented by specifying various aspects of the battle. Click the 'Specify Setting Checkbox' to set a specific location, map type, weather & visibility. Click the 'Specify Fleet Strengths' checkbox to set the specific point value that each generated fleet will have. Selecting the 'Use Customized Ships' checkbox will prevent any fleets from being generated.

Hand Crafted Battle

For the most control over the battle creating process, specify the setting, create your own fleets, and provide your own input on the Game Details page.

Loading Games

It is also possible to load an existing battle into the Battle Generator, with several important considerations:

- Any Campaign Data in the battle will be removed.
- Any changes made in the Battle Generator will overwrite the original game data.
- The loaded ships will retain their original locations, unless the ship lists are altered by adding or removing ships.

Saving The Game

Click on the Generate button to save the currently configured data as a new Salvo battle. Core requirements for battle generation are: Two different sides, each with at least one ship selected. The Generate button will open a Save dialogue, allowing you to pick the location and file name for the saved battle. Make sure the battle file ends with the CST extension.

Main Setup Screen

The Main Setup screen provides the controls for creating random battles as well as battles with varying levels of limited controls. You can make and save your newly generated Salvo battle right from the mss or you can further customize the battle with the Customize Ships and Game Details screens.



A. Player 1 Side and Flag

The first player's flag corresponds to the selected country and is shown on the left. Click the checkbox beside a different country to change the flag & Nation of player 1. (Player 1 cannot be set to the same side as Player 2.)

B. Player 2 Side and Flag

The second player's flag corresponds to the selected country and is shown on the right. Click the checkbox beside a different country to change the flag and Nation of player 2. (Player 2 cannot be set to the same side as Player 1.)

C. Random Battle Selection

Click one of the 4 'random battle' buttons to setup a totally randomly generated battle between the two selected sides. The battle size can range from a duel between two ships to a larger engagement involving numerous ships.

D. 'Load', 'Generate', & 'Game Details' Buttons

The 'Load' button allows you to load an existing Salvo game as the basis for a new game. The 'Generate' button actually brings the battle into existence, and you will be prompted for a location and name for saving the Salvo Battle file. The 'Game Details' button opens the Game Details screen, allowing you to pick a specific map and change the game text and display image.

E. Specific Fleet Setup

The Specific Fleet panels allow you to select the point values for player 1 and player 2. You can click the 'Customize Ships' button and create the exact fleets that you want for each side.

F. Specific Location Setup

The Specific Location panels let you choose the Setting, Map Type, Weather and Visibility.

Game Details

The Game Details screen allows you to select the specific map you want for your Salvo battle, import the battle's Title Image and set the game's three text files, the Game Mission, Victory Text and Defeat Text.



A. Game Title Image

This Image will be displayed in the Salvo Mission Book right above the 'Score' report. Right click on the Title image to import a new image. *BMP images work best, and any pure white Pixel (RGB- 255,255,255) will be transparent in Salvo.

B. Game Map

The displayed map will be the Salvo battlefield. Black is open water and gray is land. Click on the Black Arrows to the left and right of the map to scroll through the available maps.

C. Game Description Text

This text will be displayed in the Salvo Mission Book's left page. Right click to import the text from a saved *.TXT file, or simply edit the text directly.

D. Victory Text

This text will be displayed in the Salvo victory display. Right click to import the text from a saved *.TXT file, or simply edit the text directly.

E. Defeat Text

This text will be displayed in the Salvo defeat display. Right click to import the text from a saved *.TXT file, or simply edit the text directly.

F. 'Main', 'Generate', & 'Customize Ships' Buttons

The 'Main' button takes you back to the main Generator page. The 'Generate' button builds the battle and prompts you to save it. The 'Customize Ships' button takes you to the Customize Ships page.

Customize Ships

The various parts of the Customize Ships screen allow you to select ships from libraries, change key ship features and add the ship to one of the two fleets in your battle. You can also edit or remove ships from either of the battle's fleets.

SALVO

Britannia



Captain Name McHarg
Country England
Handling 0
Quality 9
Morale 8

Ship Rigging Details

Mizzen Brigantine
 Square Fore/Aft Lateen Brig
 Square Fore/Aft Lateen Brig
 Square Fore/Aft Lateen Brig

White Black Red Yellow Wood

750

Prince, 98
Leviathan, 74
Wales, 98
Impregna**B**, 90
Magnificent, 74
Standard, 14
Dragon, 74

754

Suffren, 74
Tempete, 64
Descharte**C**, 16
Lavoisier, 5
Leon, 32
Patrie, 74
Tonnerre, 64

Main **E**
Generate
Game Details

Ship Name	Captain	Guns	Size	Crew	Marines	Handling	Quality	Morale
Britannia	McHarg	100	10	1001	115	0	9	8
Queen	Carwin	100	10	1001	115	0	9	8
Charlotte	Barras	100	10	1001	115	0	9	8
George	Herbert	100	10	1001	115	0	8	8

A. Ship Data & Display

The Ship Data and Display section allows you to set all the vital and cosmetic data for the currently selected ship, including:

- Ship Name
- Ship Appearance
- Ship Rigging Details
- Captain Name
- Country
- Handling
- Quality
- Moral
- Size
- # Guns
- # Crew
- #Marines

B. Player 1 Ship List

The ships in the fleet that will belong to Player 1 are displayed in the top right window. Each ship is listed by its name and number of guns. Above the list of ships are 5 important items:

- **Add Ship Button:** On the left top corner of the Player 1 Ship List is the Add Ship Button which will add the currently selected (and displayed on the left) ship to the end of the Player 1 Ship list.
- **Player 1 Flag:** The flag corresponding to the side set for Player 1 is displayed directly above the top left corner of the Player 1 Ship List.
- **# Guns:** The total number of guns of the Player 1 Ship List is displayed to the right of the Player 1 flag.
- **Update Ship Button:** This button, to the right of the # Guns display, will update the currently selected ship with the data that is displayed in the ship Information panel.(A)
- **Remove Ship Button:** The top right button is the "remove" button and will erase the selected ship from the Player 1 Ship List.

C. Player 2 Ship List

The ships in the fleet that will belong to Player 2 are displayed in the middle right window. Each ship is listed by its name and number of guns. Above the list of ships are 5 important items:

- **Add Ship Button:** On the left top corner of the Player 2 Ship List is the Add Ship Button which will add the currently selected (and displayed on the left) ship to the end of the Player 2 Ship list.
- **Player 2 Flag:** The flag corresponding to the side set for Player 2 is displayed directly above the top left corner of the Player 2 Ship List.
- **# Guns:** The total number of guns of the Player 2 Ship List is displayed to the right of the Player 2 flag.
- **Update Ship Button:** This button, to the right of the # Guns display, will update the currently selected ship with the data that is displayed in the ship Information panel.(A)
- **Remove Ship Button:** The top right button is the "remove" button and will erase the selected ship from the Player 2 Ship List.

D. Ship Library

Each Country in Salvo has a Library of ships, some based on historical vessels, and some imaginary. When you select the Player 1 or Player 2 flags, the appropriate ship Library will be loaded at the bottom of the screen, and you can select, modify and use vessels from the list

- Click on a ship to select it and view the ship's data in the Ship Information panel.
- Add A new ship to the library by clicking on the Down arrow to the right to of the 'Game Details' button.
- Edit the selected Library ship by changing the ship's data and then clicking on the Update button to the right of the 'Add' button.

E. Navigation Buttons

The 'Main' button takes you back to the main Generator page. The 'Generate ' button builds the battle and prompts you to save it. The 'Game Details' button opens the Game Details screen, allowing you to pick a specific map and change the game text and display image.

H Salvo Battle Tweaker

After you have created a new battle with the Salvo Battle Generator, the ship(s) for each side are placed at default locations, a safe distance from one another. You can reposition the ships with the Salvo Battle Tweaker for a more dramatic start to your battle.

1) Start the Salvo Tweaker.

The Salvo Battle Tweaker is located in the 'Salvo' folder of the Salvo Installation. On a PC, this folder will default to:

2) As the Salvo Battle Tweaker starts, you will be prompted to select a Salvo Battle to load. Select the battle that you wish to modify.

3) After the selected Salvo battle loads, you will have control of the location of ships in both the standard battle view, and in the battle map.

Battle View

The controls for changing ship locations and facing in the battle view are:

Right Arrow Key	Rotate Ship Toward the Ship's Left
Left Arrow Key	Rotate Ship Toward the Ship's Right
Up Arrow Key	Nudge Ship Forward
Down Arrow Key	Nudge Ship Backward
SHIFT + Up Arrow Key	Jump Ship Forward
SHIFT + Down Arrow Key	Jump Ship Backward
W Key	Change Wind Direction

Battle Map

The battle map view in the Salvo game Tweaker allows you to 'drag and drop' both ships and victory flags. With the Battle Map open, simply click down on the ship or flag you want to move and drag the mouse to the desired location. The ship or flag will not follow the mouse, but when you release the click the vessel or victory flag will move to the new location.