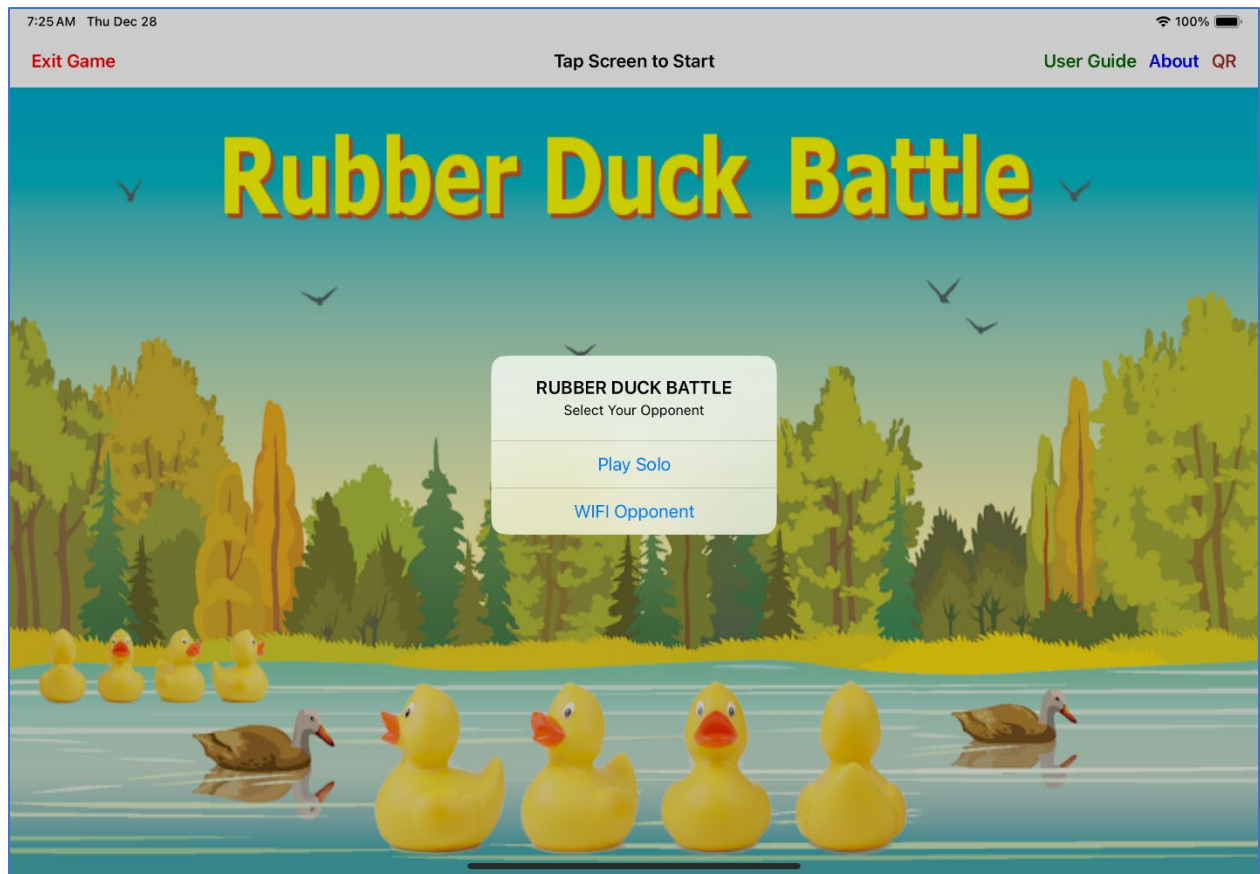




Rubber Duck Battle
USER' S GUIDE

Rubber Duck Battle is a children's version of the classic "Battle Ships" game. Instead of trading shots to sink different warships, Rubber Duck Battle depicts two duck ponds sitting side by side in close enough proximity that the ducks can toss small boulders over to the neighboring pond to capsize opposing ducks. When all five ducks in a pond are capsized, the opposing team wins.

Rubber Duck Battle can be played using two different devices (phones, tablets, etc.) provided they share the same WIFI network. If no WIFI opponent is available, the user can choose to play against the computer ("Solo Mode").



The iPad opening screen #1

Rubber Duck Battle features two different Game Modes. In Single Game mode, games are played until there is a winner, then the option of playing another game is offered.

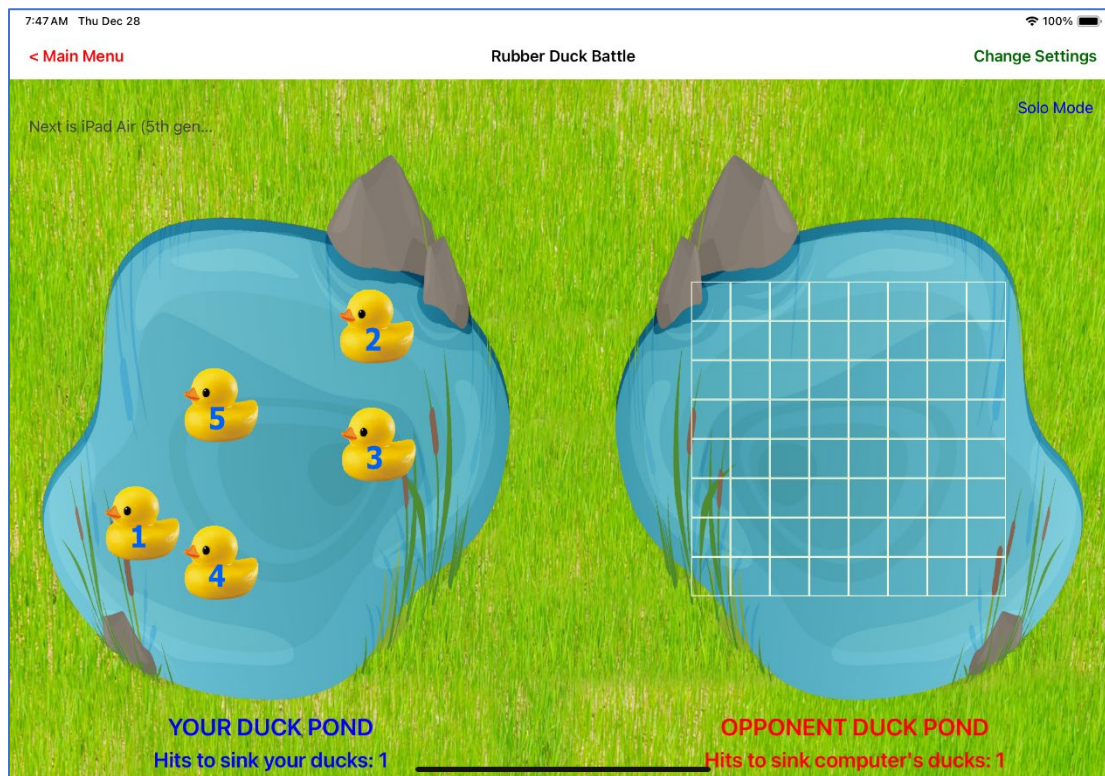
In Tournament mode, games are played continuously until the tournament game limit is reached, then a tournament winner is declared and an option of starting another tournament is offered.



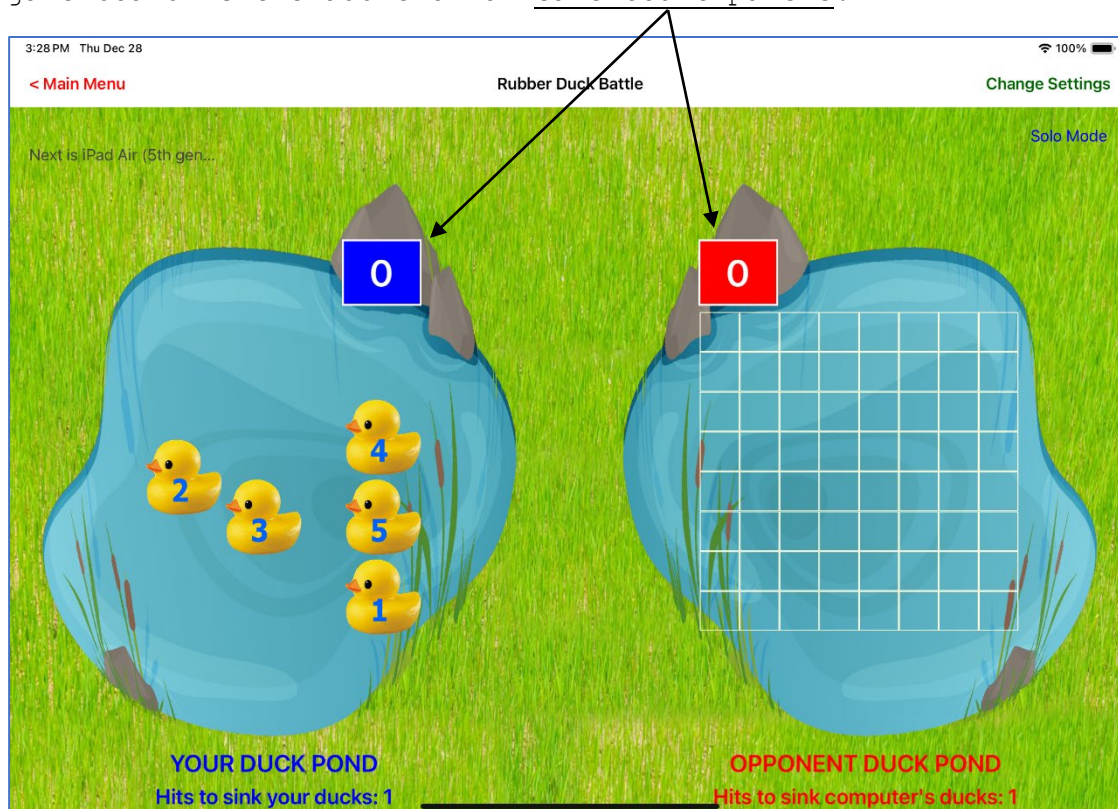
The iPad opening screen #2

Regardless of opponent (WIFI/Solo) or Game Mode (Single/Tournament), the basic gameboard is the same.

Here is a depiction of the **Solo/Single** game board.



The only difference between this game board and the **Solo/Tournament** game board is the addition of Game Count panels:

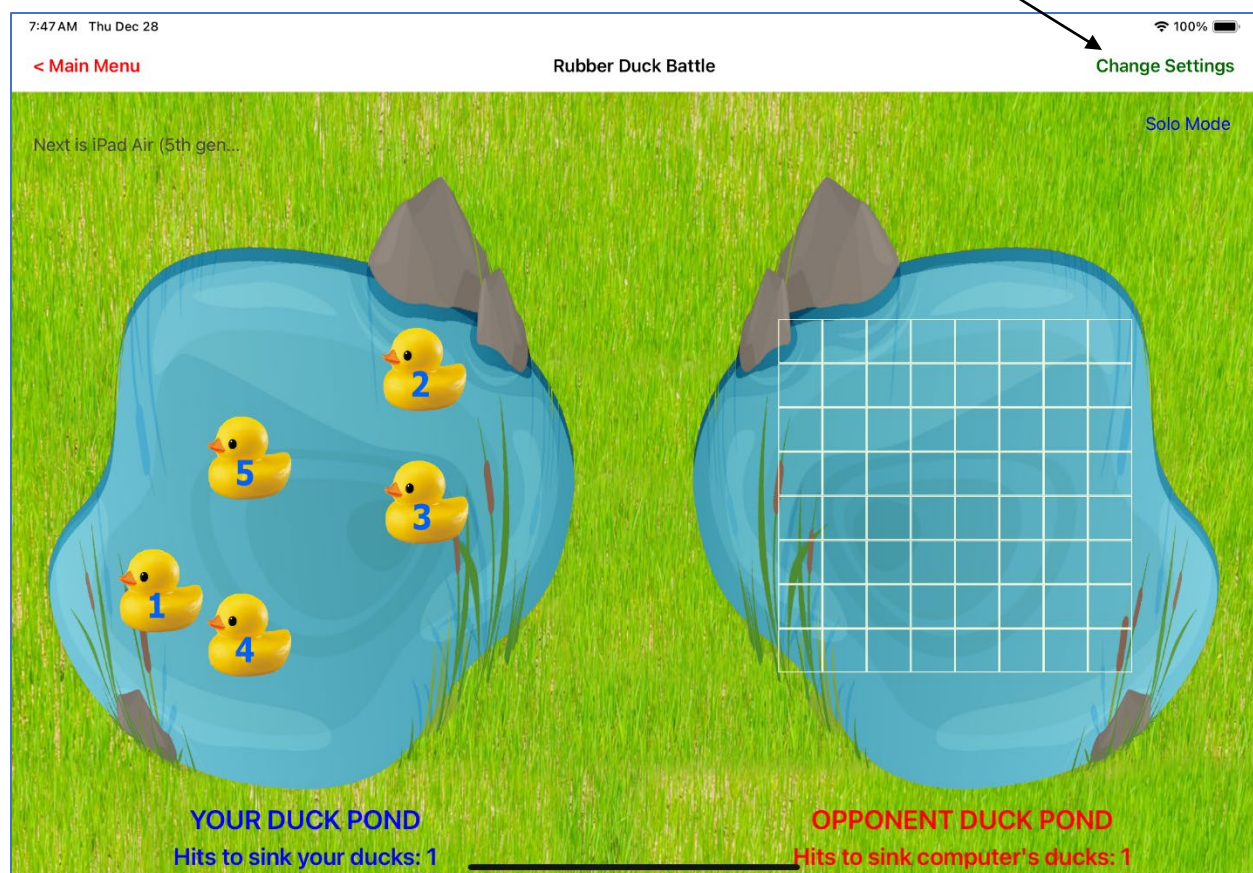


The pond on the left is your Home pond. The ducks shown on this pond are yours. Your opponent will try and sink them.

The pond on the right is your Opponent's pond, populated by ducks that are hidden by grid squares. By clicking a grid square, you uncover what's hidden underneath. When a grid square is clicked, it is highlighted - BLUE for a MISS and RED for a HIT.

When a hit occurs, the number of the duck that was hit will be posted inside a red grid square. Each duck takes up 4 grid squares. When all four squares are hit the four red squares will be replaced by a capsized duck.

Use the Change Settings option to change game parameters



The number of hits it takes to sink a duck is posted at the bottom of each pond

CHANGE SETTINGS

Use this menu item to set the number of hits required to sink your and your opponent's ducks. In tournament mode, the number of games in the tournament is also set here. The other controls are used to reposition the duck locations on your pond if not satisfied with the randomly selected arrangement.

Solo (Computer) Opponent Single Game Mode

SETTINGS	
Change Duck Position	Reposition
< 1 >	Clear
	Random
Hits to sink Computer's Ducks	1
Hits to sink My Ducks	1
Auto-Fire (Solo Mode)	<input checked="" type="checkbox"/>

Button values are changed by clicking the button.

Set "Auto Fire" if you want the computer to automatically take its turn following yours. Otherwise, you will control when it fires.

Solo (Computer) Opponent Tournament Mode

SETTINGS	
Change Duck Position	Reposition
< 1 >	Clear
	Random
Hits to sink Computer's Ducks	1
Hits to sink My Ducks	1
Auto-Fire (Solo Mode)	<input checked="" type="checkbox"/>
Games To Win Tournament	5

The Games To Win Tournament setting is included in Tournament Mode (Range: 2-10)

Wi-Fi Opponent Single Game Mode

SETTINGS	
Change Duck Position	<div>Reposition</div>
<div>< 1 ></div>	<div>Clear</div>
	<div>Random</div>
Hits to sink MY Ducks	<div>1</div>
Hits to sink Opponent's Ducks	<div>1</div>

Notice the absence of the "Auto Fire" switch.

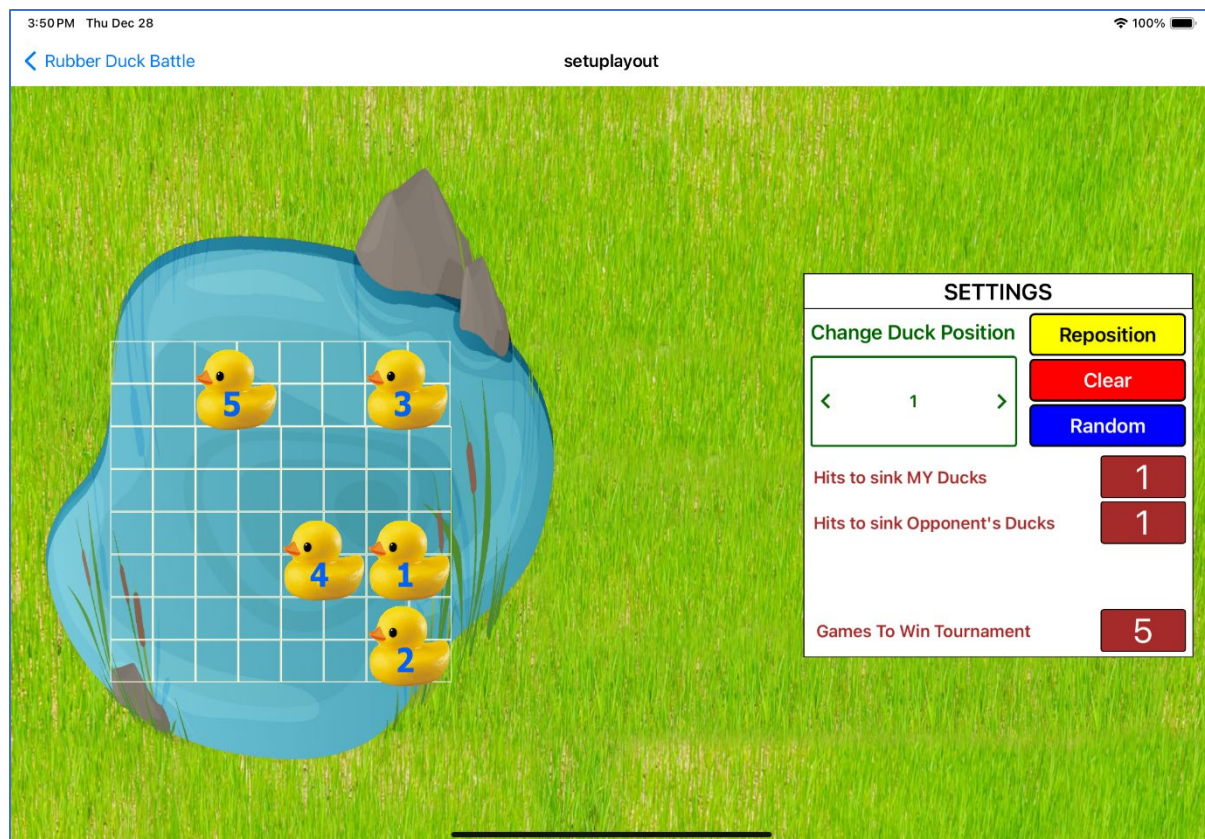
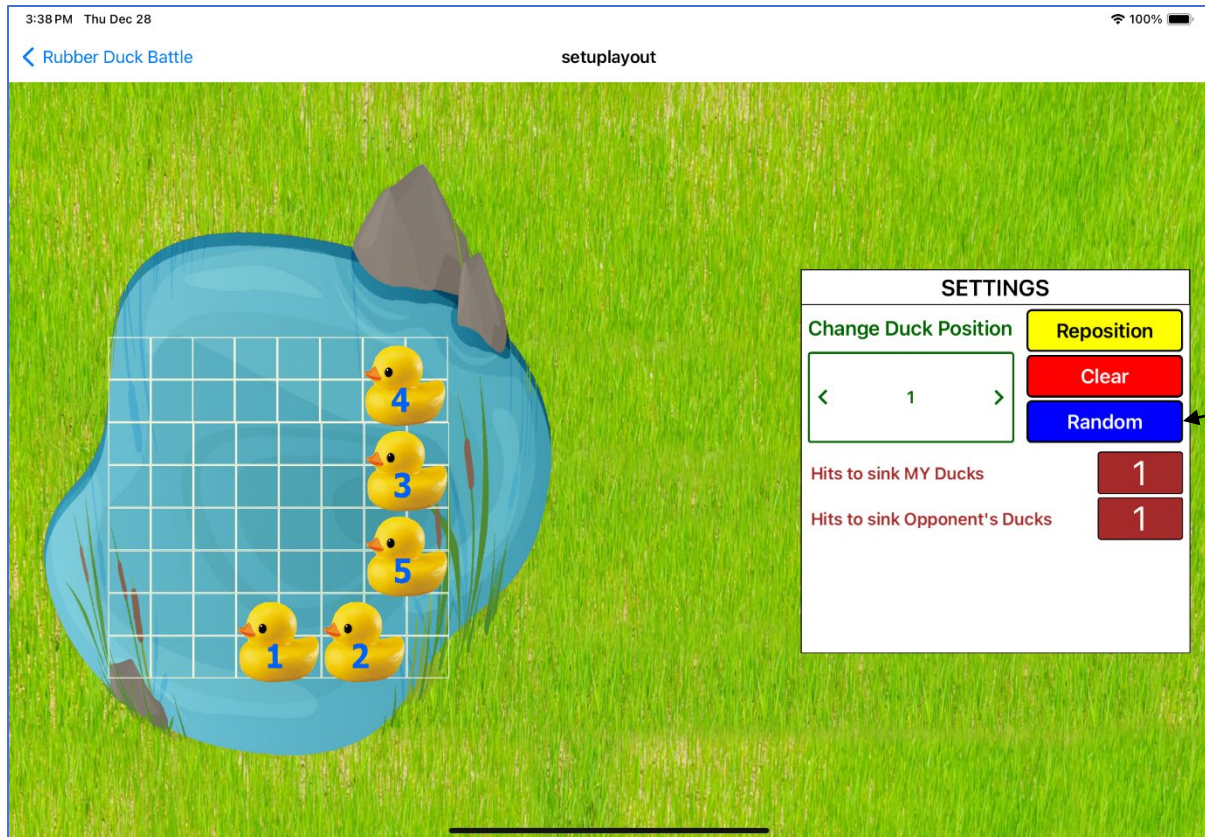
Wi-Fi Opponent Tournament Mode

SETTINGS	
Change Duck Position	<div>Reposition</div>
<div>< 1 ></div>	<div>Clear</div>
	<div>Random</div>
Hits to sink MY Ducks	<div>1</div>
Hits to sink Opponent's Ducks	<div>1</div>
Games To Win Tournament	<div>5</div>

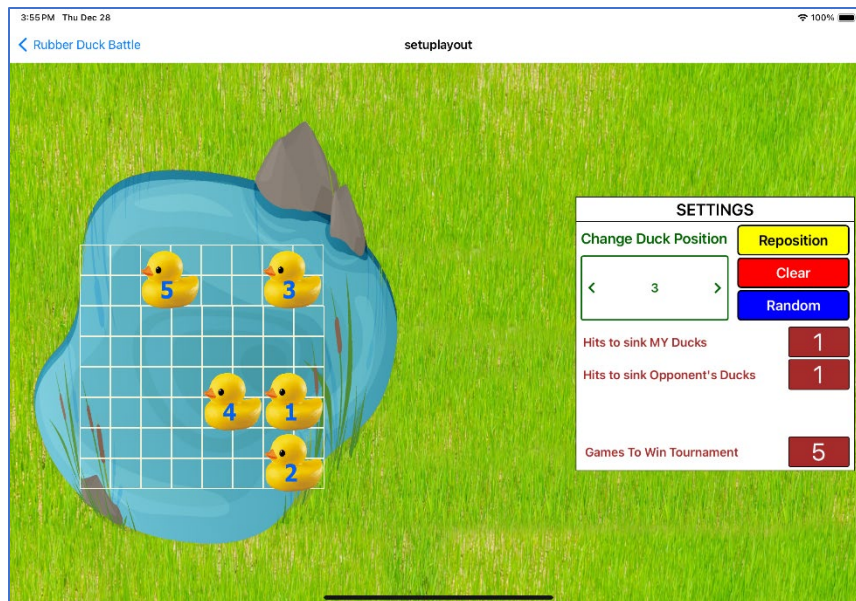
The Games To Win Tournament setting is included in Tournament Mode (Range: 2-10)

Duck Repositioning.

Your duck positions are randomly generated. If not satisfied with the arrangement, use the [Random](#) Option to generate another random layout.

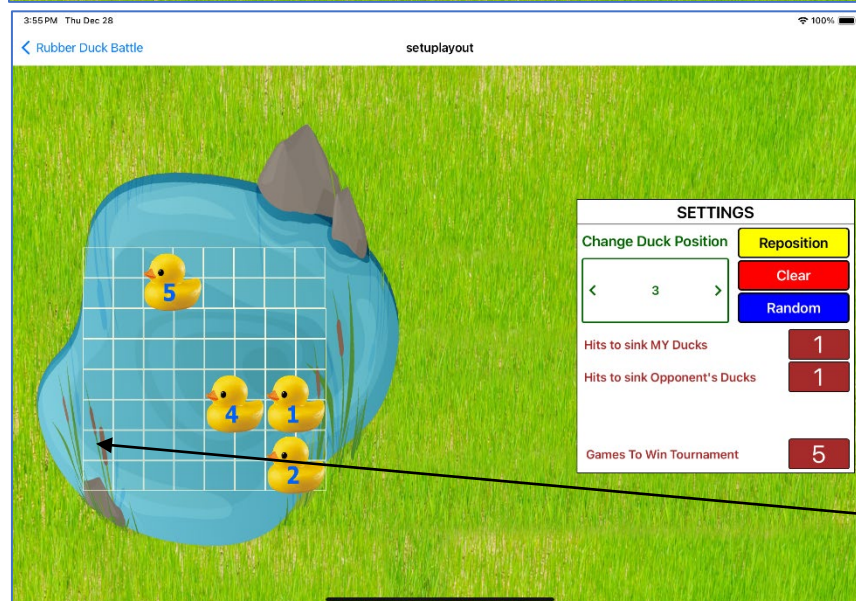


Changing the position of a single duck.



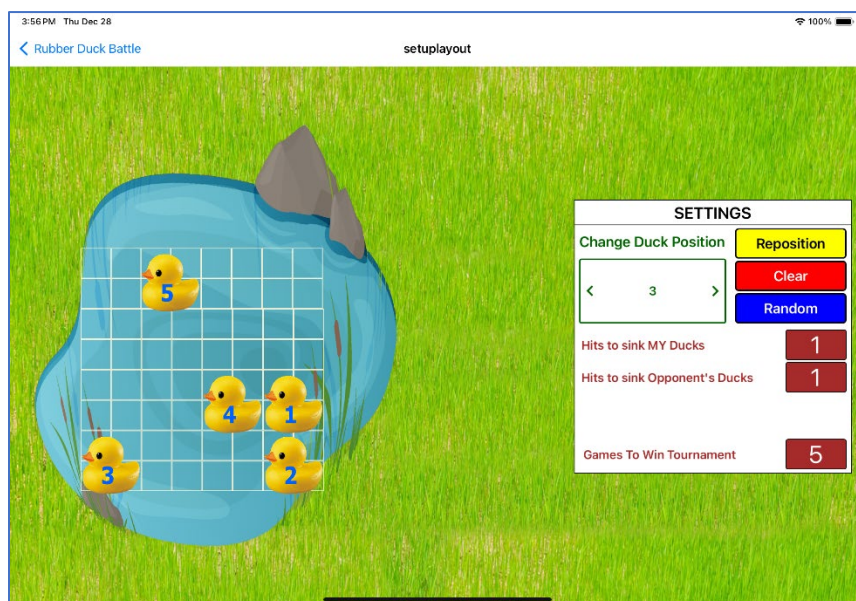
Select the duck to be moved using the Change Duck Position selector.

For example, select the #3 duck and press the "Reposition" button...



...the Number Three duck disappears.

... click/press the grid square where the #3 duck is to be repositioned.



The #3 duck will reappear there.

Manually changing the position of all ducks

To manually change the positions of all the ducks, use the **Clear** Option. Then successively select the duck number on the Change Duck Position selector and click/press on the desired location for that duck.

Make sure you add back all five ducks, as the program will not declare a winner unless it can count five capsized ducks.

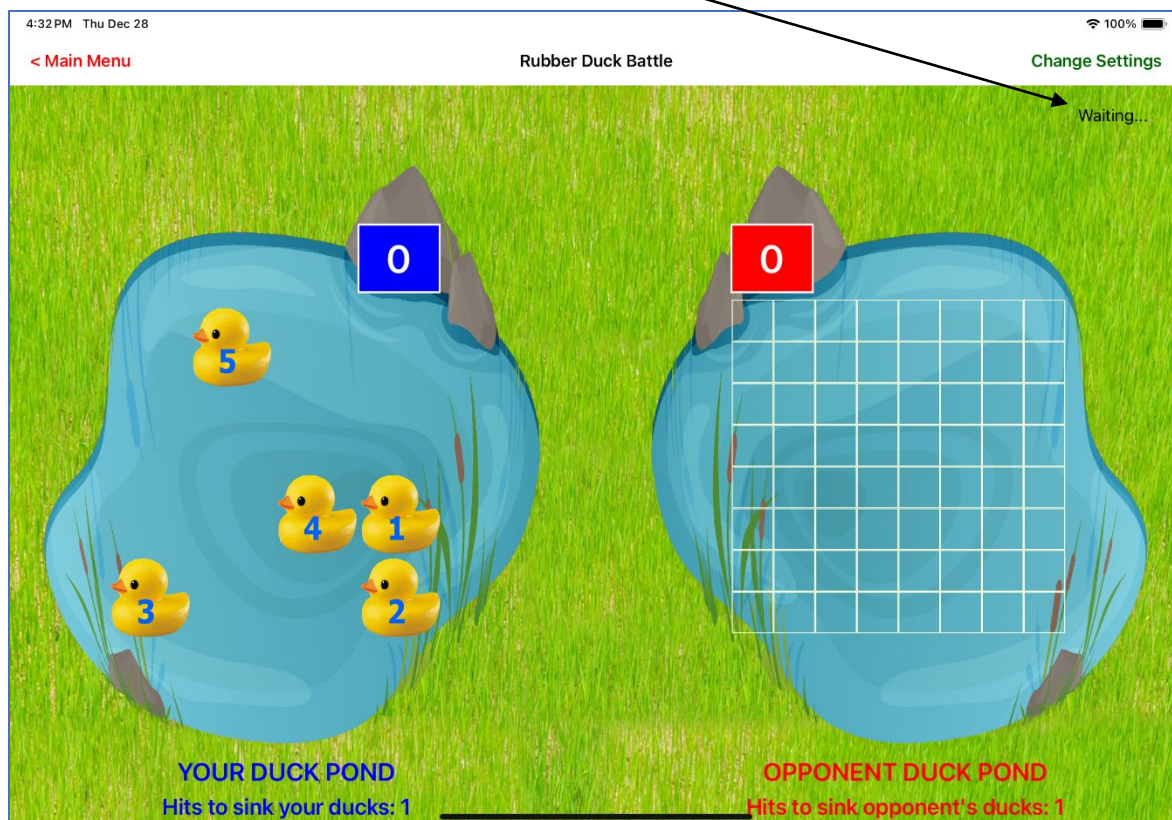
SYNCHRONIZATION

When playing with a Wi-Fi opponent, it is necessary that both devices have a matching set of these game parameters:

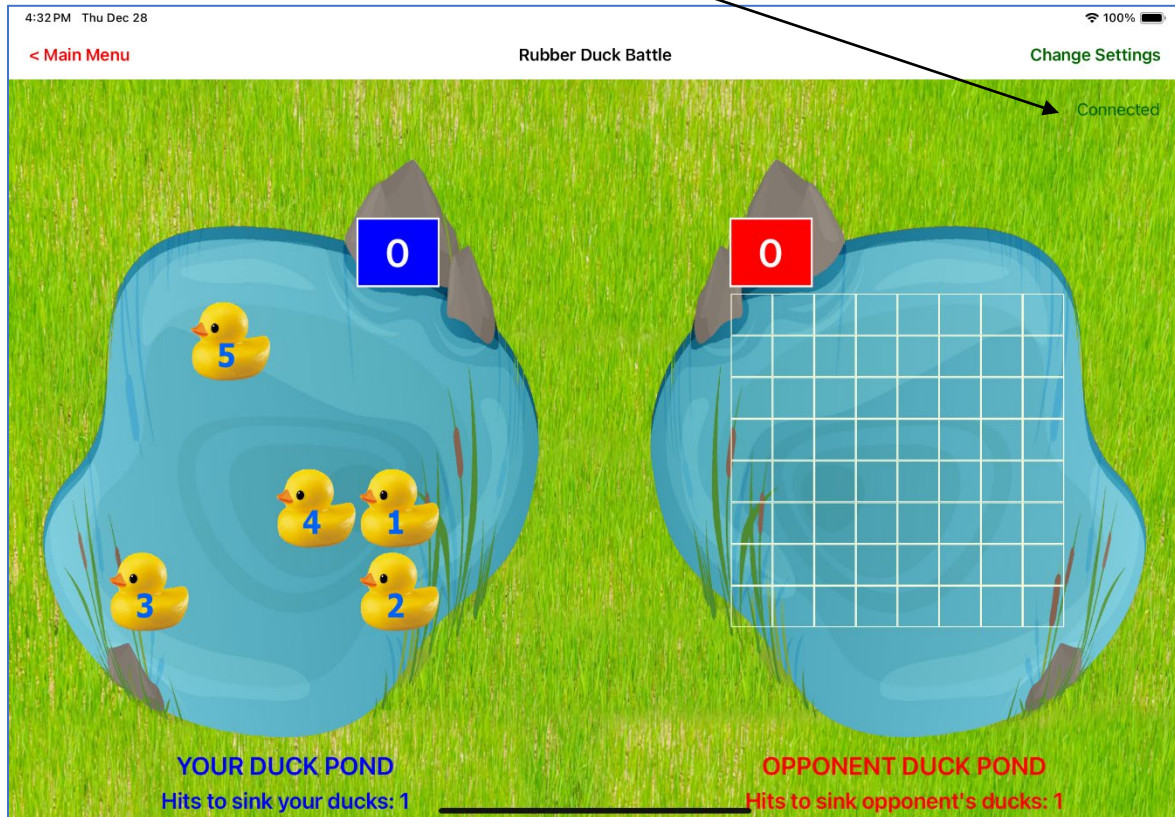
- Hits required for your ducks
- Hits required for opponent ducks
- Game count if playing in tournament mode.

To achieve this automatically, the app designates one device as the Primary (controlling) Device. The Primary device sets the game parameters, then transfers these values to the Secondary device through an automatic synchronization operation.

The first step in the synchronization process is establishing a Wi-Fi link. When "WIFI opponent" is selected, your device will ping its host WIFI network in search of a corresponding ping. If found, the devices will auto-connect. The "waiting" notification indicates the device is searching for a ping.



When the ping is answered by the other device, they will auto-connect, as indicated by the "connected" notification in both devices.

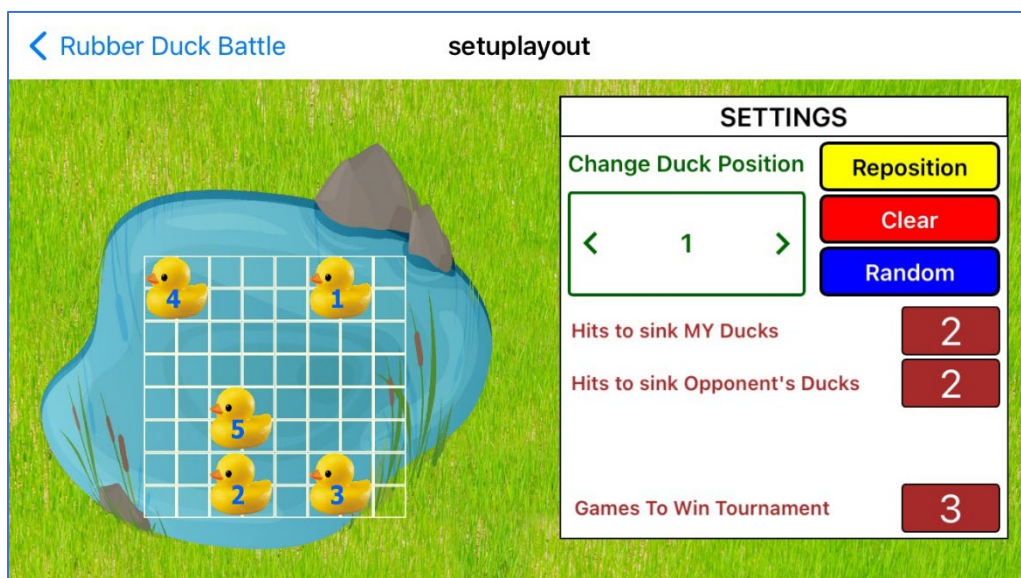


The devices will remain connected throughout the game session.

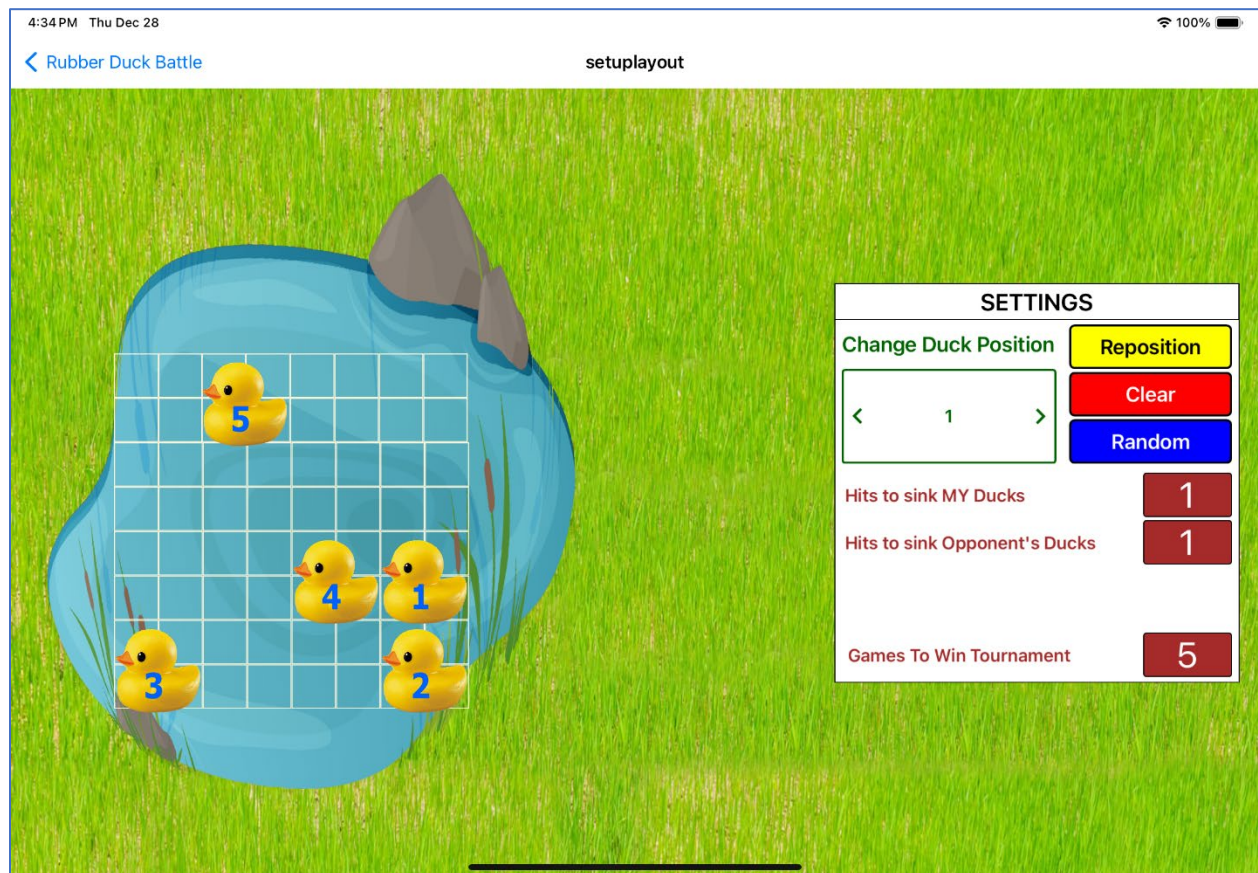
The next step in the synchronization process takes place right after auto-connection.

In this example, the opposing device is an iPhone, which is also the Primary device. That means that the iPhone settings will be transferred to our device (simulator)

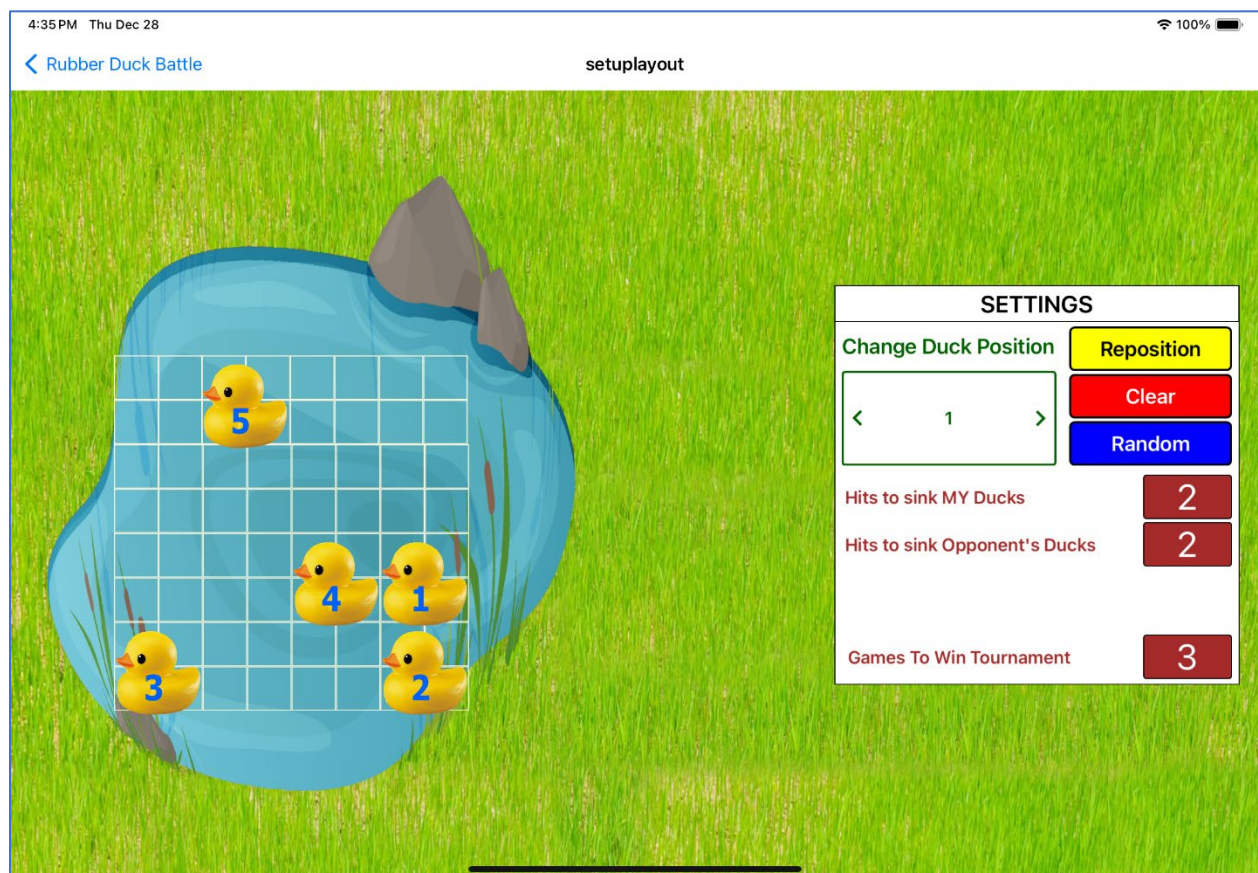
This is screenshot of the iPhone settings (they were changed from the defaults):



Here is a screenshot of our device settings pre-synchronization:

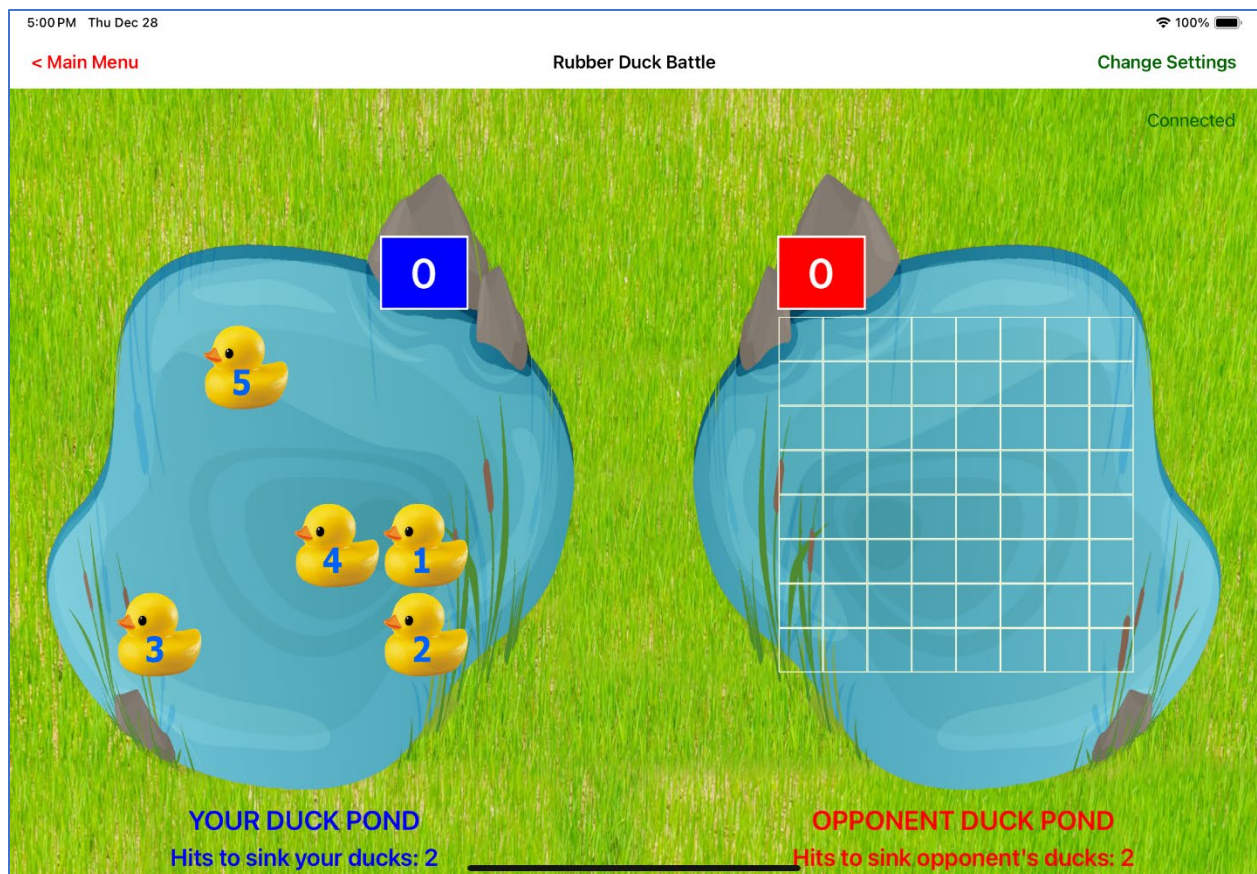


Here is a screenshot of our device settings post-synchronization:

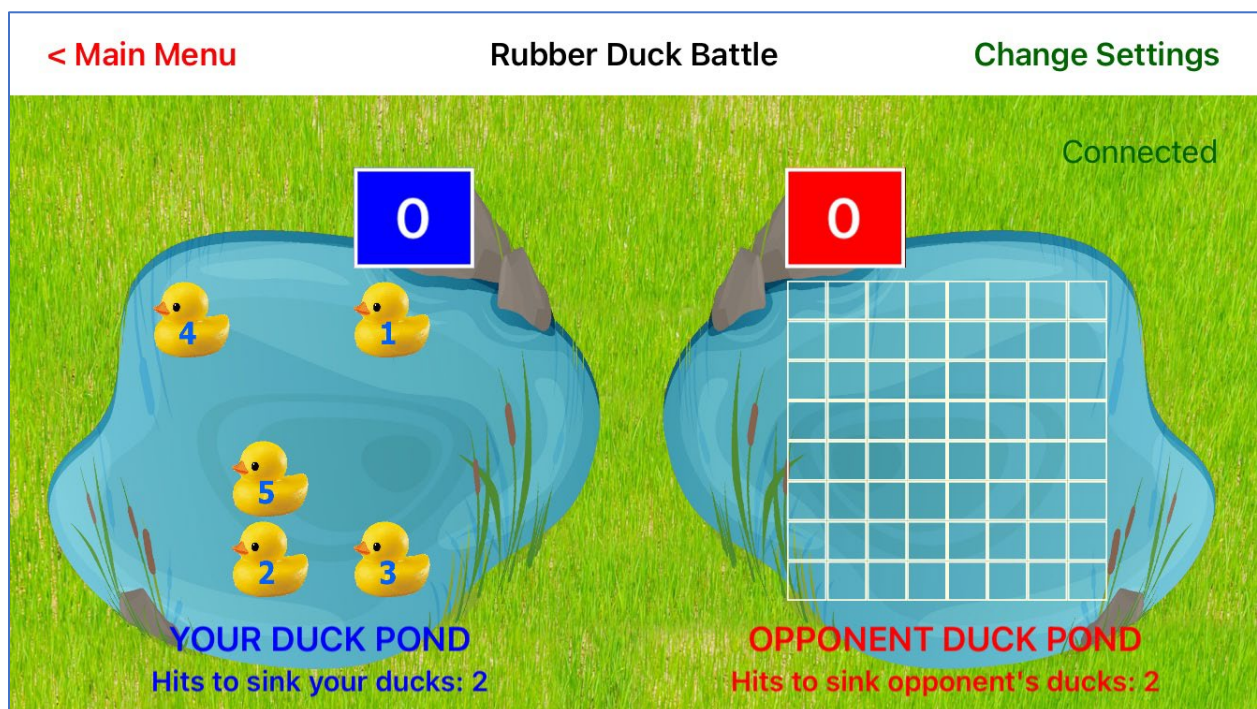


The resulting screenshots of both devices after the settings windows are closed. The game is ready to play. Note that the "hits required" notifications at the bottom of the ponds have been updated to match the settings.

Simulator:



iPhone:

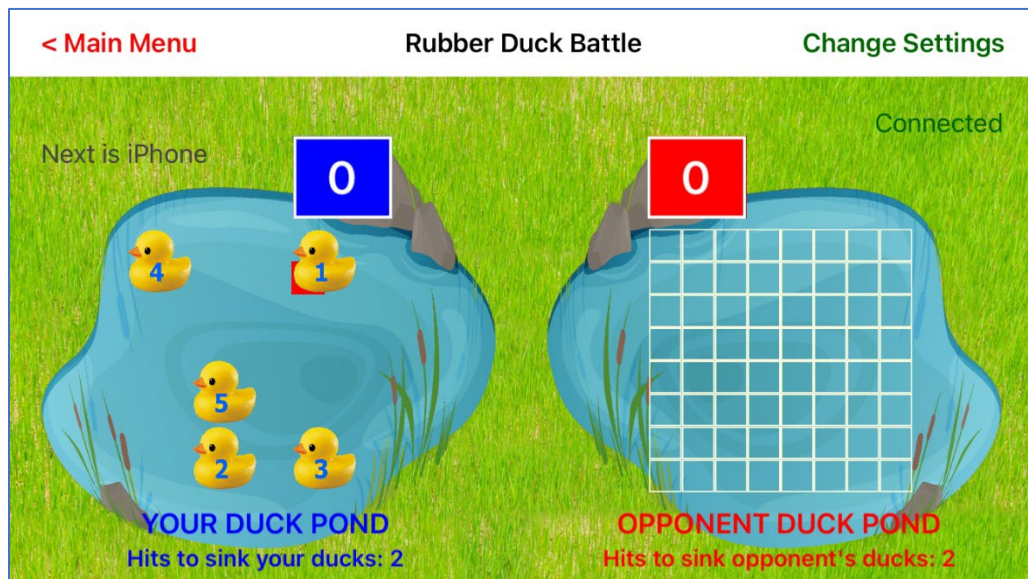
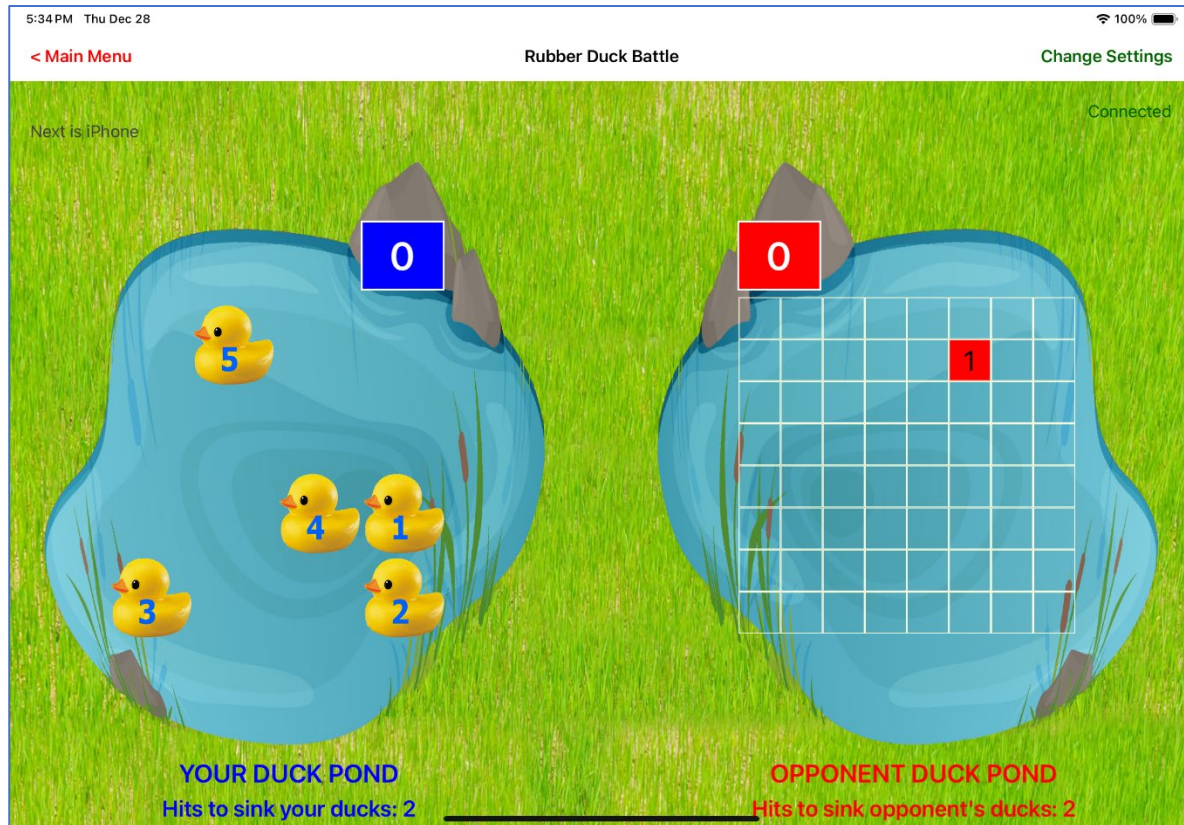


GAME PLAY

WiFi Opponent

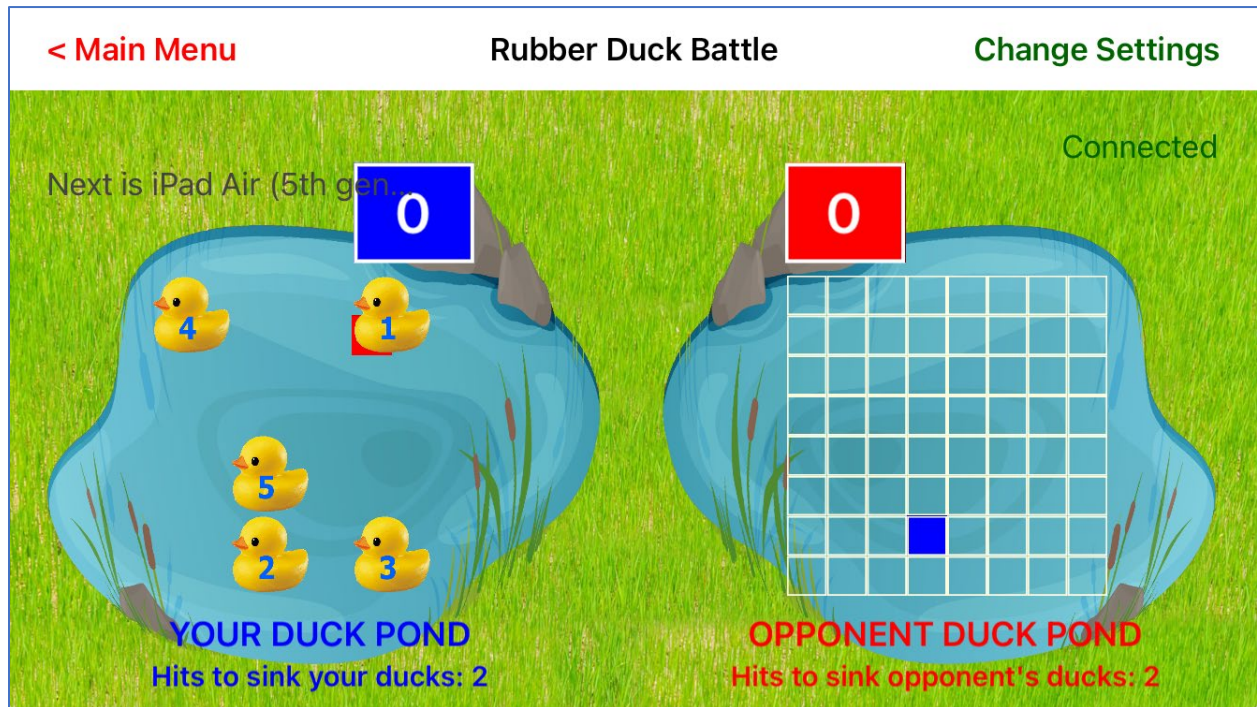
Here is a depiction of the opening shots of a **WiFi Mode** game with the settings shown previously (Both need two hits to sink a duck).

Your first shot was a HIT, depicted as a red grid square on the opponent's pond. The #1 inside indicates a hit on duck #1.

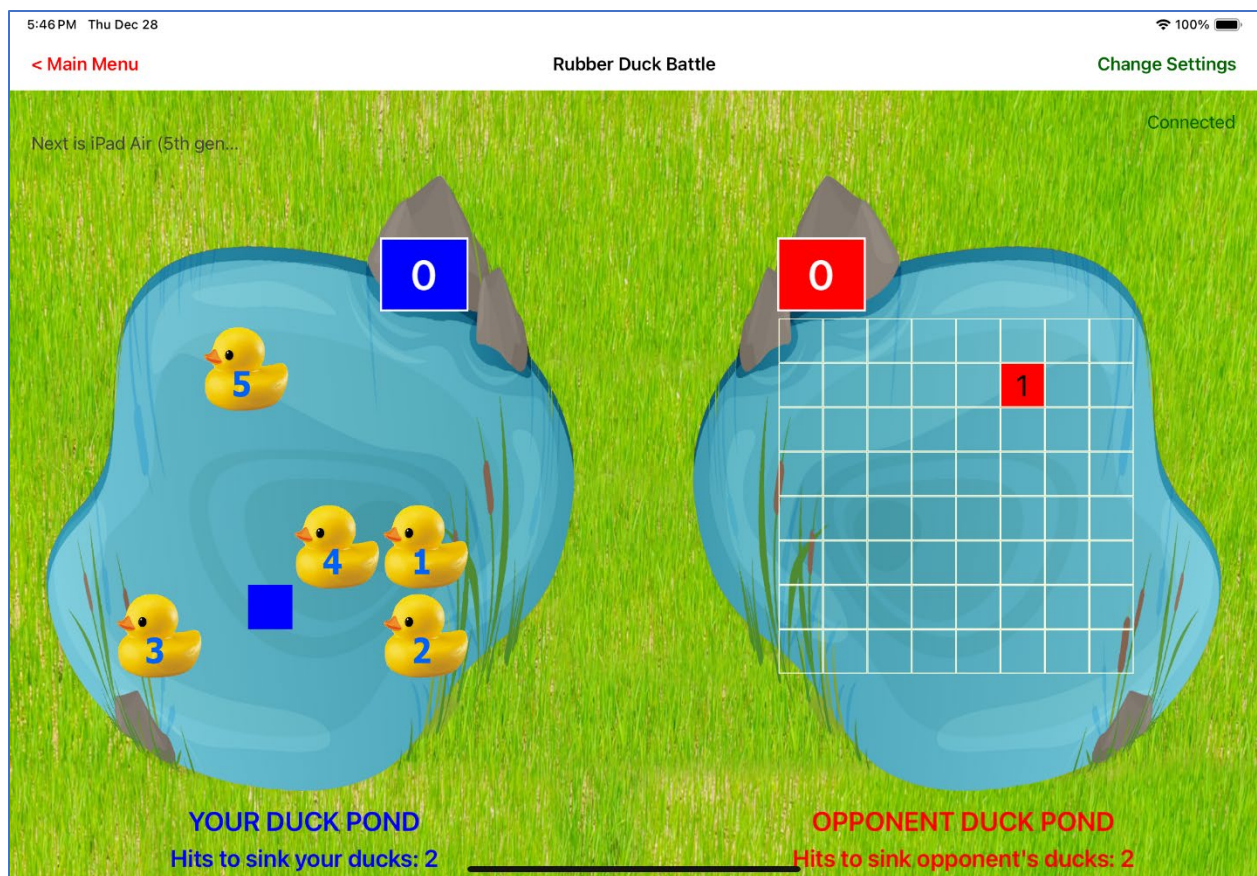


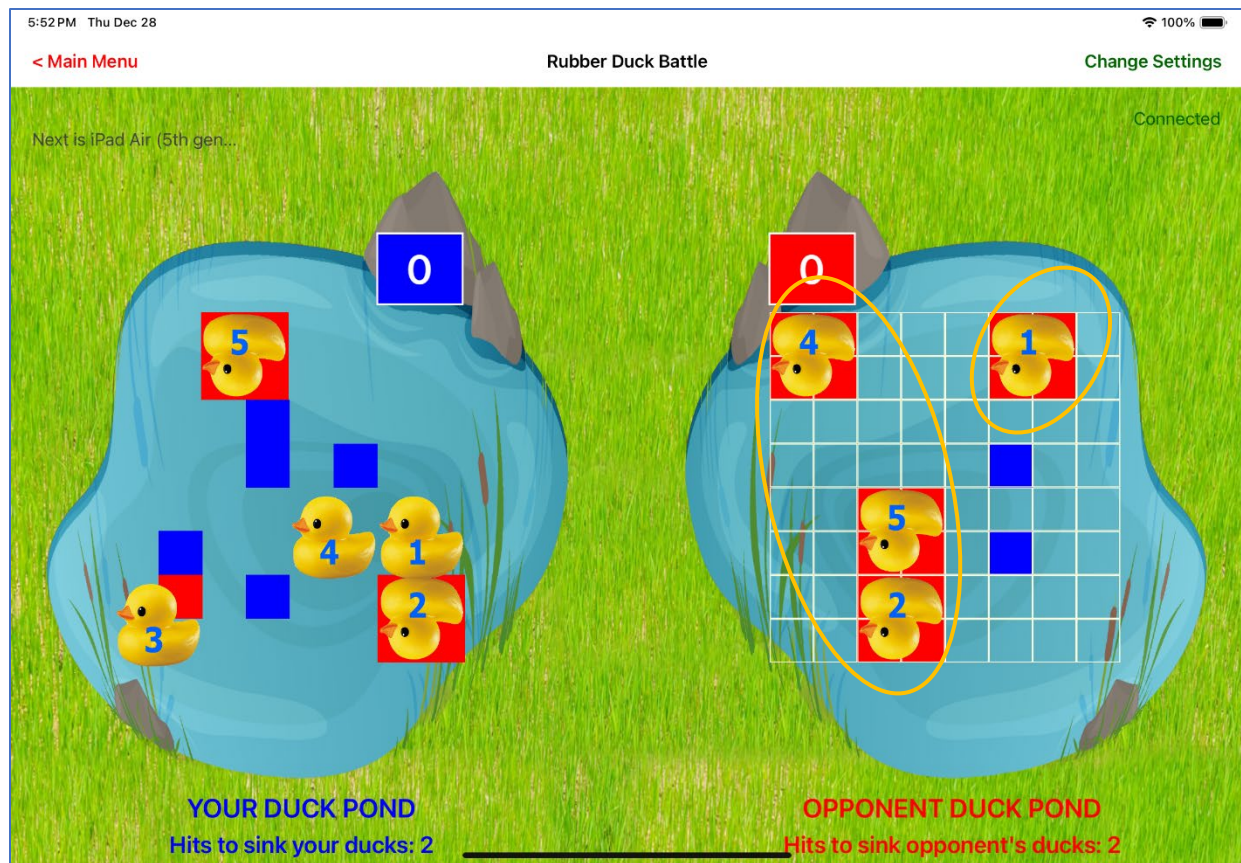
This is the Corresponding view on the opponent's device (iPhone)

Here is the first shot from the opponent's device. It was a miss, as indicated by a blue grid square on the opponent's side.



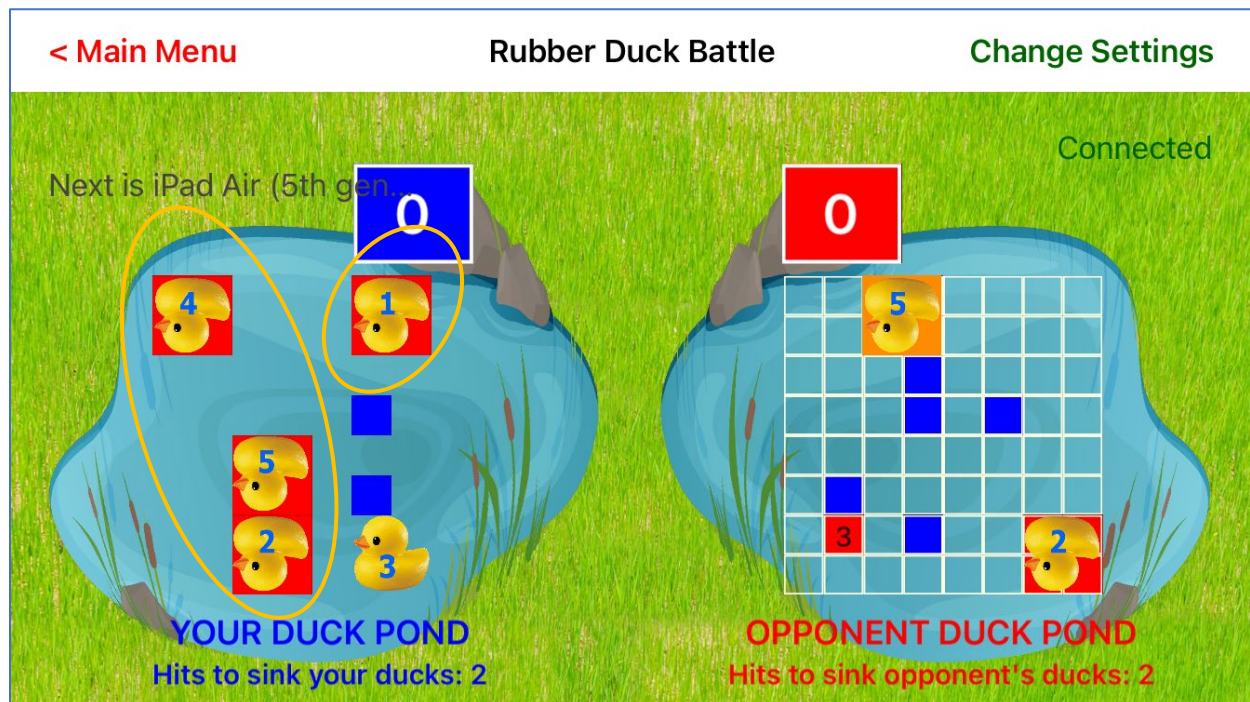
The corresponding screenshot from the simulator:



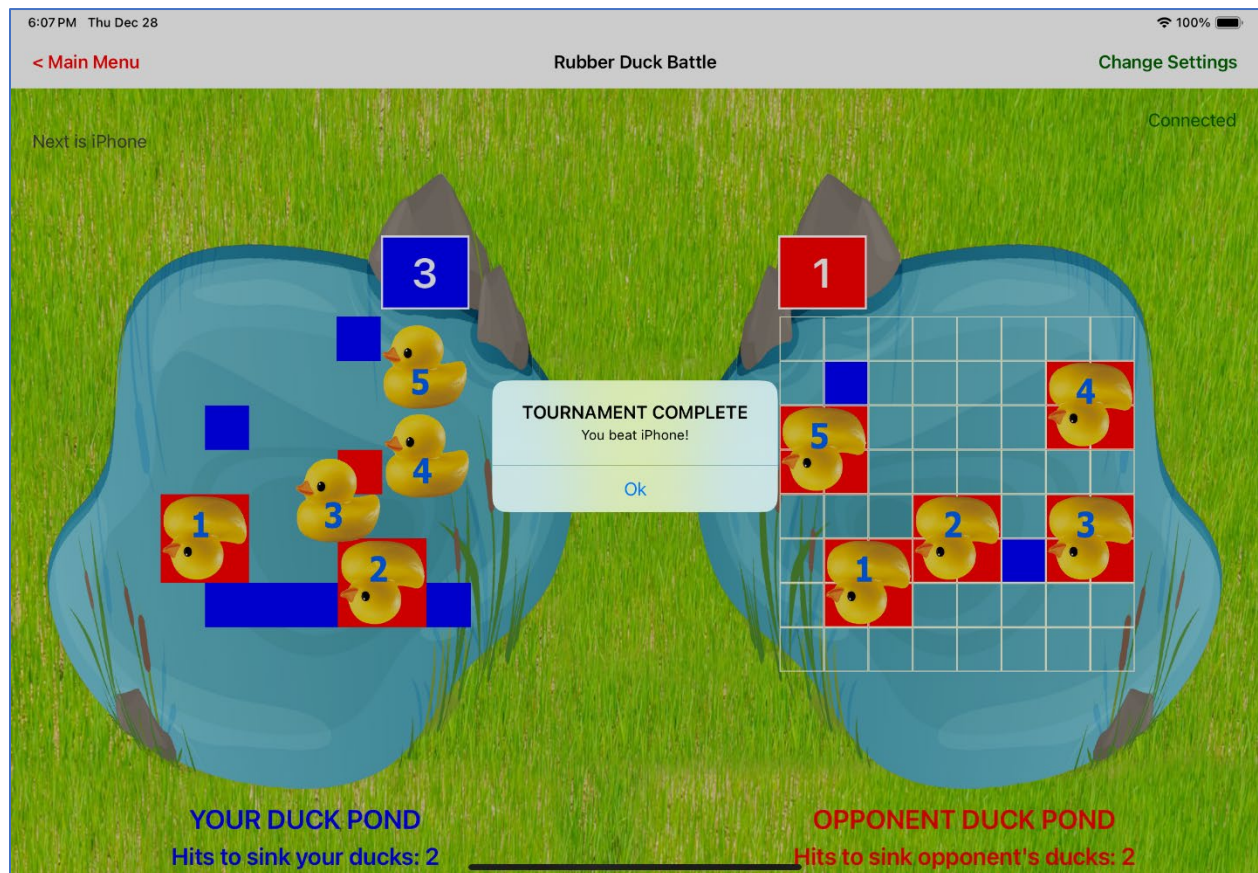


Several shots later, you have capsized the opponent's #1,2,4 and 5 ducks. Your opponent has sunk your #2 and #5 ducks and just got a hit on your #3.

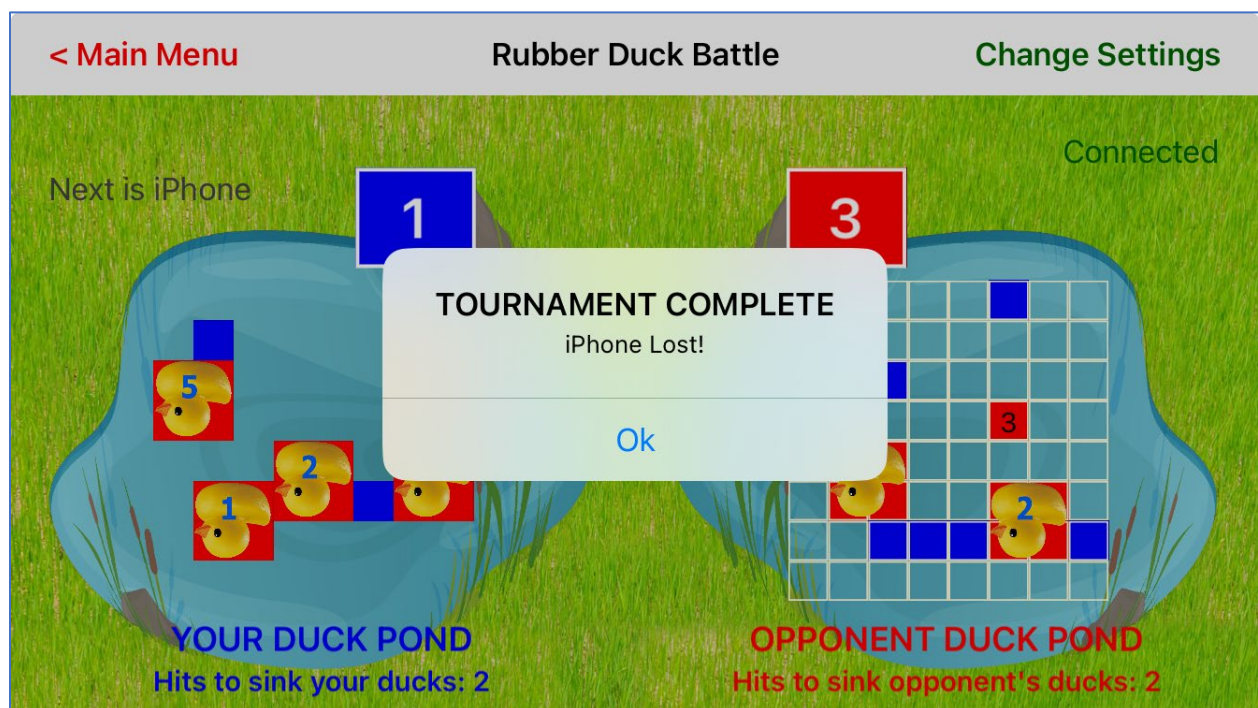
This is the Corresponding view on the opponent's device



These screenshots were taken after several games were played. The Game Count was set to 3 games:



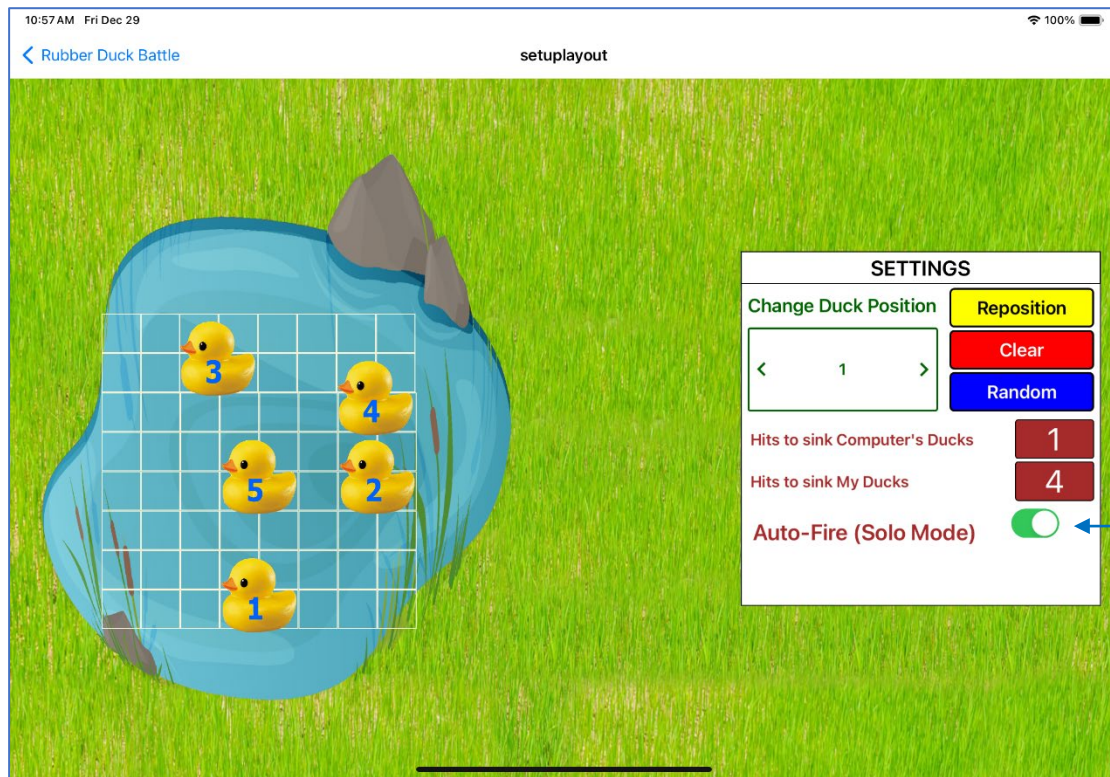
This is the Corresponding view on the opponent's device



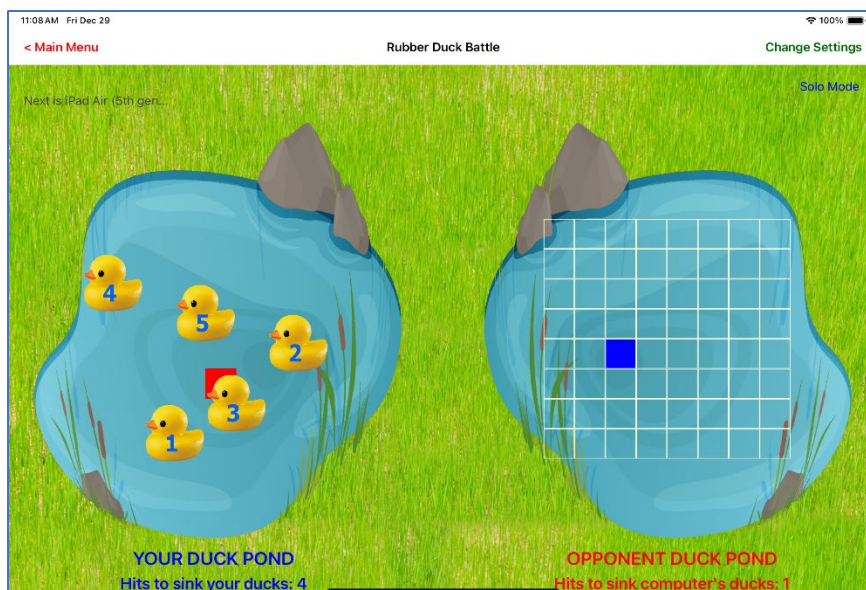
GAME PLAY (Continued)

Solo (Computer) Opponent Single Game Mode

Here is an example of a **Solo Mode** game with the following settings:

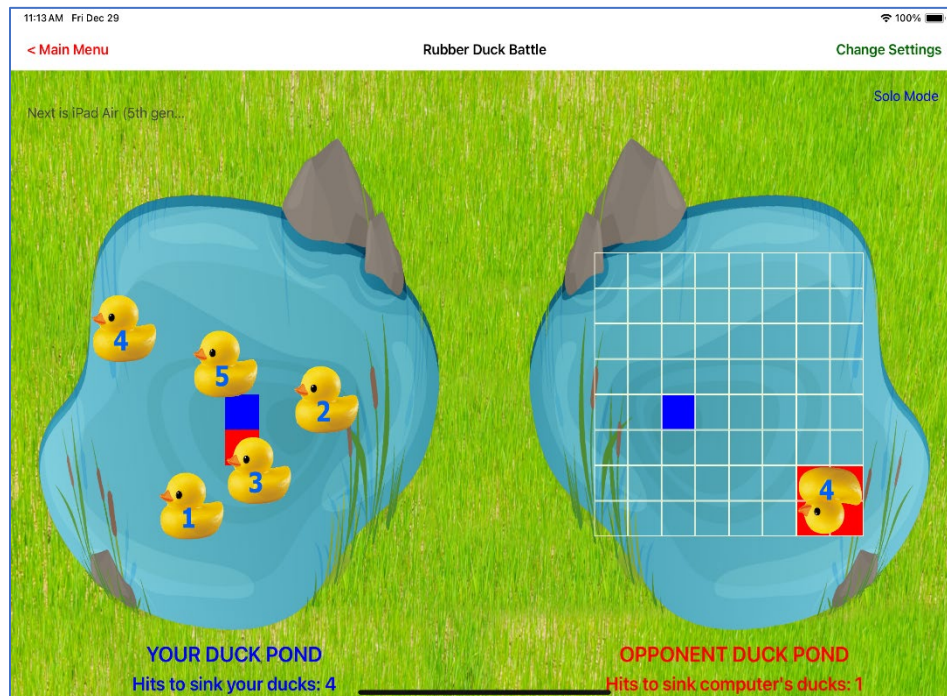


Here is a depiction of the opening shots of a **Solo Mode** game with the settings shown previously (It takes the Computer four hits to sink one of your ducks, but you only need ONE hit to sink a Computer duck).



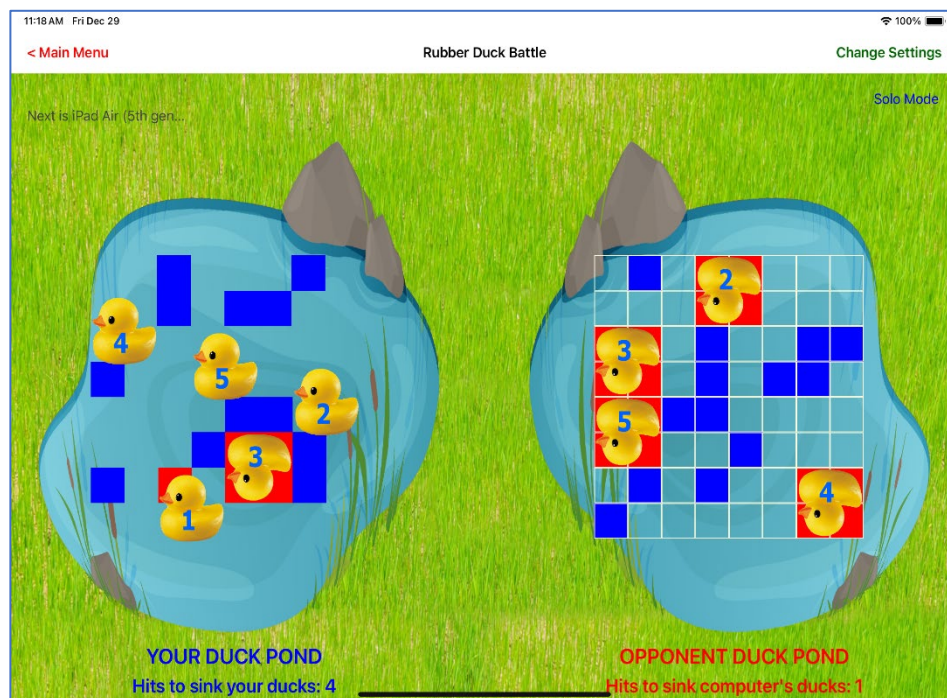
Your first shot was a MISS. It is shown as a blue grid square on the Computer's pond.

The Computer auto-fired and scored a HIT on its first shot. Since the Computer has to hit a duck four times to sink it, only a single red grid square is highlighted behind your #3 duck.



Your next shot is a HIT on the #4 Computer duck. It is shown capsized on its pond (since only one hit was needed).

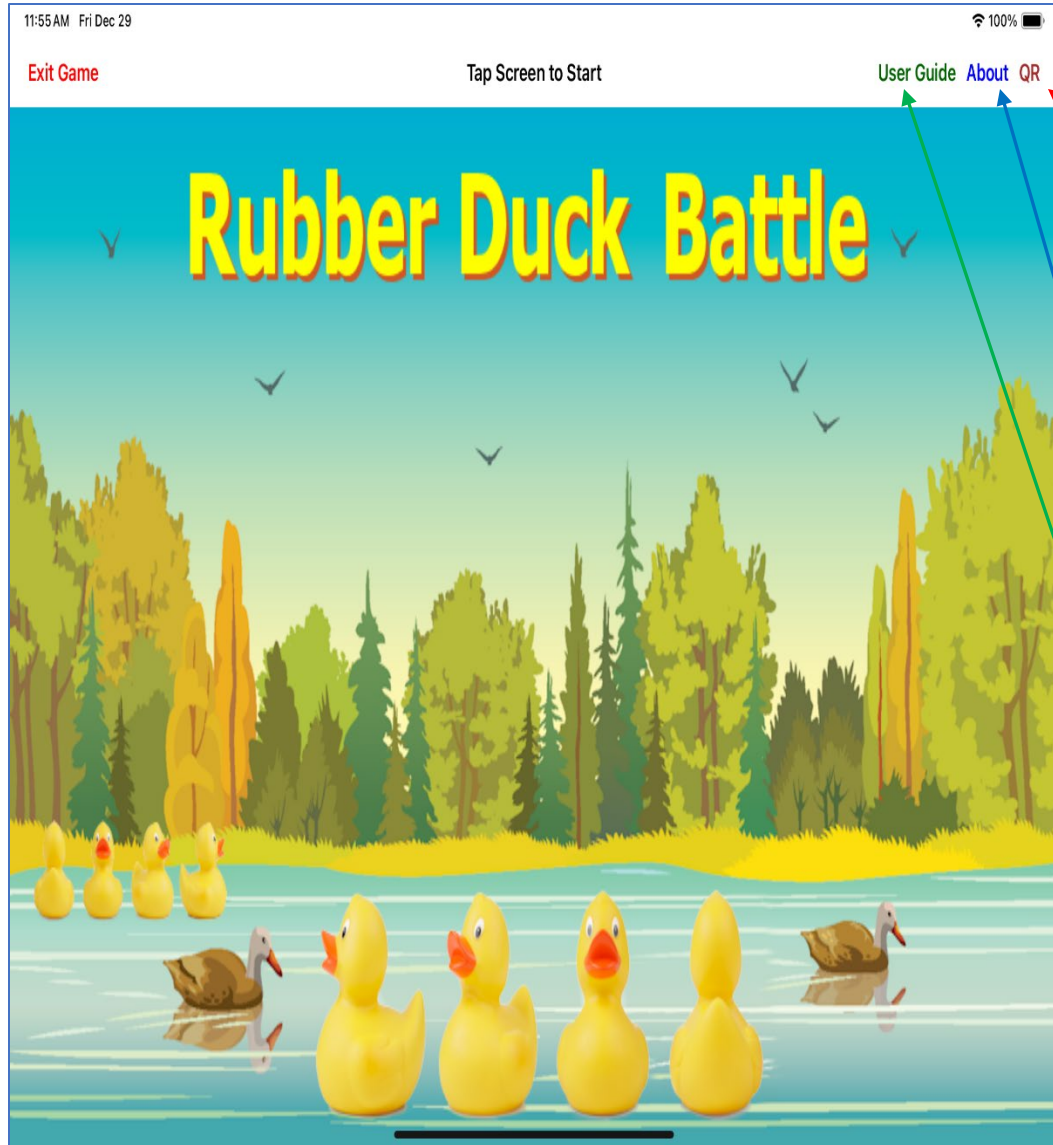
The Computer's next shot is a miss as it tries to find the remaining three grid squares of your #3 duck.



Several shots have been fired. You have capsized four Computer ducks; the Computer has capsized your #3 duck and is working on your #1 duck.

The game proceeds until five ducks are capsized on one side.

The opening screen also presents several top level options as depicted on this page.



The QR code is a convenient way to access the TurboSoft website

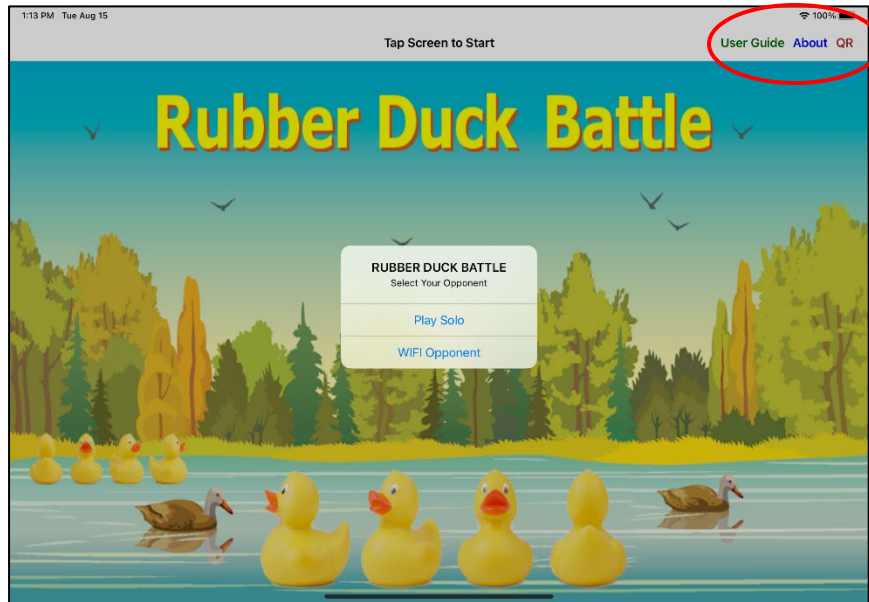
The About box details developer data and app version information

The User Guide option allows on-screen viewing as well as an Export capability, allowing its transfer to a printer, email, Notepad, etc.

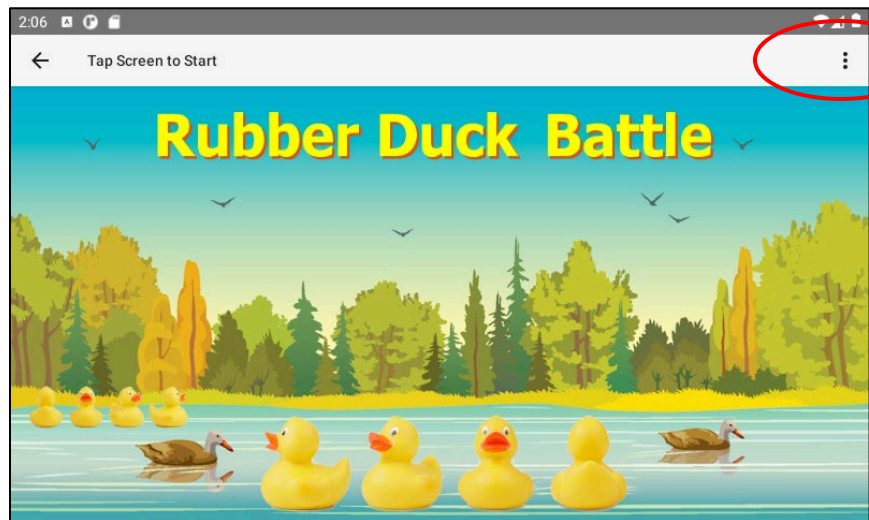
Appendix A.

Android Menu

All the functionality contained in the iOS version is duplicated in the Android version. Only the significant difference is the menu system.



Top Line menus in the iOS version are contained accessed by clicking on the pizza stack symbol





Product Name: Rubber Duck Battle

Copyright: 2024

Company: TurboSoftSolutions.Com

Programmer: Neil Rohan

