

QuickStart Guide To Using the EightBells™ App

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After starting EightBells, you:

1. Build a collection of ships to use in your games (use the “Build a Ship” button)
2. Examine the built ships (“View Dry Dock” button)
3. Assign ships into fleets, or view any established fleet (“Examine Fleets” button)
4. Run a naval combat war game (“Play” button)

The Home Screen

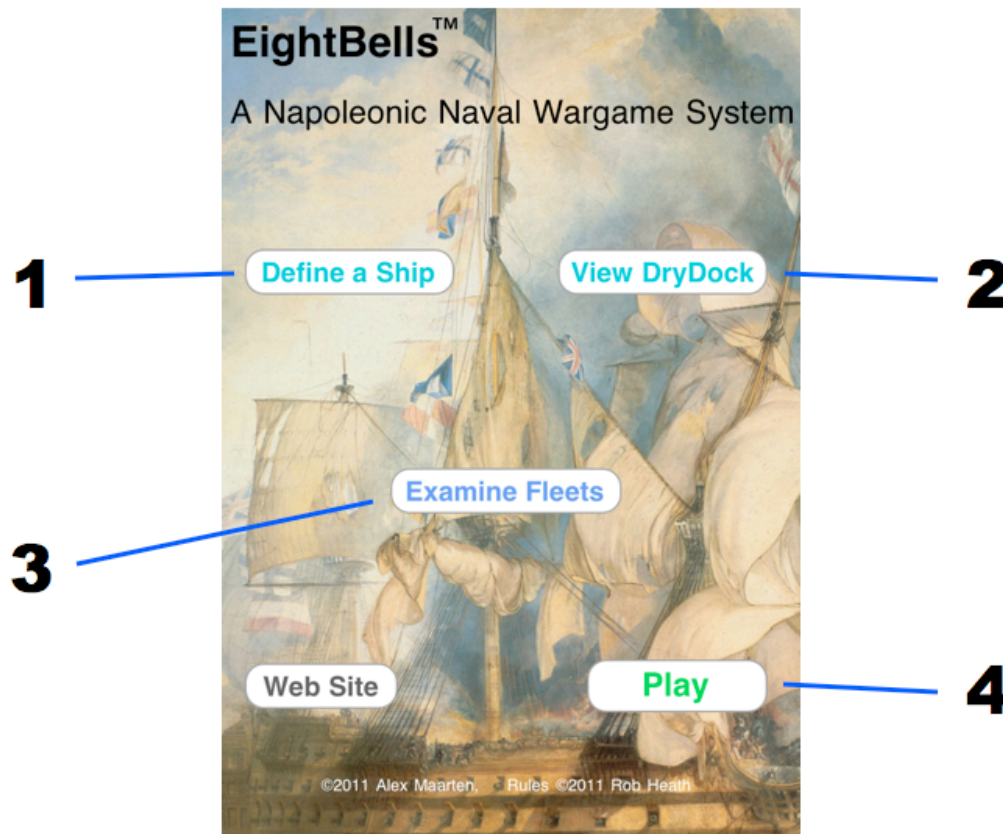


Figure 1 — EightBells Home Screen

“Build a Ship” Button **1**

To use the EightBells App, start by building several sailing ships. Use the “Build a Ship” button.

When you build a ship, you select its initial name, the number of guns (ship-mounted cannon) on board, the expertise of the crew, and the number of crew.

All newly built ships live in the “Dry Dock,” a sort of navy yard of ships in the game. You later select ships out of the Dry Dock to be in various Fleets for game action.

You can build many ships using the same name and other information. This is so you can have several ships named “Ajax,” for example, but with different configurations of guns or crew. Your Dry Dock holds all starting ships, in your chosen configurations, ready for various naval war games.

“View Dry Dock” Button **2**

You can view all your Dry Dock ships using the “View Dry Dock” button.

Tap on a ship’s name to view its characteristics.

You may change any ship’s name viewed from the Dry Dock.

You may use the Delete button to remove ships from your Dry Dock collection.

“Examine Fleets” Button **3**

You look at your fleets, and assign ships to them, using the “Examine Fleets” button.

Press the Examine Fleets button and you will see a list of fleets, all of which start out with zero ships in them.

Fleet names are preset and you may not change them. The names originate from many countries of the Napoleonic period, and also include a fleet for Merchant trading, one for Pirates, and four for miscellaneous user definition.

When a fleet has no ships in it, tapping on the fleet name allows you to choose ships for it, out of your Dry Dock collection.

>Tap on all the ships you wish to put into that fleet, then press the Done button.

The ships in a fleet are copies of the Dry Dock ships. You may damage them in games, change ship names, and handle various statistics without affecting any other ships in another fleet or in your Dry Dock.

To delete all the ships in a fleet, while Examining Fleets press the Delete button.

>Tapping on any fleet name while in delete mode will erase all ships in that fleet. The fleet itself always remains.

To put ships back into a fleet that has been Deleted, tap on a fleet that has zero ships in it and select the ships out of your Dry Dock collection.

“Play” Button **4**

Press the “Play” button to start your naval war game campaign.

Once you are on this Campaign screen, you conduct all the activities in your game. The other buttons you pressed while on the EightBells home screen were to prepare for the use of the Play Campaign screen.

There are three main sections on the Campaign / Play screen:

- A. The Wind Speed setting for the campaign
- B. The “See Fleets” button and the Fleet/Ship List
- C. Function Buttons to select what you want to do with a ship from one of the fleets

The Campaign / Play Screen

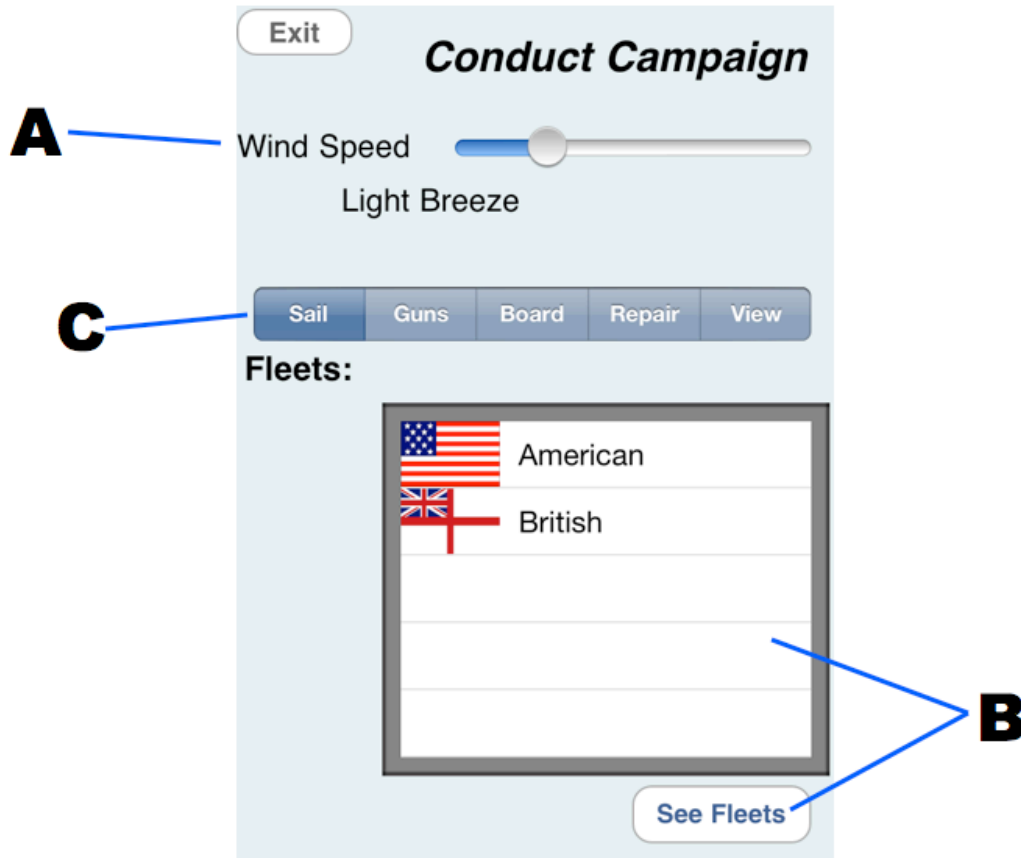


Figure 2 — EightBells Campaign Play Screen

Setting Wind Speed **A**

Move the slider until the power of wind used for sailing is what you want for your campaign. You may change this wind speed at-will.

The wind speed you select is used in calculations for sailing distance. It applies to all the ships in the campaign.

The game master (“GM”) decides the direction of the wind on your tabletop battle sea.

At certain intervals, EightBells will inform you that it is time to consider changing the direction and wind speed.

The “See Fleets” Button and the Fleet/Ship List **B**

When you press the “See Fleets” button near the bottom of the screen, the display will change to intuitively select what you wish to do with fleets and ships within a fleet.

The first use of this button changes the display to show you all the fleets within EightBells. You can see which fleets have ships assigned to them. Select the fleets that are to be in the campaign. For example, you might select the American and British fleets.

You assign ships to fleets *before* starting a campaign by using the “Examine Fleets” button on the EightBells home screen.

Once selected, your fleets are locked into the campaign until you exit the campaign.

Selecting one of the fleets shown in the list switches the Fleet/Ship List to show the ships inside a fleet.

When ships within a fleet are displayed, selecting one of those ships takes you to a ship control screen.

>When you select a ship in a fleet, the screen changes to one of the ship control screens. Your choice from the Function Buttons determines which control screen appears.

Function Buttons **C**

The row of Function Buttons lets you handle various activities for individual ships.

Each Function Button determines which control screen appears for controlling an individual ship in a fleet during a campaign.

These screens allow a ship to sail, attack, make repairs, or simply show its general status during an active campaign:

Sail — uses ship and wind characteristics along with a dice roll to determine how far a ship may move when the Rules allows it to do so.

Guns — lets you set a target, range, type of ammunition, and positional information, along with a die roll. You then get the resultant percentage of damage inflicted upon an enemy ship's Hull, Sails, or Crew. Watch out!: you can fire upon a ship in your own fleet, which is how some battles in history were lost!

Board — if two ships are close to each other and the GM and the Rules allows for your ship to attempt to board an enemy ship, the Board screen helps determine whether the boarding attempt might be successful. Relative crew strengths and health go into calculating a percentage chance of success. You roll three dice on your tabletop, or use the on-screen dice auto-roller, to see if the boarding attempt succeeds. Your roll must match or exceed the target number shown.

Repair — during the game the GM indicates when a ship is allowed to repair itself. The GM also informs a player what amount and type of repairs are allowed.

View — use the View Function Button to view the status of a ship during a campaign. When simply Viewing a ship you cannot accidentally alter any damage.

Dice Indicators

Dice are shown on some of the campaign control screens for ships. Rolled dice inject randomness into a campaign, simulating the complexities of a sea battle.

You may use real dice on a table, or have EightBells roll dice for you. In EightBells campaigns you use one to three six-sided dice.

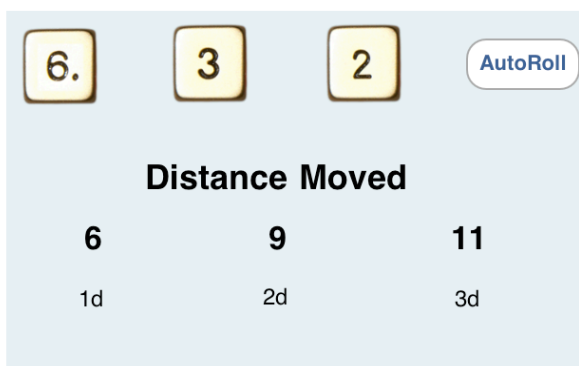


Figure 3 — EightBells Dice Example

If you roll dice yourself, you must then tap on the images of the dice in EightBells to change the dice on the screen to match your tabletop roll. The values you enter onto the screen dice are used in the calculations for success or failure of things a ship may attempt.

The GM will indicate to players when one, two, or three dice may be used for some kind of ship action. The EightBells screens show all three possibilities (“1d” to “3d”): you pick the number that applies according to the Rules and the GM’s instructions.

The “1d” number shown by the App is the largest single value of the three six-sided dice rolled.

The “2d” number is the two highest dice of the three.

The “3d” number is the sum of all three dice.

Ship actions involving the great guns firing on another ship always use only one die.

>The dice numbers often will have ship characteristics such as wind speed and sail settings added into the dice totals.

Special Damage

If a ship suffers damage from an enemy’s guns, sometimes special damage will also occur.



Figure 4 — EightBells Special Damage

The special damage categories are:

- Fire on the ship
- Mast down (one of the masts has fallen)
- Wheel damaged (the onboard hardware for steering is damaged)
- Rudder itself damaged (aft of the ship)
- Captain injured (the chain of command on a ship has been disrupted)

The game master (“GM”) of the campaign will instruct each player what to do when these special damage situations appear.

Exit from Campaign / Restart Campaign

When on the Campaign / Play screen, the Exit Button will stop the campaign.

However all information about your fleet ships is retained.

If you accidentally exit from a campaign, or if your iOS device is reset for some reason, you can easily continue any campaign. Simply choose the same fleets as before: the ships will be ready to continue the campaign.

More Information

Visit www.eightbells.net for more information about the EightBells System.