



20. PLAYING BY EMAIL

The PBEM rules in the 5th Fleet manual employ an outdated method of direct modem-to-modem connection. Don't bother trying to figure out how to use the program's COMNET system. Here's how to play 5th Fleet using today's email software.

GETTING STARTED

The players decide on the scenario, who will play each side, and who will go first. The First Player automatically gets the first phase of the game, so he is the player who gets the ball rolling.

First Player:

1. Start 5th Fleet, go to the Scenario screen and select the name of the scenario.
2. Under **COMBATANTS** set the color for Player 1 (you), and set Player 2 to E-MAIL.
3. Select **WEAX** if playing with weather. Ignore the AI settings.
4. Click the **COMMIT** button. The scenario will start with the Phase Selection screen for Player 1. Select a unit type and proceed normally to issue orders and execute them.
5. When you complete the phase, the program will determine who gets the next phase. If the other player has been selected for the next phase you will be prompted.
6. Make a note of the filenames being saved when the program displays them. There will be an **.eml** file, and if there was combat during your turn there will also be a **.rpt** file.
7. When you click OK to dismiss the prompt, you will be back at the CIC screen. Exit 5th Fleet at this point.

SENDING 5TH FLEET FILES

The file(s) generated by 5th Fleet need to be sent to your opponent as email attachments. However, many email programs think that any file with the **.eml** file extension belongs to them and will modify them to the point that they are

unrecognizable by 5th Fleet. So you need to prepare the .eml file before emailing it. Simply change the **.eml** file extension to something else, such as .elm, for example. This way the file will survive the email transfer without being modified by the email software. (There is no need to modify the file extension of the .rpt file.)

RECEIVING 5TH FLEET FILES

When you receive your opponent's files, save them to your 5th Fleet directory. Then change the file extension back to **.eml** and you're good to go.

1. Start 5th Fleet, go to the Scenario screen, and select the name of the scenario.
2. Under **COMBATANTS** set Player 2 to E-MAIL.
3. The setting for Player 1 makes no difference at this point, nor does the WEAX setting, since the program will get this info from the .eml file.
4. Click the **COMMIT** button.
5. If there is an .rpt file, combat results from your opponent's attacks will be displayed. After any combat report, the scenario will resume with the Phase Selection screen for your side.
6. Pick an available phasing unit type and continue the game.

