Help card v2.7.2

Blue & Gold: Sea and Field

Sini & Kulta: Meri ja maa · CyberLeo Games · AV Automation

Two battles, one spirit – **about defending, not conquering**. Battleship at sea and on land in a living 3D world: changing weather and time of day, special weapons and three AI levels. Plays in the browser on a computer, tablet or phone.

PLAY ▸
cyberleogames.com/sini-kulta

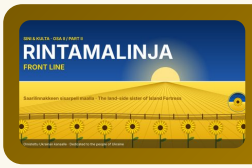
Scan to play



PART I · SEA

Island Fortress

Find the enemy's hidden fleet and sink it with the island's cannon.



PART II · FIELD

Front Line

Find the enemy's hidden forces and destroy them with the hilltop gun.

How to play

THE SAME RULES IN BOTH PARTS

1 Pick a part and settings
Play starts from the menu. **Settings ›** opens board size, game mode, opponent and conditions. Switch parts with the corner button (Island Fortress ⇄ Front Line).

2 Place your fleet or forces
Your units start in random positions. Tap a unit to select it and tap a new cell to move it. **Rotate** turns the selected unit, **Shuffle** mixes them all. Units may not touch, not even diagonally. Then **To battle**.

3 Fire
Tap a cell on the enemy board and press **FIRE!** – or tap the same cell again. **A hit gives you another shot**; after a miss the turn passes.

4 Win
You win when the whole enemy fleet is sunk or all their forces are destroyed. Score, accuracy and records are shown at the end.

Good to know

- Ships never touch, not even diagonally. The cells around a sunk ship are marked empty.
- You cannot fire at the island's cells.
- On a keyboard, the arrow keys aim and Enter fires. Tap the board during the opponent's turn to speed it up.
- **Sea current:** now and then the current moves undamaged ships one cell, so old misses are worth firing at again.

Controls

ACTION	MOUSE / TOUCH	KEYBOARD
Aim	tap a cell on the enemy board	← ↑ ↓ →
Fire	**FIRE!** or the same cell again	Enter or Space
Special weapon	pick it from the weapon bar before the target	–
Speed up the opponent's turn	tap the board	any arrow, Enter, Esc
Switch view	tap the mini map (your board ⇄ enemy board)	–
Large board on a phone	the arrow buttons ◀ ▲ ▼ ▶ on the TARGET row fine-tune	–
Help	the **?** button: rules, weapons, board markers	–
Pause and settings	pause button: continue, restart, menu, Effects, Weapon tips	Esc closes a window
Sound	speaker button: music and effects separately	–

Special weapons

GAME MODE SPECIAL WEAPONS AND STEALTH

Cannon
One shot at the selected cell.

Sonar / Drone ATTACK
Tells you how many ship cells there are in the 3 × 3 area around the target. Sonar does no damage, and afterwards the turn passes to your opponent. Sonar does not detect a ship in stealth mode or inside a smoke screen.

Cross bomb / Barrage ATTACK
The shell bursts in the air into five bombs that hit the target and its four neighbouring cells in the shape of a cross.

Torpedo / Missile ATTACK
Starts from the edge of the board across the selected row towards the island and explodes at the first ship. The empty cells it passed through are marked as empty.

Air strike ATTACK
A bomber flies over the selected row or column and bombs every unexplored cell. Hits are revealed, but an air strike does not sink ships: the last undamaged cell of a ship is always left unbombed. Tap the Air strike button again to switch between row and column.

Laser ATTACK
A satellite orbiting in the sky charges its laser during your turns. The laser beam strikes the selected cell, and if it hits a ship it burns along the hull into up to two more cells. Charging takes 4 turns in clear weather, 5 in fog and rain and 7 in a storm, because clouds weaken the beam. Stealth and smoke screens scatter the beam so it does not carry on.

Smoke screen DEFENCE
Lay a smoke screen over a 3 × 3 area of your own sea for your opponent's next two turns. Inside the smoke your opponent cannot see whether they hit or missed: results show as question marks, hits give no extra shot, and sonar does not detect ships in the smoke. Laying a smoke screen does not use up your shot.

Mine DEFENCE
Lay a hidden mine in an empty cell of your own sea. When your opponent fires at it with any weapon, the mine explodes: their turn ends at once and they miss their next turn. Laying a mine does not use up your shot.

Stealth DEFENCE
Switch on a stealth field on one of your ships for your opponent's next three turns. Your opponent sees their hits on it only as question marks and gets no extra shot from them, and sonar does not detect the ship. Sinking it or the stealth running out reveals the hits. Switching on stealth does not use up your shot.

Relocate · field only DEFENCE
Move one of your undamaged vehicles to a new position and direction. Relocate charges in five of your turns. The vehicle must have no hits, and it cannot be moved out of or into a drone area or into cells your opponent has already fired at – so the old markers on the board always stay true. Your opponent is told about the move but does not see the new position. Relocating does not use up your shot.

Where do weapons come from? You start with sonar/drone (large board: two) and a mine. **Every third hit** earns an attack weapon (cross bomb → torpedo → air strike → …) and **every unit you lose** a defence weapon (smoke screen → mine → stealth → …). The **laser** and, on land, **Relocate** charge during your turns. Defence weapons do not use up your shot.

Board markers

ISLAND FORTRESS – FRONT LINE USES MARKERS WITH THE SAME MEANING

Miss
The shot hit the water. There is a buoy in the cell, and there is no ship in it (unless the sea current has carried a ship there).

Sunk ship
The whole ship has been destroyed. A dark oil slick is left in its place. The cells around the ship are marked as empty.

Sonar
A blue or gold 3 × 3 area and a number: how many ship cells there are in the area. A blue 0 means there are none.

Smoke screen
Grey haze. Inside the smoke you cannot see whether a shot hit until the smoke clears.

Mine exploded
An orange ring and a burn mark. Someone fired at a mine: the shooter's turn ended and they miss their next turn.

Old miss
A faint dashed ring. The sea current may have moved a ship here, so it is worth firing at the cell again.

Hit
The shot hit a ship. The cell has a red disc with a white cross, and smoke rises from it. After a hit you get another shot.

Certainly empty
A small light dot on a dark base. There cannot be a ship here: the cell is next to a sunk ship or a torpedo passed through it.

? Result hidden
A violet glow and a question mark. The shot hit smoke or a stealth ship, and you do not know yet whether it hit. The result is revealed when the smoke or stealth ends.

Stealth
Your own ship shimmers violet. Your opponent sees their hits on it only as question marks.

Your mine
A red light or dot in your sea. Only you can see your own mines. On the mini map they show as red dots.

Island
You cannot fire at the island's cells or place ships on them. On the island stands the fortress whose gun fires.

Menu settings

Board	**Small** 8 × 10, 5 units, 5–8 min · **Large** 10 × 14, 8 units, 12–20 min
Game mode	**Classic** (cannon only) or **Special weapons and stealth**
Sea current (sea)	**None** · **Rare** (every 7th round) · **Often** (every 4th): the current moves undamaged ships one cell, old misses fade
Conditions	time of day and weather (clear, fog, rain, storm) or random; on land the terrain: steppe, desert, forest, snow
Opponent	**Computer** (Easy · Normal · Hard), **Same device** (take turns, a hand-over screen in between) or **Friend online** (code or QR)
Effects	**Full** · **Light** · **Off** – choose Light or Off on older devices
Weapon tips	**On**/**Off** (off by default): whether choosing a special weapon shows its description and aiming tips
Computer levels	**Easy** – Fires mostly at random. · **Normal** – Keeps firing around a hit until the ship sinks. · **Hard** – Works out every turn where your ships are most likely to be.

With a friend

Same device: players place and fire in turns, with a hand-over screen in between so neither sees the other's units. **Friend online:** one player creates a game and shares the code, link or QR code, the other joins with it. If the connection drops, the game carries on where it left off as long as both keep it open.

Tips

- Start by firing at every other cell like a chessboard: the smallest unit is two cells long.
- After a hit, try the neighbouring cells. Once two hits line up, keep to that line – except the L-shaped submarine group or air defence group turns.
- Use sonar or the drone on a wide unexplored area: a 0 means the whole 3 × 3 area is empty.
- The island or hill in the middle is always empty, so units fit next to it only in certain ways.
- Save the smoke screen and the mine for when your opponent has found your units.
- With the sea current on, fire again at old misses (a faint dashed ring).

Free demo (cyberleogames.com and itch.io): Island Fortress on the small board against the computer. **Full version** (itch.io, pay what you want): also Front Line, the large board and games with a friend on one device or online. Players on the website and on itch.io can play each other online.



Dedicated to the people of Ukraine. Support: Finnish Red Cross, Ukraine crisis appeal – redcross.fi