# *Pocket tanks*

*The purpose of this software is mental refreshment*

*In this game there are two tanks on a precreated terrain with some weapons distributed among them.The objective of the game is to score higher than the oppenent and the score is decided by the accuracy and the kind of weapon used.there is a provision for one player and two player mode also.*

*The basics:*

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*This is a simple artillery game: The game is played with a mouse.two tanks, one hill, and a whole bunch of neat weapons to fire at each other.Select your weapon,power and angle, and fire the selected weapon. It's just that easy!*

*Opening interface:*

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*There are two game modes-1 player game and 2 player game*

*1 Player Game:*

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*The first player is human, the other will be computer controlled. The 'CPU' player*

*has a difficulty rating from 1-easy to 5-hard. 5 is pretty darn hard, unless*

*you are very skilled at picking weapons or know how to trick the AI.:)*

*2 Player Game:*

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*Both players are human. This is the only mode where high scores are recorded.*

*The Weapon Shop:*

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*In 1 and 2 player games, both human and CPU players get to choose their weapons*

*in a way similar to picking teams in a game of kickball. Player 1 picks,*

*player 2 picks, etc... until all 10 weapons are selected.*

*During the Game:*

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*Angle – Click on the arrows given below “ANGLE” to adjust the angle of nozzle.Click right to rotate the nozzle clockwise and vice versa.*

*Power – Click on the arrows below “POWER” to adjust the power of your missile.Click right to increase power and vice versa.*

*Weapon – Click on the arrows given at “WEAPON” to change your weapon.*

*Fire - Fires the weapon based on the angle and power that were selected.*

*Winning the Game:*

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*The game is over when all the weapons have been fired (5 weapons). The player*

*with the most points wins. Points are awarded based on accuracy of the*

*shot and the damage potential of the weapon. Most weapons use explosions to*

*cause damage... the closer the tank is to the center of an explosion, the more*

*points you get. If you shoot the other tank, you receive points. If you shoot*

*yourself with a weapon, you lose points from your score.*

*Strategy:*

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*Strategy is key to winning. It's one thing to hit you opponent on a turn-by-turn*

*basis, but it pays to think ahead.*

*Dirt weapons are another handy strategy.*

*SYSTEM REQUIREMENTS*

*The system should have EzWindows installed in it .*

*It should have capability to compile c++ and g++ files on it.*

*It should afford atleast 12Mb free space*