Pocket Tanks

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Pocket Tanks Deluxe

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\* Game Instructions \*

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The basics:

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This is a simple artillery game: two tanks, one hill, and a whole bunch of neat weapons to fire at each other.

Select your power (0-100) and angle(0-180), and fire the selected weapon.

It's just that easy! .

There are 2 options available to youy play:

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 10-hard. 10 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.

Options:

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Terrain Type – Hill, Valley, Cliff, Flats are available. They appear randomly in subsequent games.

Explosion Size - The explosion sizeis kept normal for extra fun.

Turret Orientation – The turret oreintation is kept absolute that is the angle of the turret is measured.

Wind Speed –wind is turned on with a constant speed for a the projectile time but vary for every shot.

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 20 weapons are selected. If at any point you

get bored with picking weapons, click the 'random' button and the computer

will finish off the weapon selecting for both players.

During the Game:

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Each game has 10 volleys. A volley is when player 1 gets a chance to shoot, and

player 2 has the opportunity to return a shot. Each player starts out with

10 weapons, and they are used up as the game continues.

Buttons:

Angle - Click on the dome and a crosshair will appear over the tank. Moving the mouse left and right will change the angle to fire in. Clicking the mouse again will select that angle.

Power - Click the red power bar and move the mouse left and right to change the amount of power that will be used to launch the bullet.

Weapon - Click on the weapon name for a weapon selection window.The weapons used will get disapppeared after the fire button is clicked

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 (10 volleys). 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.

Finally, knowing which weapons do the most damage is very handy.Often the weapons that give you the most points have the smallest explosions, and getting close doesn't count. For instance, you can only get 30 points max from a Big Shot which has a nice sized explosion radius. But, you get 100 points for hitting a tank dead-on with a Sniper Rifle. If you don't hit the tank exactly, you get no points.

Other useful strategies is making sure the tank is 'downhill' or in a hole.

Weapon List:

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Single Shot - The default weapon, medium sized explosion and good points

Big Shot - Large explosion radius, but points are low

Sniper Rifle - No explosion radius, large points, throws the tank nicely, deadly

Zapper - Laser beam emits from bullet if it gets close to tank

Pineapple - Shell explodes when close to a tank, emitting a large number of tiny but highly damaging explosions

Homing Missile - Stops horizontal speed when it passes over a tank

(The weapons below are only available in Pocket Tanks Deluxe)

Wacky Tank - Randomly changes the angle and power of the tank that's hit

Super Zapper - A super-charged version of the Zapper with more point and a much further reach.

The game records & results

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The final scoring of the game is given according to individual points of the players. The one which grabs more points is the winner.

The top 10 highest records are stored in a file named top10records.txt. Every time the the file is opened. The scores are compared with the existing ones. The file is revised and finally displaying the scores the file is closed.

About the original game

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Pocket Tanks is made in the tradition of the Amiga-style shareware game: lots of gameplay, nice graphics, and a cool sound track.

There are 30 weapons (with 30 more available in the 'deluxe' edition).

I advise playing the game for a while in Target Practice mode, just

to get a feel for the types of weapons available. Then when you're ready,

grab a friend and play one-on-one. Your biggest battles and most recent

conquests will be stored in a highscore table, so that everyone knows

who's the best. ;)

The game is made to be very easy to play.