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 you to 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 3-hard (1-easy, 2-medium, 3-hard). 3 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 size is kept normal for extra fun.

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

Wind Speed –wind is turned on with a constant speed for 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/Power - Click on the arrow buttons on the corresponding side i.e. if you want to increase click on the right pointing arrow and to decrease click left pointing arrow. There is one more option available to increase/decrease by larger amount. Click on the arrows adjoint to previous one, it will increase/decrease by 10 units.

Weapon - Click on the weapon name for a weapon selection window. The weapons used will get disappeared 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 centre 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. Its 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

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 5 highest records are stored in a file named top10records.txt. Every time 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.

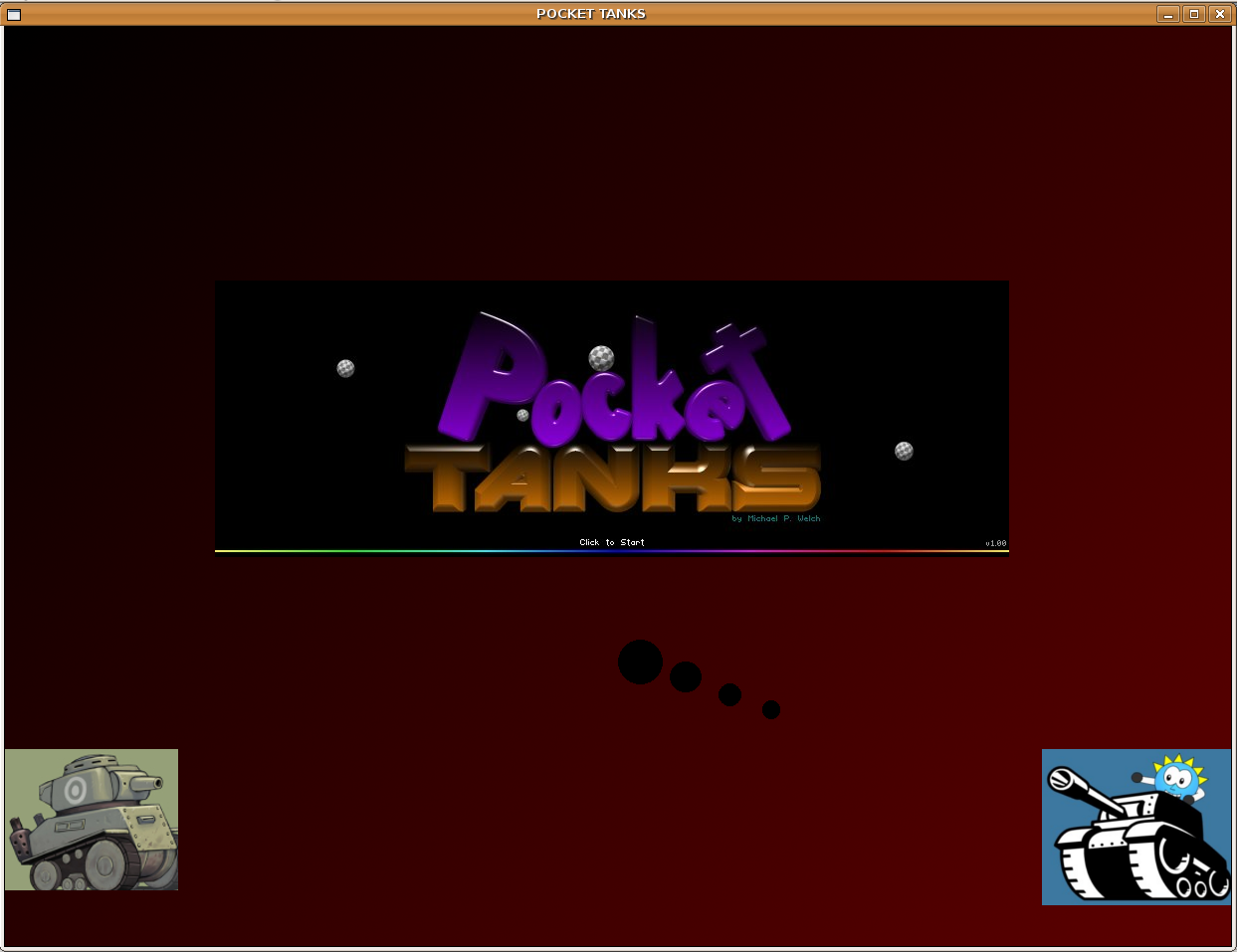
The game is made to be very easy to play.

Game Play

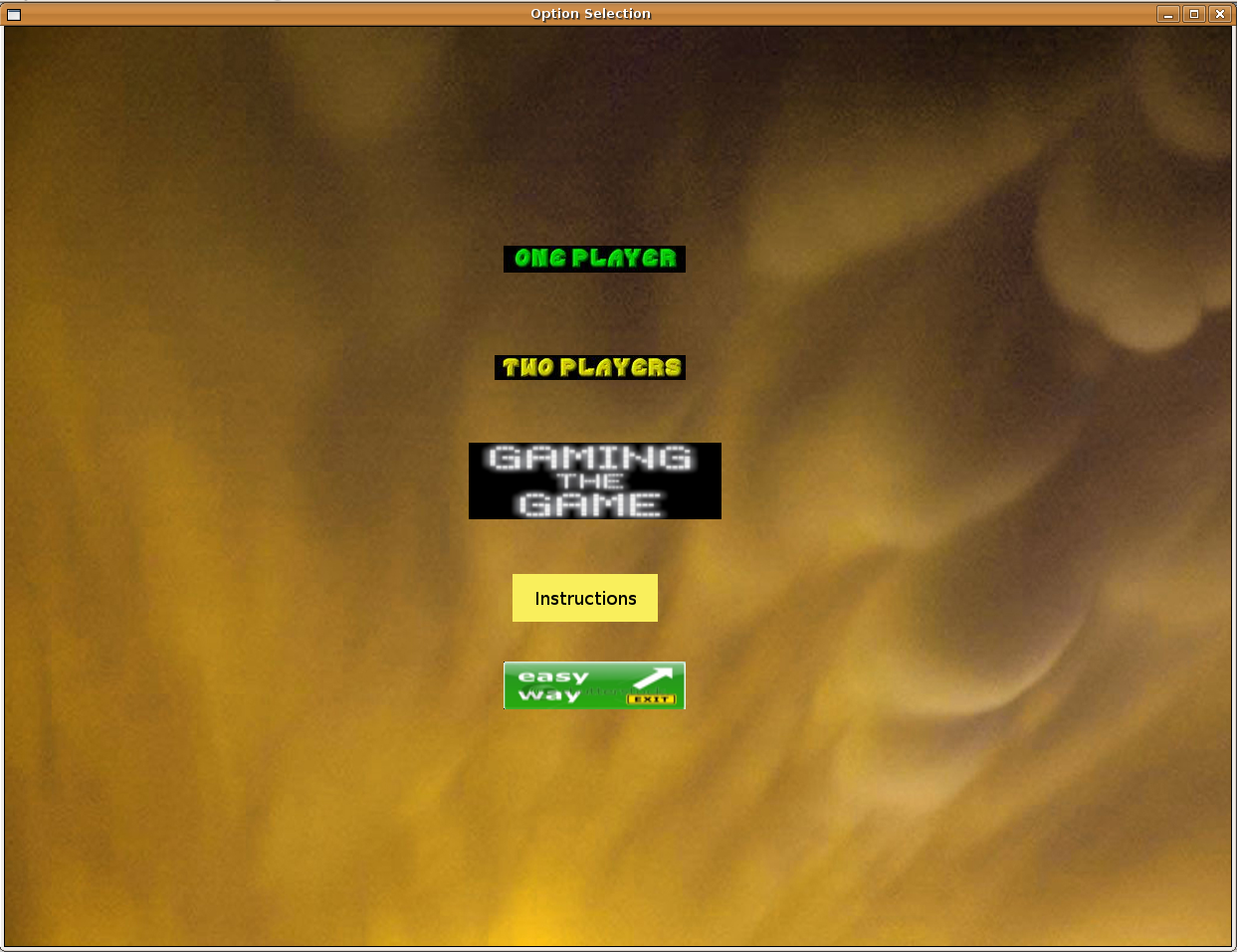
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The program is based on the concept of projectile.

The game starts with a main screen of pocket tanks

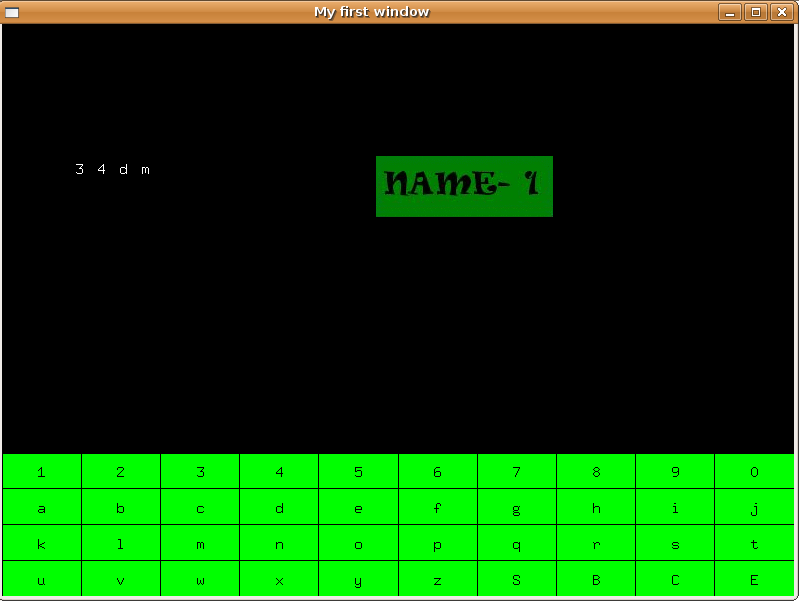


followed by a screen where user is asked for choosing one player game or a two player or you want to exit. Here one also finds the instruction and



This is done by detecting the mouse click position, if it is the desired bitmap region then that option is taken as input.

The game proceeds by taking the player name.



This is for this a virtual keyboard is prepared on the screen which has all the alphabetical keys in capital form with an Enter (Return) key. For this a new window is drawn on the screen of size --x—named -------. Then the texts of the alphabets are positioned alphabetically by using rendertext.

As the user mouse clicks on a particular text of an alphabet, that alphabet is detected by mouse click and recorded as input and is displayed simultaneously on the input area of the program. After pressing the enter key program forwards to a weapon selection screen and the virtual keyboard window closes.



There are available 20 weapons which you are asked to choose for the game. Each weapon is an image (in xpm format) with an image in form of a square with its name displayed on it. As soon as the player clicks on a particular image that image is selected for that player.

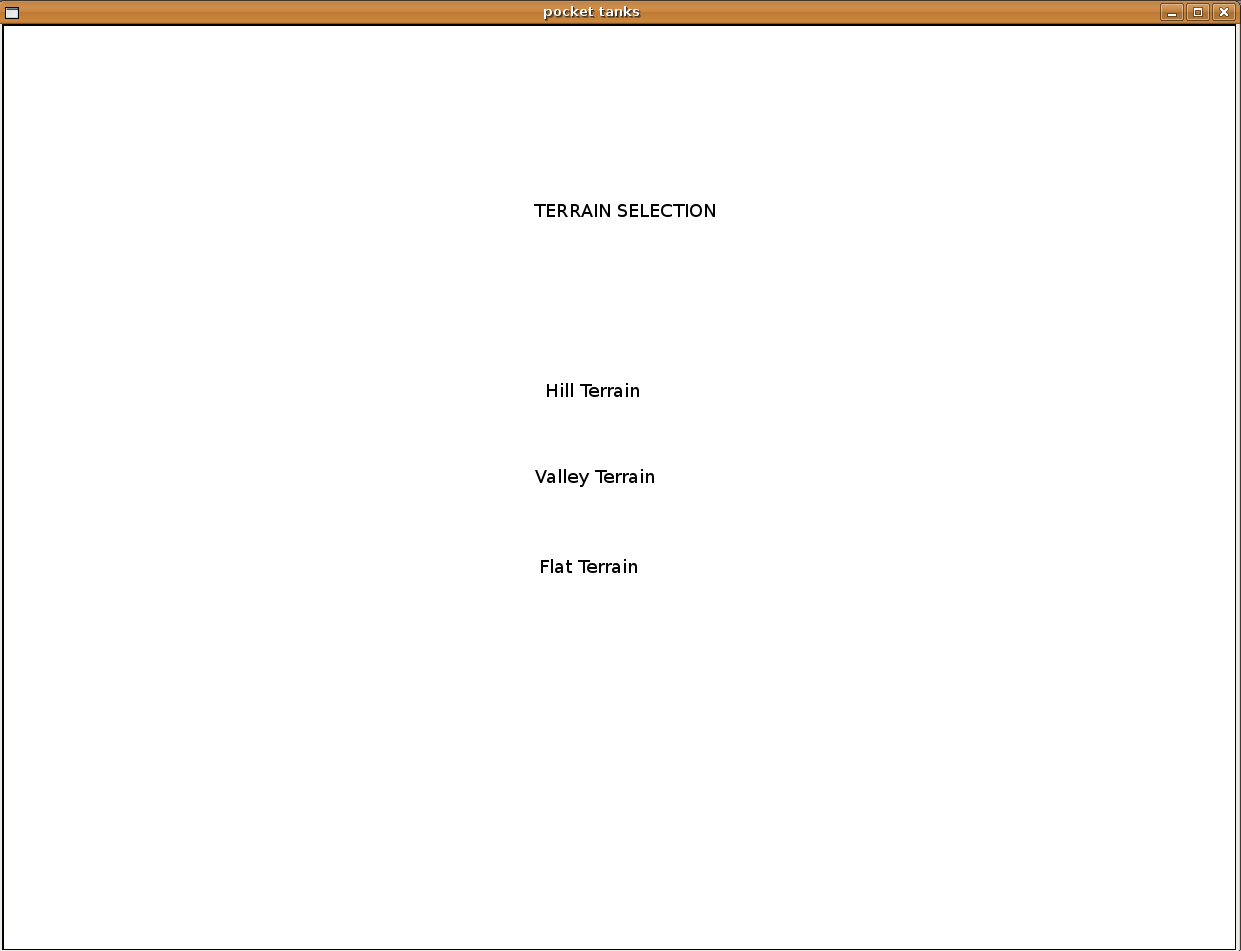


This is represented as when a player clicks on that image the image is erased from that area and that image is displayed in the area of that player’s weapons. Each image is made sensitive for one mouse click only so that if (by chance) anyone clicks on the chosen weapon then it will not re-choose the weapon. The player (1 or 2) is detected by the number of clicks on the images (if they are odd, then its player 1 else it is player 2 or AI). The weapon selection of the AI is done at random.

There is an option available for random choose of weapons in which weapons are selected at random for both the players.

Then the player is asked to choose the terrain type he wants to play with. There are 3 option available

=> Hill type =>Valley type =>Flat type

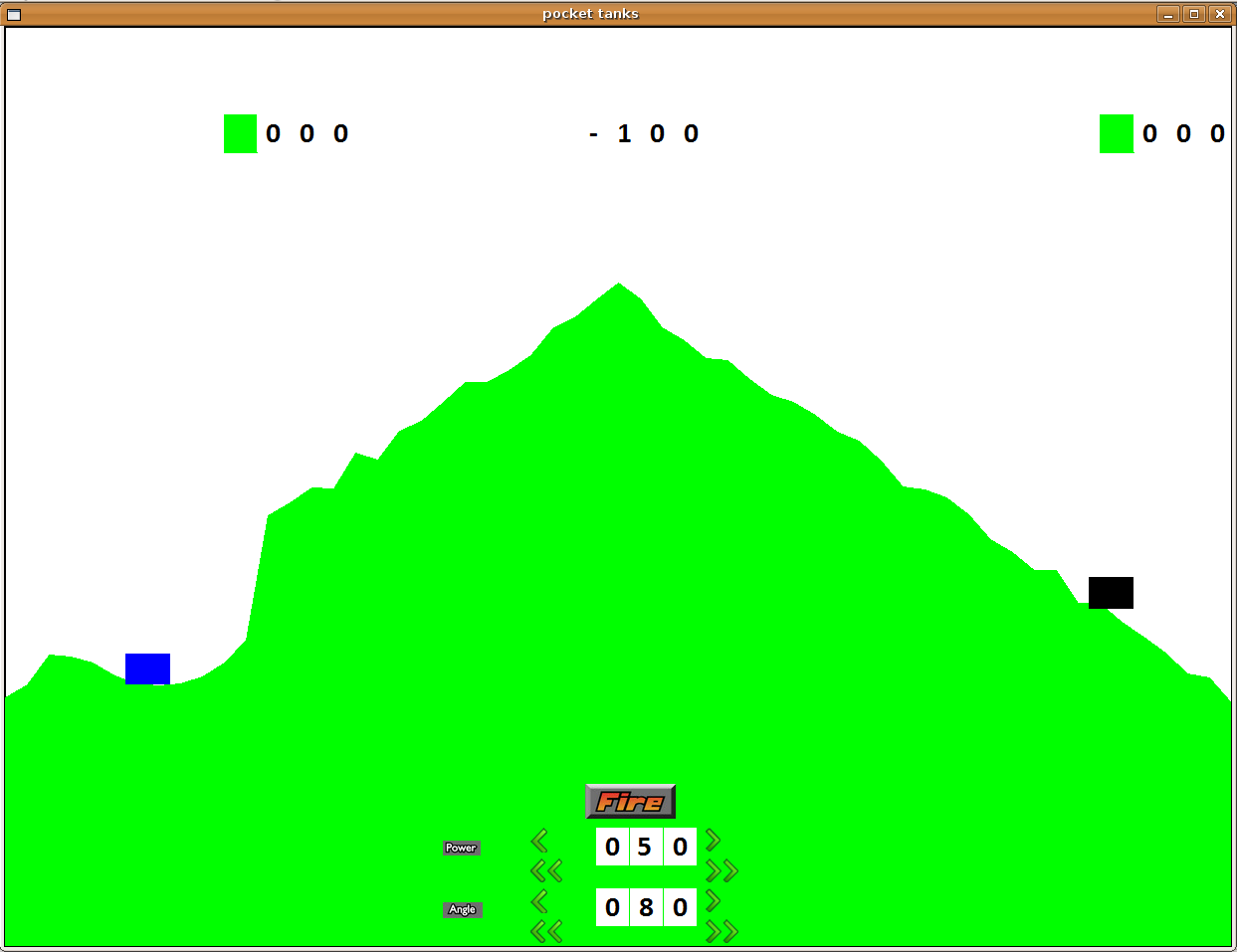


Then the game starts with two tanks placed at two different places on a random terrain each with 10 weapons



The thing you have to do is to set the angle, power and the weapon and fire it. To change the power and the angle click on the arrow buttons on the corresponding side i.e. if you want to increase click on the right pointing arrow {>} and to decrease click left pointing arrow {<}. There is one more option available to increase/decrease by larger amount. Click on the double arrows {>> / <<}, it will increase/decrease by 10 units.

Once you select the appropriate power and the angle, choose the suitable weapon to fire. To choose the weapon simply click on the desired image of the weapon and the weapon is ready to fire. Now clicking the fire button, a weapon (ball) is displayed travelling a projectile path and shows differrnt destructive effects. The sample is as:



After all the weapons are used up the one with greater score is declared as the winner and the score is stored in a file. The file is displayed and the game returns to the main menu.