

TANK WARS™ 2.0.0

by Richard C. Ballantyne

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Tank Wars is shareware - the fee is \$5. Once the fee is paid, any program or upgrade I produce will be yours for FREE (you won't have to feel guilty about paying the shareware fee), plus I will send you a registration code that will make your tanks more powerful than you can possibly imagine. Tank Wars is a battle simulation game between two tanks. The tank battles take place in an arena where other competitive tank drivers compete with each other. Whenever you win a battle with the computer player, you will be given a certain amount of money that can be used to buy power up items for your tank. The object of the game is to gradually gain money to buy items to upgrade your tank. When your tank is sufficiently powerful, you may attempt to defeat the final boss tank (Select "Final Boss" from the Difficulty Menu). BEWARE: The Final Boss is SMART and TOUGH! But if he is defeated you will find that the reward was well worth the trouble.

When you first begin... You will be given \$1000 to spend any way you want. Your beginning weapons level will be 1/2, your armor level 2, your shot speed level 2, your movement speed level 1, your ram plate level 1. The computer's levels will be as follows: Weapons level 1, armor level 4, shot speed level 2, movement speed level 1, ram plate level 1, and skill level 7. This is what the statistics will be set at when you open a new save file.

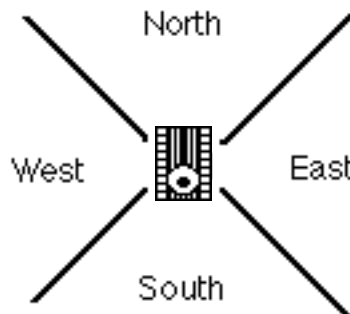
Player 1: 

Player 2: 

The Computer Player: 

Movement using the Mouse:

To move around, simply point the mouse in the direction in which you wish to go, and the tank will follow the mouse.



Movement using the Keyboard:

Player 1: To move use the 'E', 'D', 'F', 'S' keys to move north, south, east, and west respectively.

Player 2: Use the arrow keys (N = UP ARROW, S = DOWN ARROW, E = RIGHT ARROW, W = LEFT ARROW) to move.

Firing using the mouse: Press down the mouse button in the direction in which you wish the shot to go.

Firing using the Keyboard:

You may fire up to 10 shots simultaneously before the “shot buffer” starts to run out. When you fire more than 10 shots, the 1st shot that you fired will disappear and will be replaced by the 11th shot. The directions in which you may fire are NOT dependent upon the directions in which you happen to moving (i.e.: a nice new feature the last version of Tank Wars did not have)

Player 1: To Fire use the 'I', 'K', 'L', 'J' keys to fire north, south, east, or west respectively.

Player 2: To Fire use the '8', '2', '6', '4' keys on the number pad to fire north, south, east, or west respectively.

To fire your current weapon, simply aim your tank in the direction in which you wish to fire, and press down the mouse button (or for Player 2, spacebar, 'F', or '5'). Note: Whenever you fire when your previous shot is still on the screen, your last shot will disappear and a new one will be created. Damage is determined by the weapons level.

Apple Menu:

Register TankWars: Please do register TankWars! To register, send check or money order to: Richard C. Ballantyne
116 Kelvin Place
Ithaca, NY 14850

After I receive the \$5 registration fee, I will send you a *register code* which you may input in this field. Once you register Tank Wars you may give yourself as much money as you want and may make your tank as powerful as you can imagine!

About Tank Wars...: Just tells the version of Tank Wars, creator (me), etc.

File Menu:

New/Open: You can either load up an old file or create a new one here. If you open an existing file, it must be in the same folder as the Tank Wars application, and you must type in the name of the file exactly as it is written (That will be fixed in the next version).

Close: Close an open file.

Save: Save an open file. When you play Tank Wars 2.0.0 for the first time, your statistics are saved in a file called **Tank Wars™ Save**.

Revert: Revert to your previously saved file.

Game Menu:

Show statistics: When you select this option, a list of all of the computer player's and player's statistics will be listed on the screen.

Change difficulty: This feature allows you to fight more (or less) powerful enemies. Their overall power is determined by the following six factors:

weapons level: How much damage they will do to you per shot.

armor level: How much damage they can withstand from your tank.

skill level: This determines how well the enemy will follow your tank.

move speed level: How fast the computer player moves.

shot speed level: How fast the opponents shots are.

ram plate level: The higher this factor, the more damage your tank will take when you are rammed.

The weapons level and armor level of each different opponent is displayed next to the opponent name. You can find out what the remaining four levels are by looking at the *Show Player Statistics* menu. The higher you set the difficulty, the more money you will win if you are victorious against the computer player in combat.

Edit Tank Data File: This feature is only enabled for registered users. Using this feature will allow you to manually set your tanks Weapon Level, Armor Level, Shot Speed Level, Movement Level, Money, etc.

Define keys: Selecting this will display the keys that are used to control the firing and movement of Player 1 and Player 2's tanks. Also, if you wish to let player 1 use the mouse to move around in combat, you may do so here by typing a 'y' to activate the mouse or 'n' to deactivate it.

Set the delay: The delay effects the rate at which events occur in combat. The higher this is set at, the slower the rate at which things will happen when you are in combat.

Change scaling: This feature will allow the user to resize all of the battle icons. Setting the scale factor to 100% will display the icons at their normal size. Setting it to 200% will enlarge them to twice their normal size. Setting it to 50% will reduce the size of the battle icons to half their original size. (It's kind of like zooming in and zooming out.)

Sound: Switch sound on or off. A check indicates that the sound is switched to on. The sound is set to on (at volume level 1) when you first begin.

Music: Switch music on or off. A check indicates that the music is switched to on. (This feature is still not built into the TankWars™ application. However, if you still wish to hear great music while you play Tank Wars™, you may run the AMP Midi Player (included in the Tank Wars™ 2.0.0 Folder) in the background while you play the game. Just start up the **AMP 68K 2.7.1b** MIDI player and select any of the MIDIs found in the **TankWars™ Music f** to hear great music while you play.

NOTE The AMP Midi player is also shareware!! Please follow the registration rules for it in the READ ME file. I did not write this program so if you wish to register the AMP player please send \$10 dollars to:

Arnaud Masson
22 route d'Epinal
88600 Grandvillers
FRANCE

Open Connection: Connect to another Tank Wars player via modem.

Close Connection: Cancel a modem connection with another Tank Wars player.

Send Message: Send a message to another player via modem.

Go To Shops Menu:

Weapons Shop: You can purchase more effective weapons in here. The higher your weapons level, the more damage you will do to the enemy per shot. Once you buy the most powerful weapon (Phasers), you can still upgrade it by buying +1 to weapons level for \$10000 in the Improvement Shop.

Armor Shop: You can purchase better armor here. The higher this statistic is, the more damage you can withstand in combat. Like with the most powerful weapon (Phasers), you can still upgrade your armor for \$2500 per +1 by going to the Improvement Shop.

Improvement Shop: Here you can upgrade the following tank levels:

a) **Movement Speed:** The higher this is, the faster you will move. Movement is a great advantage in combat, hence the \$10000 cost for an upgrade. With a higher movement speed, you will do more damage when you ram the enemy. A higher movement speed will enable you to outrun the enemy, and dodge its shots better.

b) **Shot Speed:** The higher this is, the faster you shots will move. When you are using the flame-thrower or a laser, the speed level will not effect the speed of your shots. The flame-thrower has a limited range, and the laser moves at the speed of light. The cost for an upgrade is \$5000 per +1.

c) **Ram Plate Level:** When you have a high ram plate level, you will do more damage when you make a ram, and you will take less damage from a head on ram from the enemy. The cost for an upgrade is \$7500 per +1. When you make a head on ram, the damage is calculated as followed: damage to player = the sum of the player and enemy movement levels times the quotient when you divide the enemy's ram plate level by the player's ram plate level.

The Casino: Here you can try to make money by gambling. You only have a 40% of winning, so it is don't think you will come out of the casino a millionaire unless you get really lucky (or if you cheat - you'll have to figure that out for yourself).

Select Player Menu: Select the player that you want to have disabled. If you want to choose which player will enter a shop (Player 1 or Player 2 obviously), disable the player you don't want to enter.

Note: If you want to give up in the middle of a battle, press <Q> or <esc> to leave the battle field.

How to edit your tank icon: First you must have a copy of ResEdit 2.1.1. This is just a free program that enables a person to edit the 'resource fork' of an application. Open up Tank Wars™ 1.0.2 with ResEdit. Then open the 'PICT' resource that looks like this:



You will see a whole display of the different icons Tank Wars™ uses. Double click on the one you want to edit. **DON'T** change the PICT resource number, or else Tank Wars will malfunction! If you happen to be an artist and you create some great weapons or tank icons, please send them to me via e-mail!

****Release Notes****

The improvements from version (1.0) are listed as follows:

- Two player option
- The use of the keyboard for Player 2
- More weapons to select from
- More and better sounds
- Condensed code
- Delay is set to the internal clock instead of the processor speed
- Different tank graphics
- Boundaries have been added to prevent tanks from driving off the screen

- Escape from battle is now possible by pressing <esc> or <Q>

The improvements from the previous version (1.0.1) are listed as follows:

- Editable icons
- Much better graphics
- More efficient and compact code
- Can play against another person over the modem
- More weapons to select from
- Many more smaller changes have been made that are too many to list.

The following bugs have been removed:

- The bug that had the computer player keep rapid firing its weapon
- The bug that kept the menu bar highlighted after it is selected
- The bug that kept the mouse cursor a 'watch' instead of an arrow
- The bug that prevented Tank Wars from being MultiFinder active
- The spelling errors in this document, plus the application have been removed.
- The problem with ramming has been corrected, as well as the problem with re-drawing the text window after the 'About Tank Wars' window has closed.

The improvements from version 1.0.2 are:

- Now you can fire as many shots as you want (up to 10)!
- The "Arena" window will size itself depending on your monitor size.
- The music feature is now enabled allowing you to listen to any of your favorite MIDI's while playing the game!
- Better sound effects
- "Phasers" is now the most powerful weapon (Damage is 100 per hit)
- Completely optimized source code. If you wish to obtain a copy of the source code, please send e-mail to me at: rb62@cornell.edu
- The direction in which you can fire your weapon is no longer dependent upon the direction in which you happen to be going.

Things to look forward to in the next version:

- 1) The next version may have different arena styles.
- 2) Modem and network games will be possible! Play with you friend while he/she may be miles away.
- 3) The "combat keys" will be user defined.
- 4) Two "human" players will be able to play against the computer at the same time.