

TANK WARS 1.0.2

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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 code that will make a tank more powerful than you can possibly imagine. Tank Wars is a battle simulation between two tanks. The object of the game is to gradually gain money to buy items that will strengthen your tank enough to beat the final boss tank (Difficulty 'K').

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.

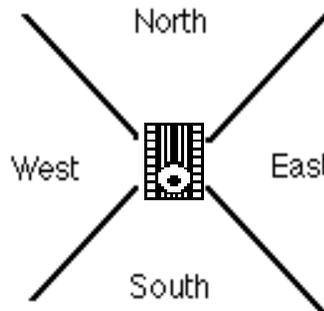
Player 1: 

Player 2: 

The Computer Player: 

Movement:

Player 1: To move around, simply point the mouse in the direction in which you wish to go, and the tank will follow the mouse.



Player 2: Use the arrow keys or numerical pad (N = 8, S = 2, 6 = E, 4 = W) to move, and spacebar, 'F', or '5' to fire your weapon.

Firing:

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:

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 1.0.1 for the first time, your statistics are saved in a file called Tank Wars 1.0.1 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.

change scaling: This feature changes the overall size of the graphics frames. The higher this number, the larger your tanks will be. A low scale will speed up the battle significantly, because the macintosh will do less calculations.

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.

turn sound on/off: 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.

turn music on/off: Switch music on or off. A check indicates that the music is switched to on. (Sorry, this feature is not in this version)

open connection: Connect to another Tank Wars player via modem. (Sorry, this feature is not in this version)

close connection: Cancel a modem connection with another Tank Wars player. (Sorry, this feature is not in this version)

send message: Send a message to another player via modem. (Sorry, this feature is not in this version)

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 (FIRESTORM), 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 (FIRESTORM), 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 your 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 result when you divide the enemy's ram plate level by the player's ram plate level.

damage to enemy = the sum of the player and enemy movement levels times the result when you divide the player's ram plate level by the enemy'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).

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. Player 1 must use the mouse, and Player 2 must use the keyboard.

Note: If you want to give up in the middle of a battle, press <Q> or <esc> to leave the battle field. Also the game runs fastest in four color mode, and slowest in black & white.

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. You must have some kind of paint program, preferably a color one. Draw your icon with the paint program (Lightning Paint, a shareware program works well), copy it using COPY from the menu bar, and paste it on top of the old icon. If you want to edit the default icons, take a picture of the screen (Shift, command, 3)

when the

icons are displayed by ResEdit, and then edit the picture file with your paint program. **DON'T** change the icon 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! If you want to shrink or enlarge the icons, use the Change Scaling menu feature explained above.

Things to look forward to in the next version:
The next version will have different arena styles.

****Release Notes****

The improvements from the previous 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.