Tanks   Help Contents

The Contents lists Help topics available for *Tanks*.   Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1.

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About Tanks

Programming by Ron Paludan

Playing the Game

Object

The object of *Tanks* is to destroy as many computer controlled enemy tanks as possible.

Your Tank

Enemy tank

Starting a new game

On the Game menu, click New Game or click on the **New Game** button to begin playing.   For a description how to play see Tank Controls

End of game

When all three of your tanks are destroyed, the game is over.

Tank Controls

Controlling your tanks

Maneuver you tank by using the keyboard cursor keys: right arrow to turn right, left arrow to turn left, up arrow to move forward, down arrow to move in reverse.   You can also use your mouse by placing the mouse cursor on the game display and moving it left or right to turn and pressing the right mouse button to move forward.

Firing canon

Press the space bar or click the left mouse button to shoot.

 Scoring

You receive one point for each enemy tank destroyed.

Game Menu

New Game

Begin new game.

Pause Game

Freezes game. Select again to resume playing.

High Scores

View the top six previous scores.

Exit

Exit *Tanks*.

🛡 Options Menu

Customize

You can change some of *Tanks* characteristics with the Customize dialog box:

Number of buildings: Sets the number of ultra-strong buildings that are randomly placed in the playing area.   Tanks and cannon shells cannot pass through these buildings.

Computer rate of fire: Sets how frequently an enemy tank can fire its cannon.   The higher the number, the more rounds the enemy tanks will shoot..

Human rate of fire: Sets how frequently you can fire your cannon.   The higher the number, the more rounds you can shoot..

Shell Velocity: Sets the velocity of cannon shells for both computer and human players. The higher the value, the faster the shells will move

Clicking the **Default** button resets all of the game setting to their original conditions.

Sound

Toggle sound effects on/off.