

Tanks Game Rules:

Single-Player & Cooperative:

General Game Rules:

- A round ends once all of one team's tanks are destroyed (either all players or all A.I.)
- Upon round win, the player is presented two options:
 - Return to main menu
 - Go to next round
- Upon round loss, the player is presented with two options:
 - Return to main menu
 - Replay same round
- Upon winning round 100, the player is presented with two things:
 - A special win screen
 - An option to return to the main menu
- In one run of the game (any amount of rounds played without returning to the main menu), two statistics are tracked:
 - Number of tanks destroyed by the player(s) (lost rounds do not contribute to this statistic)
 - Number of player deaths/lost rounds

Player Rules:

- Player 1 (blue tank) and Player 2 (red tank)
- Maximum number of bullets: 5

- Maximum bullet bounces: 1
- Maximum number of mines: 2
- Relative Speed: 1.8
- Player tanks die in one hit from any bullet or mine (including ones shot by the player itself)

A.I. Rules:

- Brown tanks:
 - Maximum number of bullets: 1
 - Maximum bullet bounces: 1
 - Maximum number of mines: 0
 - Relative Speed: 0
 - Player pursuit level (negative = passive, positive = aggressive, 0 = neutral): N.A.
 - Description: stationary with bad aim
- Gray tanks:
 - Maximum number of bullets: 1
 - Maximum bullet bounces: 0
 - Maximum number of mines: 0
 - Relative Speed: 1.0
 - Player pursuit level (negative = passive, positive = aggressive, 0 = neutral): -0.1
 - Description: slow and don't shoot much, but good aim
- Yellow tanks:
 - Maximum number of bullets: 1
 - Maximum bullet bounces: 1

- Maximum number of mines: 2
- Relative Speed: 1.8
- Player pursuit level (negative = passive, positive = aggressive, 0 = neutral): 0
- Description: fast and don't shoot often, but place lots of mines
- Pink tanks:
 - Maximum number of bullets: 3
 - Maximum bullet bounces: 1
 - Maximum number of mines: 0
 - Relative Speed: 1.2
 - Player pursuit level (negative = passive, positive = aggressive, 0 = neutral): 0.2
 - Description: slow and aggressive, shoot volleys of three bullets at a time
- Green tanks:
 - Maximum number of bullets: 2
 - Maximum bullet bounces: 2
 - Maximum number of mines: 0
 - Relative Speed: 0
 - Player pursuit level (negative = passive, positive = aggressive, 0 = neutral): N.A.
 - Description: stationary but very good aim, will look for sightlines to player
- Purple tanks:
 - Maximum number of bullets: 5
 - Maximum bullet bounces: 1
 - Maximum number of mines: 1
 - Relative Speed: 1.8

- Player pursuit level (negative = passive, positive = aggressive, 0 = neutral): 0.1
- Description: very fast and aggressive, shoot volleys of five bullets at a time and occasionally places mines

Player versus Player:

General Round Rules:

- A round ends once all of one team's tanks are destroyed
- Upon round end, the players are presented two options:
 - Return to main menu
 - Play again

Player Rules:

- Player 1 (blue tank) and Player 2 (red tank)
- Maximum number of bullets: 5
- Maximum bullet bounces: 1
- Maximum number of mines: 2
- Relative Speed: 1.8
- Player tanks die in one hit from any bullet or mine (including ones shot by the player itself)