

Capture the Flag

Custom game

Game options are simple, you can either play solo vs AI, or you can play 2 players locally (On the same computer) against AI. There are 3 maps to choose from and making custom maps is simple as it is just inputting the numbers to a text file. You can modify the games mapfile however you want, as it is not limited.

Starting the game

To start the game, simply press open a terminal or command prompt in the folder with the game files. To run type in either 'python3 ctf.py --singleplayer' or 'python3 ctf.py --hot--multiplayer'. The Multiplayer mode is 2 player mode which control the same keyboard.

Keyboard Controls

Player 1

↑: Accelerate

←: Turn left

↓: Slow down/Reverse

→: Turn right

Space: Shoot

Player 2

W: Accelerate

A: Turn left

S: Slow down/Reverse

D: Turn right

X: Shoot

And to shut down the game, simply press the escape button or close window button.

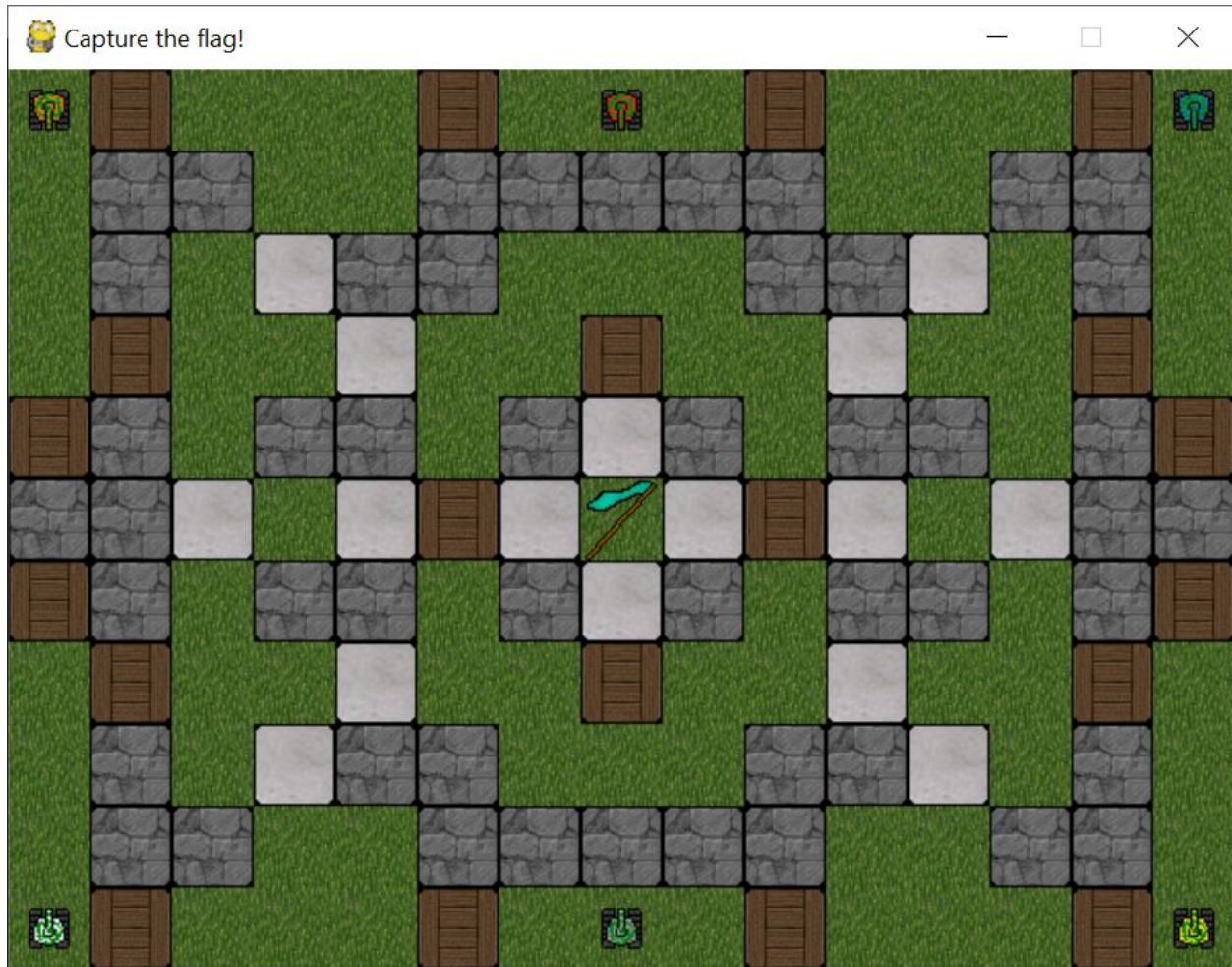
Playing the game

The objective of the game is straightforward, all you have to do is capture the flag. The flag is usually located in the middle of the map. When you have captured it with your tank, you now have to take the tank back to your starting point. Each time you take the flag, you get a point. The woodboxes are destructible objects in the game, but takes 3 shots to destroy them completely, the same thing applies to tanks. The white stone blocks are not destructible, however you can push them around to your advantage as they can reroute everyone in the game. You cannot



spawn camp either as there is a shield on the start of your respawn to prevent that. The game is set to an easy gamemode, so sometimes the tanks sometimes spins around to buy some time. *It's not a bug, it's a feature.* There is no limit on how many points you can get, just play as much as you can. There are 3 maps to choose from, and you can also make your own maps! Simply edit the existing map files which are named 'map0.txt', 'map1.txt' and 'map2.txt'.

Map 1. How much chaos can happen in one game?



Map 2. Try your 1v1 skill

