

TOP SECRET



SYNOPSIS

TONKS IS A TURN BASED GAME OF PRECISION AND TACTICS.

A MULTIPLAYER GAME, YOU AND YOUR OPPONENT EACH CONTROL A TANK AND TRY TO DESTROY EACH OTHER FIRST.

PLAYERS ARE REWARDED FOR SKILLED SHOTS, AND MUST MOVE THEIR TANK AROUND THE BATTLEFIELD AND ARC SHOTS IN ORDER TO HIT THEIR OPPONENT.



CONTROLS

**A & D - MOVEMENT, LEFT AND RIGHT
ARROW KEYS (LEFT/RIGHT) - POWER
ARROW KEYS (UP/DOWN) - ARC SHOT
SPACEBAR - FIRE**



HOW TO PLAY

IN A GIVEN TURN, A PLAYER MAY MOVE A LIMITED AMOUNT.

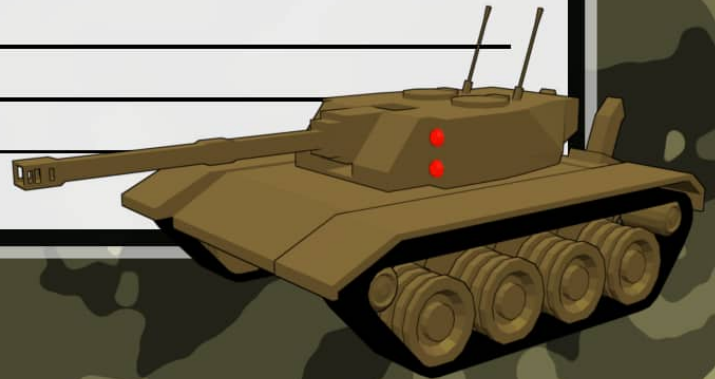
AFTER MOVING, THEY MAY USE THE ARROW KEYS TO PLAN OUT THEIR SHOTS POWER AND ARC.

WHEN THEY HAVE PLANNED OUT THEIR SHOT, THEY MAY PRESS SPACE TO FIRE.

THE FIRST PLAYER TO DESTROY THE OTHER IS THE WINNER.



NOTES

A cartoon illustration of a brown tank with two red lights on its turret, positioned in the bottom right corner of a large white page with horizontal ruling lines.

TONKS WAS [REDACTED]
CREATED AND DESIGNED BY
[REDACTED] DEVYN CATERER [REDACTED] A
MODELLING [REDACTED]
[REDACTED] ZACARY PATTISON [REDACTED] CODE
JASON SORENSON [REDACTED] PRODUCTION
TRAVIS EFTODA [REDACTED] UI [REDACTED]
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[REDACTED] SOUND DESIGN
CANNON FODDER [REDACTED] SECTION 1

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