

# Tanks A Lot: User Manual

Version 2.0

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## 1 Welcome

Welcome to the colossal realm of *Tanks A Lot*. This document aims to offer the user a seamless process of setting up, becoming familiar with, playing and enjoying this game. To get the most out of the gaming experience, please take time to quickly read through the following sections.

## 2 Quickstart

### 2.1 System Requirements

In order to run *Tanks A Lot*, the following hardware and software requirements need to be met:

	Required	Recommended
Operating System	Windows 7/8 (32-bit)	Windows 7/8 (32-bit)
Processor (CPU)	1 <i>GHz</i> 32-bit (x86)	Intel(R) Core <sup>tm</sup> i5 @ 2.67 <i>GHz</i> , equivalent, or higher
Installed Memory (RAM)	1 <i>GB</i> (32-bit) or 2 <i>GB</i> (64-bit)	2 <i>GB</i> (32-bit) or 4 <i>GB</i> (64-bit)
Disk Space	6.5 <i>MB</i>	6.5 <i>MB</i>
Video Card	DirectX 9 compatible	DirectX 9 compatible, 128 <i>MB</i> memory, or higher
Peripherals	Keyboard, Monitor (1600x900)	Keyboard, Monitor (1600x900)








### 2.2 Starting the Game

*Tanks A Lot* can be easily started by navigating to the game folder and double clicking on the Tanks A Lot.exe file.

## 3 Basic Information

### 3.1 Game Environment and Terminology

The following list details the entities found within the *Tanks A Lot* world.

Image	Name	Description
	Player 1 Tank	Tank avatar controlled by player 1
	Player 2 Tank	Tank avatar controlled by player 2
	Tank Missile	Missiles fired by tanks. These will destroy turrets and tanks and rebound off barriers
	Tank Mine	Mines laid by tanks. Driving over a mine will destroy a player tank
	Tanking Barrier	Stationary objects bordering and found within the game world
	Tanking Turret	Neutral entities in the game world which will fire at either player tank
	Turret Missile	Missiles fired by turrets. Unlike tank missiles, these do not rebound off barriers

### 3.2 User controls

The following keyboard keys are used to control the player tanks within the game world:

Player	Keys	
	Player 1	Player 2
Move Forward	↑	W
Move Backwards	↓	S
Rotate Left	←	A
Rotate Right	→	D
Fire Missile	Right Ctrl	Left Ctrl
Lay Mine	Right Alt	Left Alt

### 3.3 Playing your first game of Battle Tanks

The following points provide for quick guide for new players of the *Tanks A Lot* game.

- **Game objective:** A game of *Tanks A Lot* lasts for two minutes in which player's tanks can freely move around and interact with the game world. The objective of the game is to be the player with the highest score at the end of this two-minute time limit. This is accomplished by destroying the opposing players tank.
- **Scoring:** Points are obtained within the game by destroying the opposing players tank. Points are also awarded to the opposing player if a players tank is destroyed by his or her own missiles or turret missiles.
- **Game end:** Once the two minute time limit expires, the game is over. At this point the game screen displays the resulting player scores. The game can be replayed by closing the current game screen and re-running the game application.

## 4 Using the Map editor

*Tanks A Lot* offers players the great flexibility of customizing the layout of the game map through the use of a simple visual editor. To customize the game map the follow the steps given below:

1. Navigate to the game folder and open the map editor file: "map\_grid.txt". The text characters displayed within the file represent the world map.
2. Edit the contents of the file text grid to your design preference. The text characters represent the following

'#'	Tanking Barrier
'T'	Tanking Turret
'1'	Player 1 spawn position
'2'	Player 2 spawn position
'*'	Empty tile space

3. Once the text grid has been satisfactorily modified, save and close the file.
4. Restart the game to see the newly edited layout.

## 5 Developer Details

Below are the contact details of the *Tanks A Lot* game developoers.

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For the latest stable release of *Tanks A Lot* fork our repository at:  
<https://github.com/danielgholmes/tank-battles>