

TANK WARS 2005

Group 3

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Warranty

Tank Wars 2005 does not express or imply warranties of any kind, Tank Wars 2005 is not liable for any losses or damage of any kind resulting in the use of this product.

Introduction

Overview

Tank Wars 2005 is a turn based game where each player takes turns trying to kill their opponent.

Minimum Specifications

In order to play Tank Wars 2005 on your computer, your computer should meet the following requirements:

- + Processor: 700 MHz
- + Memory: 128 MB
- + Operating System: Windows 98
- + Software: OpenGL, DirectX 9
- + Video Card: OpenGL compatible
- + Drive Space: 12 MB
- + CD-ROM: 4X or higher
- + Sound Card: DirectX 9 compatible
- + Input: Mouse and Keyboard

Recommended Specifications

- + Processor: 1 Ghz+ AMD Athlon 64
- + Memory: 256 MB
- + Operating System: Windows XP
- + Software: OpenGL, DirectX 9
- + Video Card: 32MB on board RAM, OpenGL compatible
- + Drive Space: 32 MB
- + CD-ROM: 4X or higher
- + Sound Card: DirectX 9 compatible
- + Input: Mouse with scroll wheel and Keyboard

Installation

To install Tank Wars 2005, follow these steps

From Installation Disk:

1. Start your computer.
2. Insert the Tank Wars 2005 CD into your CD-ROM drive
3. Click on the My Computer Icon
4. Select All contents of the disk and copy them into the directory of your choice.
5. To play double click on the Tank Wars 2005 icon

From Web Site:

1. Start your computer
2. Open a web browser of your choice
3. Log on to <http://www.TankWars2005.com>
4. Download the latest version of Tank Wars 2005
5. Save the .ZIP file to the directory of your choice
6. Unzip the file and Select All contents from the file
7. Copy to the directory of your choice
8. To play double click on the Tank Wars 2005 icon

Quick Start

1. Install Tank Wars 2005 on your computer
2. Start the game
3. Click on Play in the Main Menu
4. Enjoy

Uninstalling

1. Start your computer.
2. Open the directory where Tank Wars 2005 is located.
3. Select All the contents
4. Delete the highlighted files

Overall Commands

Key	Action	Description
Esc	Window Mode	Changes to window mode.
Ctrl+F	Fullscreen Mode	Changes to fullscreen mode.
Ctrl+X	Exit	Exit back to windows.
F12	About	Information about TankWars 2005
F1	User's Guild	Opens User's Guide.

Pre-Game Screen

==TANK WARS 2005==


PLAY

OPTIONS


Main Menu

Key	Action	Description
P	Play	This option take the user to the battle screen
O	Option	This option takes the user to the options menu

Custom Options ✕

 Select Planet: Crazy Town
Titan 5

Select Player: Player 1 **Player 2**

Name: Player 2 Color: 

Weapon Selection:

Buy Sell \$ 0.0 mil. Clear

Name	Cost	Damage	Bought
Small Round	\$ 1.0 mil.	100.0	10
Mid Round	\$ 5.0 mil.	250.0	2
Large Round	\$ 50.0 mil.	800.0	2
Nuke	\$ 115.0 mil.	10000.0	0

OK

Default

Options

The option screen lets you customize the game in different ways:

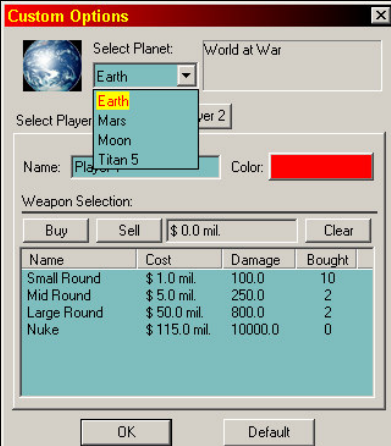
Planet: Allows the user to select the planet.

This will effect the gravity and wind speed.

Buy Weapons: Allows the user to buy ammunition.

Player Name: Allows the user to enter player name.

Player Tank: Allows the user to select a color for the tank.



Custom Options

Select Planet: World at War
Earth
Mars
Moon
Titan 5

Select Player: Player 1 Player 2

Name: Player 1 Color: [Red]

Weapon Selection:

Name	Cost	Damage	Bought
Small Round	\$ 1.0 mil.	100.0	10
Mid Round	\$ 5.0 mil.	250.0	2
Large Round	\$ 50.0 mil.	800.0	2
Nuke	\$ 115.0 mil.	10000.0	0

Buy Sell \$ 0.0 mil. Clear

OK Default

Battle Screens

Action Selection



- ✦ Fire <Click “Fire” Button>: This key activates the firing mode.
- ✦ Move <Click “Move” Button >: This activates the moving mode.
- ✦ Pass <Click “Pass” Button >: This passes the turn to the other player.
- ✦ Surrender <Click “Surrender” Button >: The current player will give up.

Status Bar



Player: Displays player name

HP: Displays the current player's remaining hit points

Weapon: Displays the current weapon selected

Turret Angle: Displays the angle of the turret

Power Level: Displays the power of the shot

Planet Information:

Wind Speed: Displays the intensity of the wind

Wind Dir: Points in the direction the wind is blowing



Moving (in moving mode)

- + Move Left <left-arrow>: This key moves the tank left
- + Move Right <right-arrow>: This key moves the tank right
- + Pass <p or Click “DONE !! !” Button>: This passes the turn to the other player.

Turret Angle (in firing mode)

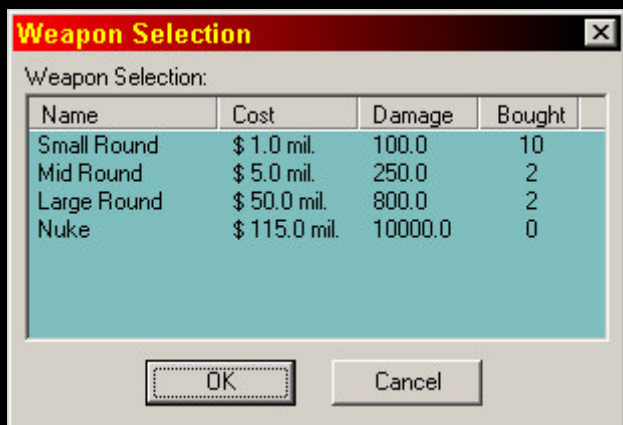
- + Use **counter** in Status Bar, to the right of the angle box.
- + Move Up <up-arrow>: This key moves turret up
- + Move Down <down-arrow>: This key moves turret down

Adjust Power (in firing mode)

- + Use **slider** in Status Bar.

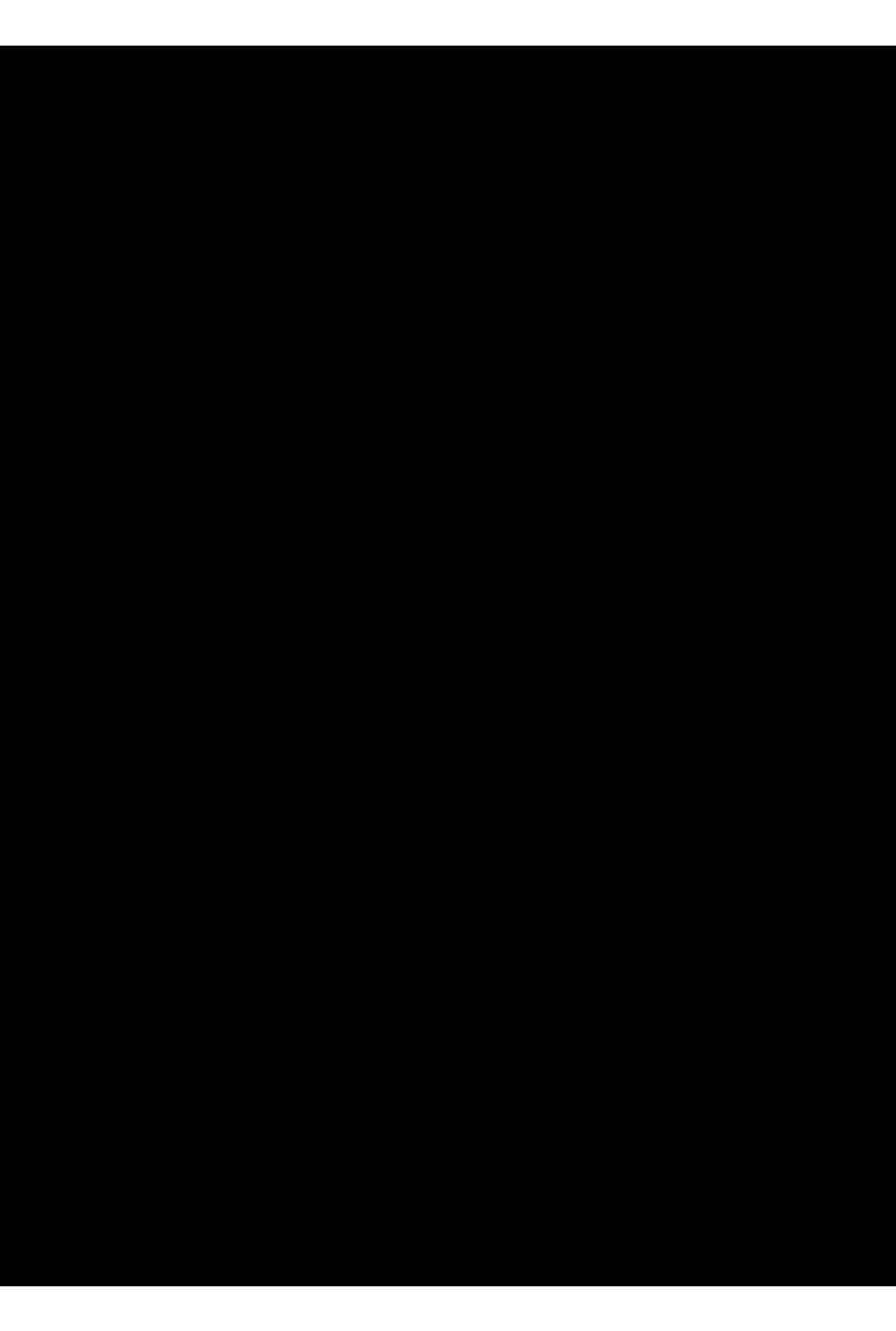
Weapon Selection

- + Click with the mouse on the “Select” button on the Status Bar. This dialog box should pop up.



Fire Bullet (in firing mode)

- + Fire <spacebar or f or Click “FIRE !! !” Button>: This key fires the projectile.
- + Pass <p>: This passes the turn to the other player.



Player Lost

The game is over if any of these conditions are met.

- Either a player has surrendered
- A player has ran out of ammunition for his/her weapons
- A player's hit points reached zero



If you dare play again just click Restart.

Credits

Creative Team

Game Designers

Andy Cruz

John P. Harris

Keith T. Potter

Joseph E. Sutton

Senior Programmer

Joseph E. Sutton

Programmer

John P. Harris

Level Designers

Keith T. Potter

John P. Harris

Joseph E. Sutton

Configuration Manager

Andy Cruz

Manual Writer

Keith T. Potter

Quality Assurance

QA Lead Tester

John P. Harris

Testers

Andy Cruz

Keith T. Potter

Joseph E. Sutton

Music

Composed by Nick Rodriquez

Publisher by

 lyfaust
