

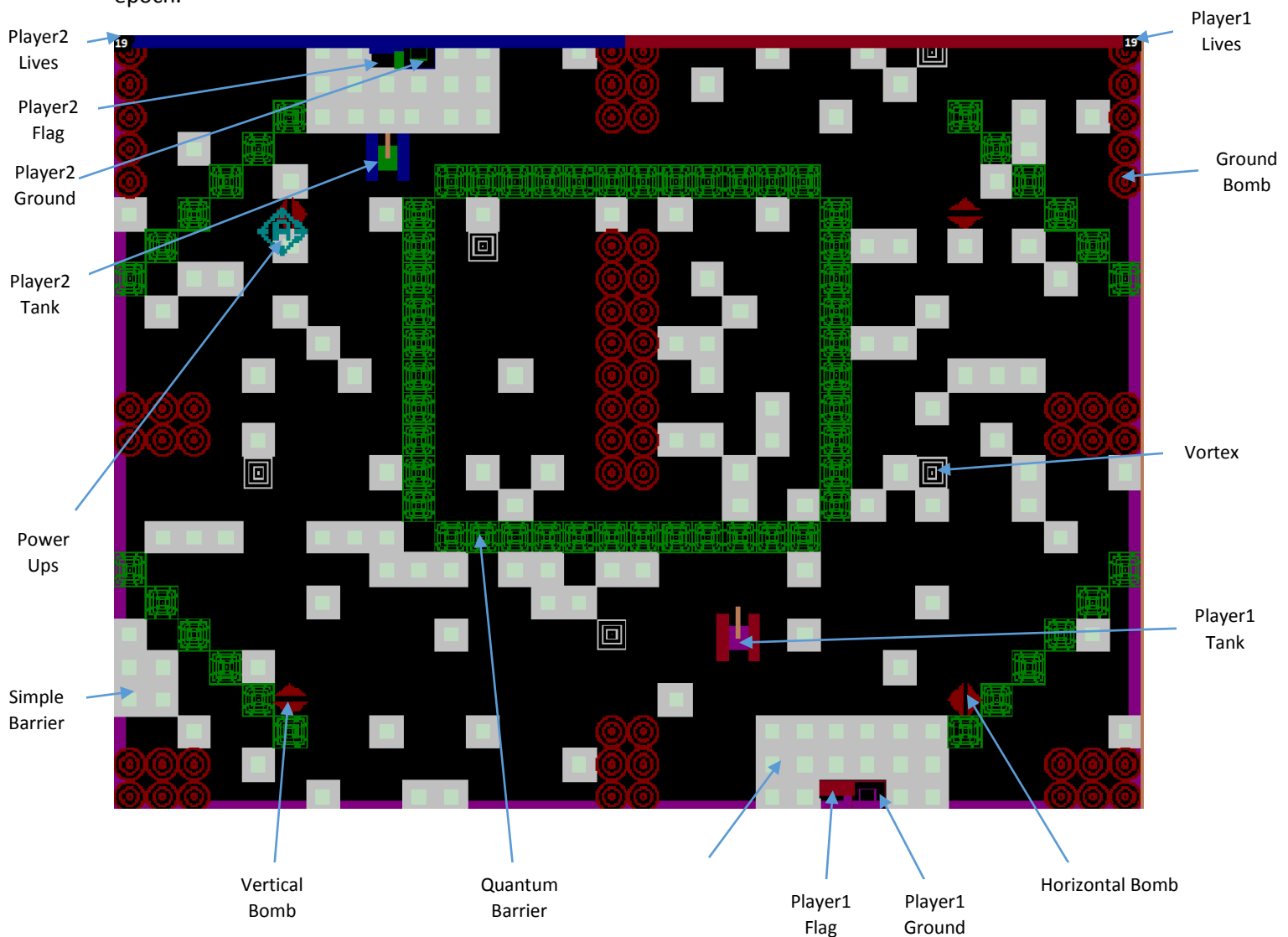
Introduction

At the turn of the century, a new wave of battle rose to prominence. Human controlled tanks, with lethal explosive potential and adequate firepower to burn down a citadel to rubble. Heroes were crowned and the weak weeded out. Take control of your fate in Battle Tanks, a two player arcade tank shooting game. Dominate by raining down bullets on the other tank or strategically capture the other tanks key and burn him down. Or melt him open with the ever powerful tank missile. Battle tanks hosts a range of weapons, bombs and special powers to match your playing style. Unleash your inner TankMaster!

Game Specifics

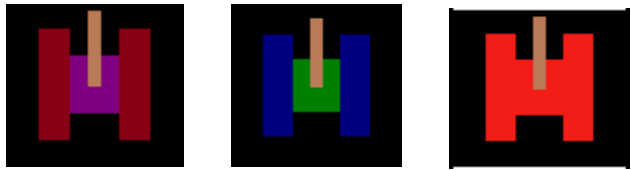
1. Play Area

The play area consists of two tanks, various tiles, bombs and possibly keys and detonating locations. The **Player1 Tank is colored Red** while the **Player 2 Tank is colored Blue**. The respective health bar of each tank is situated at the top of the screen, which also displays the number of hits each tank can withstand at that epoch.



2. Tanks

The tanks are controlled via keyboard. They are equipped with a variety of weapons, designed to render irreversible damage and plow through barriers. Each tank enters the battle zone with a predetermined hit capacity, two barrier bombs, one missile and an unending stream of basic ammo. The hit capacity determines how many hits the tank can receive before it explodes into oblivion. Yes, the tanks, have enough self-pride to self-detonate rather than surrender, when about to die. . When the tank is one hit away from explosion, it turns blood red, to warn the player of its condition. Tanks cannot pass through barriers. Tanks detonate ground bombs on contact.



3. Bullets

The bullets are the soul of the game. Designed to perfection, at their best they can render any Ground Moving Vehicle immobile. Each hit of a bullet reduces the tanks hit capacity by one. At a time, a tank is allowed to fire five bullets max. Bullets do not harm Barriers. However they can remotely detonate any ground bomb.



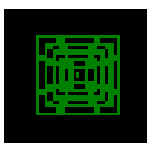
4. Barriers

The barriers add strategy to the gameplay. They are resolute towards tanks and bullets, never allowing them to pass through. However they are turned to splinters in case a barrier bomb explodes. They are of the following two types:

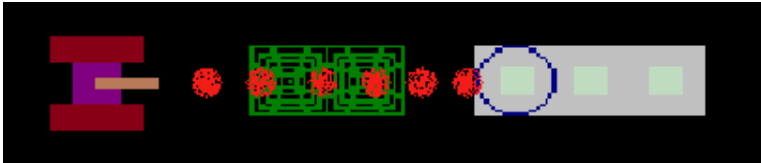
- A. Simple Barrier: It acts as a barrier to all objects. It indicates bullet hits by a [blue circle](#).



- B. Quantum Barrier: It acts as a barrier to all objects except bullets and missiles.

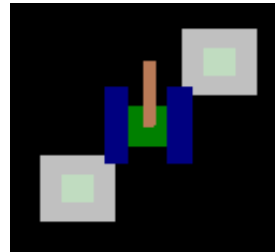
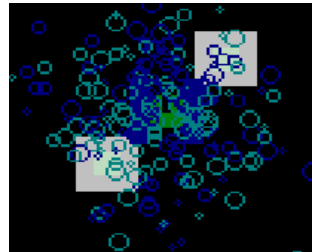
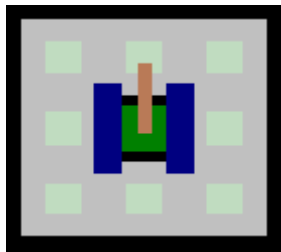


The behavior of the two barrier tiles is demonstrated below:



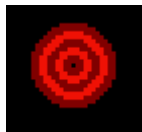
5. Barrier Bombs

Barrier Bombs are useful in removing barriers and vortexes and getting out of CSUs. They are inbuilt into the tank and are designed in a way to not harm the tank. They do not detonate ground bombs either. A tank can carry a maximum of two barrier bombs at a time. The images below exhibit the explosion of a barrier bomb by Tank 2:



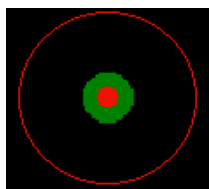
6. Ground Bombs

Ground bombs are a necessary evil. The serpent in your paradise, each ground bomb explodes either when a tank walks into it or when it is detonated remotely via a bullet. Ground Bombs destroy barriers and tanks, and decrease a tank's hit capacity by two if it was unfortunate enough to be near the vicinity of the explosion. Further they can also detonate other Ground Bombs near the explosion creating a chain reaction of explosions. Scared much, eh?



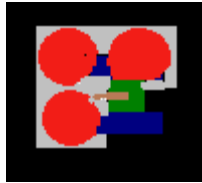
7. Time Bombs

Each tank carries 2 time bombs for remote and delayed detonation. After being ignited and planted each time bomb explodes after 5 seconds, represented by a green circle slowly turning red. Besides the delay effect, time bombs act exactly like ground bombs. However they cannot be detonated by bullets or by contact.



8 .Corner Stuck Ups (CSUs)

Corner Stuck Ups occur when a tank is caught in three adjacent barriers and is unable to move. Pretty irritating. One way out of such stuck ups is to use a barrier bomb to burn down the barrier tiles. Barrier Tiles indicate contact with a tank by a **filled red circle**. Three adjacent circles is certain doom without a proper way out.



9. The Shadow Mode

Inspired by the ways of the ninja and his cloak of invisibility, The Shadow Mode shrouds a tank in invisibility, rendering significant setback to opponent intelligence. The tank can be maneuvered with the help of collision indicators, which draws a **filled red circle** around a barrier each time the tank collides with one. However the shadow mode has three catches:

- A. You cannot fire bullets under the Shadow Mode.
- B. A chunk of the tanks hit capacity is used to setup the shadow mode.
- C. Warning: Don't try this without tank maneuvering expertise. It's cool but just don't.

10. The Key Mechanism

Depending on the map, each battle might have a key and detonating location for each tank. If you capture the key belonging to the enemy tank and plant it in your key base, the enemy tank instantaneously combusts into splinters and you win the battle. Example: The Player 1 Tank (**Red-Magenta**) needs to capture the **Blue-Green** Key and plant it in the **Red-Magenta** Key Base, for the effect to take place. Strategically placed key and key base pairs can integrate location based advantages into the battle field.



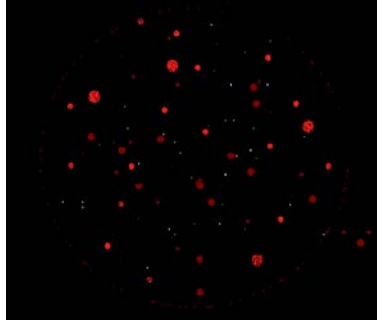
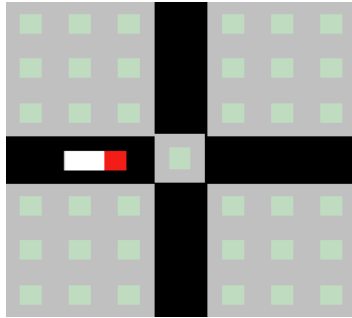
11. Vortex

The vortexes teleport the tank through hyperspace to other vortexes on the battlefield (randomly selected) instantaneously. However they can be rendered useless by bombs. Illustrated below:



12. Missiles

The ever powerful, almighty missile. Each tank is equipped with a one of these harbingers of doom. Missiles wipe away almost a quarter of the game screen and deal lethal damage. Do not ever assume you can withstand a missile hit. You can't, trust me. I have tried.



13. Horizontal and Vertical Bombs

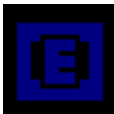
These bombs act pretty much like Ground Bombs in their explosive qualities but wipe away linear areas. Horizontal Bombs destroy a complete row while Vertical Bombs wipe away a complete column. These arrows shaped bombs point in the direction they explode.



14. Power Ups

A friend in need is a friend indeed they say. Power Ups are a tank's true friend. Ranging from increasing a tank's hit capacity or providing it the means to detonate more barrier bombs, Power Ups add dynamic capabilities to the game. They are made available at regular intervals and their effects lasts for the current interval. Each is of a different color to help identify it from the others. The various types include:

ENERGY[E] - Increases hit capacity by 2 (Blue)



SHIELD[S] - Makes tank immune to enemy bullets (Green)



ANTISHIELD[S] - Reduces enemy hit capacity by 1 each time it attacks (Red)



MISSILE[M] - Provides one missile [Max 1] (Purple)



BOMB[B] - Provides two barrier bombs [Max 2] (Yellow)



TIMEBOMB[TB] - Provides two barrier bombs [Max 2] (Green & Red)



CANNON[C] - Increases bullet hitpower by two (Cyan)



ATOMIZER[A] - Tank can pass through barriers (Cyan)



Main Menu & Options

1. New Game: Starts a New Battle
2. Map Editor: Displays the Map Editor Menu
 - a. Change Input Map: Changes the current map file that the editor reads from
 - b. Change Output Map: Changes the current map file that the editor saves to
 - c. Start Map Editor: Launches the Map Editor
 - d. Go Back to Main Menu: Returns to Main Menu
3. Help: Displays the Help Menu
 - a. General: Displays battle field component descriptions
 - b. Controls: Displays Player 1 and Player 2 Tank Controls
 - c. Map Editor: Displays Map Editor Controls
 - d. Go Back to Main Menu: Returns to Main Menu
4. Settings: Displays the game setting menu
 - a. Music Settings: Toggles Game Music On/Off
 - b. SFX Settings: Toggles Game Special Effect Sounds On/Off
 - c. SFX Volume: Adjusts Game Special Effects Volume
 - d. Game Speed: Adjusts Game Speed
 - e. Number Of Hits: Adjusts Tank Hit Capacity
 - f. Map File Name: Helps select map to be used as current battlefield
 - g. Power Ups: Toggles Power Ups during battle On/Off
 - h. High(Sprite) Graphics: Toggles Sprite Graphics/Vector Graphics Mode
 - i. Go Back to Main Menu: Returns to Main Menu
5. Exit: Quits game

Player Controls

Player 1 Controls	Action	Player 2 Controls
Up	Move Up	W
Down	Move Down	A
Left	Move Left	S
Right	Move Right	D
Enter	Fire Bullet	Spacebar
RShift + Enter	Fire Missile	LShift + Spacebar
P	Detonate Barrier Bomb	X
RShift + P	Ignite Time Bomb	LShift + X
L	Enter Vortex	F
U	Pick Up Opponent Key	V
I	Drop Opponent Key	B
RShift + O	Activate/Deactivate Shadow Mode	LShift + C

Map Controls

Map Controls	Action
Left Mouse	Place Tile
Right Mouse	Erase Tile
S	Save Map
O	Open Saved Map
C	Clear Map
R	Generate Random Map
Up	Increase Tile Density In Random Map
Down	Decrease Tile Density In Random Map
T	Barrier Tile
Y	Quantum Barrier Tile
B	Ground Bomb Tile
U	Horizontal Bomb Tile
I	Vertical Bomb Tile
V	Vortex Tile
H	Tank 1 Key Tile
J	Tank 2 Key Tile
K	Tank 1 Detonation Site Tile
L	Tank 2 Detonation Site Tile
1	Tank 1 Initial Position Tile
2	Tank 1 Initial Position Tile

Battle Tanks v5.17: Complete Manual

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