

EXISTENCES

TANK

$$\text{If } S \leq 4.$$

$$P(T) = 1$$

$$\text{If } S > 4$$

$$P(T) = \frac{3}{4}$$

$$\text{If } S < 25$$

$$P(T|m) = \frac{1}{4}$$

$$\text{If } S \geq 25$$

$$P(T) = \frac{1}{8}$$

SUPER TANK.

$$\text{If } S \geq 25$$

$$P(ST) = \frac{1}{2}$$

MISSILE.

$$\text{If } S \leq 4$$

$$P(m) = 0$$

$$\text{If } S > 4$$

$$P(m) = \frac{1}{4}$$

$$\text{If } S < 25$$

$$P(m|m) = \frac{3}{4}$$

$$\text{If } S \geq 25$$

$$P(m) = \frac{3}{8}$$

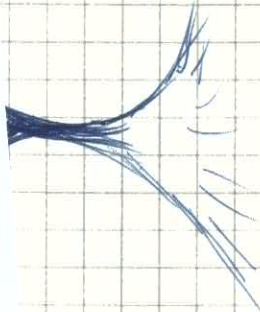
$$\text{If frame is } > 512 \quad P(m) = 1$$

SAUCER

$$\left. \begin{array}{l} \text{Saucer} = 0 \\ \text{frame} \geq 256 \end{array} \right\}$$

$$P(\text{Saucer}) = 1$$

$$Z_{TANK} \neq < 0$$



STRATEGEMS

TANK

Turn ground only :
cont for 50-2/51 cycles

$$P = 1 - \frac{F}{512}$$

256 cyc

Turn and lock :
cont till lock

$$P = \frac{F}{512}$$

Turn and shoot :
cont till out of range

$$P = 1$$

Forward + shoot :
cont till out of aim

$$P = 1$$

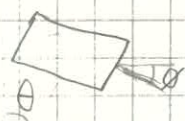
Forward
50-2/51

If approx del

$$P = 1 - \frac{F}{512}$$

SUPERTANK


AS above - but limit on turning



$$\theta + 10 < \phi < \theta + 118$$

MISSILE

$M =$ No. of Missiles fired so far.

One "zigzag" = 

Angle is 45°

Start at $(0, 2400, 25600)$

Drop at rate $\begin{pmatrix} 0 \\ -160 \\ -512 \end{pmatrix}$

When $Y = 0$, vector is $\begin{pmatrix} 0 \\ 0 \\ -512 \end{pmatrix}$

On zigzag: X vector is ± 300 for 4 frames.

$Z = M - 1$

But chances of a zig = $\frac{3}{4}$

If Object is ahead, climb $\begin{pmatrix} ? \\ 512 \\ -512 \end{pmatrix}$ for 3 frames

then continue for a frame

then down $\begin{pmatrix} ? \\ -512 \\ -512 \end{pmatrix}$ for 3 frames

To detect object: if $Z_m = Z_o \pm 2048$

and if $X_m = X_o \pm 512$

left zig $X_m = X_o$ Then Jump.

SAUCER

DE: 0
49
14

$$-32768 < X_s \leq 32767$$

$$Z_s = Z_T + 32768$$

$$X_s \rightarrow X_s + x_s$$

$$Z_s \rightarrow Z_s + z_s$$

$z_s = \pm \text{const.}$ for 50 frames ~ 128

$x_s = \pm \text{RND}$ for 50 frames ~ 128

H	L	D	E	B	C	A	H'	L'	D'	E'	B'	C'	A'
48	0	50	176	6	0x	0	51	0	64	0	112	114	0
96	0		78			0y	0x	0y	0x	14	56	57	1
192	0		9			0	56	0x	49	28	28	78	2664
	1					0				14	14	39	49
	2					64				7	131	201	
	3					32					193	114	
						96					224	57	
						48					112	78	
						112					112	39	
						56					56	147	
						56	z'				28	201	
						0					7	228	
						0	x				131	114	
						56					193		
						28					224		
						84							
						42							
						48							
						49							
						0							
						56							
						28							
						14							
						0							
						14							