



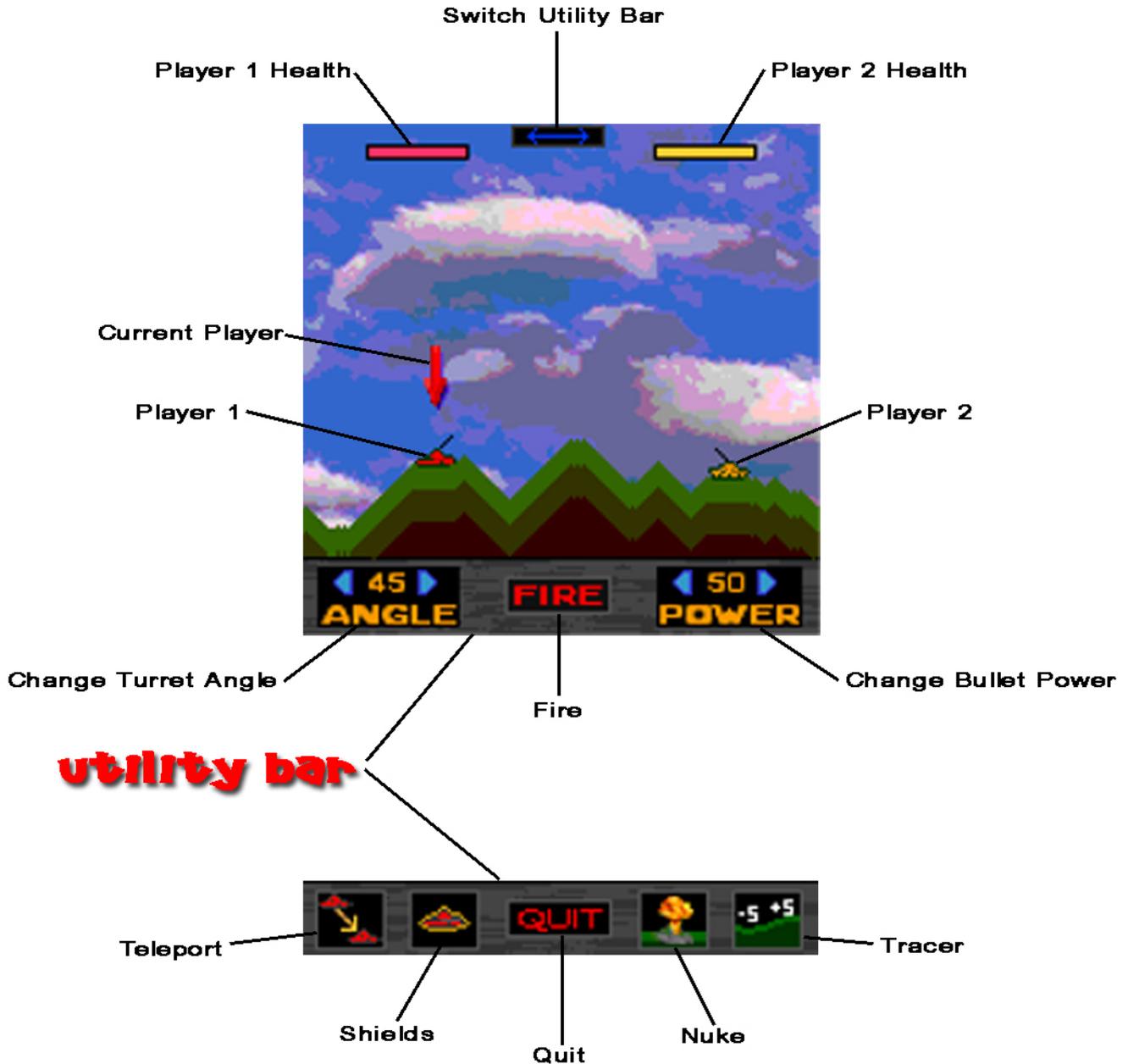
tiny tanks



Tiny Tanks is an artillery type aim and shoot game. It is easy enough for anyone to play, but challenging enough to offer hours of fun. Tiny Tanks includes the following features:

- Easy to learn controls but challenging game play.
- Play against another person or the computer with 6 difficulty levels.
- Choose between two weapons; cannon ball and nuke.
- Choose between 3 different terrain types; Flat, Mountain and Valley.
- Install an optional backgrounds package with 5 additional scenes.
- Play with special abilities including Shields, Teleport and Tracers.
- Choose between 4 explosion sizes.
- Tru-to-life physics engine offering realistic gravity.

the main screen



how to play

Set your angle:



This sets the angle for your turret. Generally, the smaller the angle, the lower to the ground the bullet will go. Here are 2 examples:



Angle set to 25



Angle set to 85

Set your power:



This sets the power of the bullet. Setting the angle and power together will allow you to hit any point on the screen.

Decide what your move is:



If you now press the fire button, you will shoot a normal cannon ball. The cannon ball does the most damage out of any weapon. Instead of this, you may choose to shoot a different weapon, move your tank, or add shields to your tank. By hitting the  button, you switch the Utility Bar to allow you to do different things. If you clicked on one of the following buttons, you would perform that action (each button is explained on the "Buttons" page.)



buttons



This sets the angle for your turret. Generally, the smaller the angle, the lower to the ground the bullet will go.



This sets the power level for your weapon



This fires the selected weapon.



This switches between the buttons shown above and those below.



This teleports you to a random spot. This will take your turn.



This activates your shields. When activated, the shields icon will appear on your side of the fire button. The shield will prevent you from acquiring any damage. The shield lasts 2 turns unless you get a direct hit from a cannon ball, in which you will lose your shield (although you will incur no damage for that turn.) Your shield icon will shrink as your opponent takes shots at you, and when the icon is gone, so are your shields. Here is an example of player 2 with shields:



Player 2 has full shields



This arms your nuke. A nuke does less damage than a cannon ball but effects greater area. A direct hit will cause 50% damage, while any other hit will cause 40%. After selecting Nuke, an icon will appear either to the left of the Fire button (for Player 1) or to the right (for Player 2.)  Once you click on the Nuke button, the main Angle and Power Utility Bar will come up allowing you to change these. The nuke will be launched when you hit the Fire button. Once Nuke is selected, you may not go back to cannon ball.



Tracer allows you to shoot but informs you of distance and angle as opposed to incurring damage. Once selected, an icon will appear  and you will be allowed to set Angle and Power. When fired, a 0 will appear over where your next shot (providing the Angle and Power are not altered) will hit. a +10 will appear where a ball would hit if you raised your angle by 10, and a -10 will appear where a ball would hit if you lowered your Angle by 10 (unless they are too close together in which case you will see the '0' with a dot to either side. After using Tracer, your turn will be over.

options

Color of Player 1 Tank

Color of Player 2 Tank

Terrain type
(see below)



Size of explosion

Click when done



Random



Flatland



Valley



Mountain