

Tank Storm

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Tank Storm

Background Story

The year is 2029, On one hand certain aspects of life have not changed, The late late show is still running, RTE still has no concept of what the word 'comedy' means and as yet, no one has quite sussed out how they actually get the figs in the fig rolls.

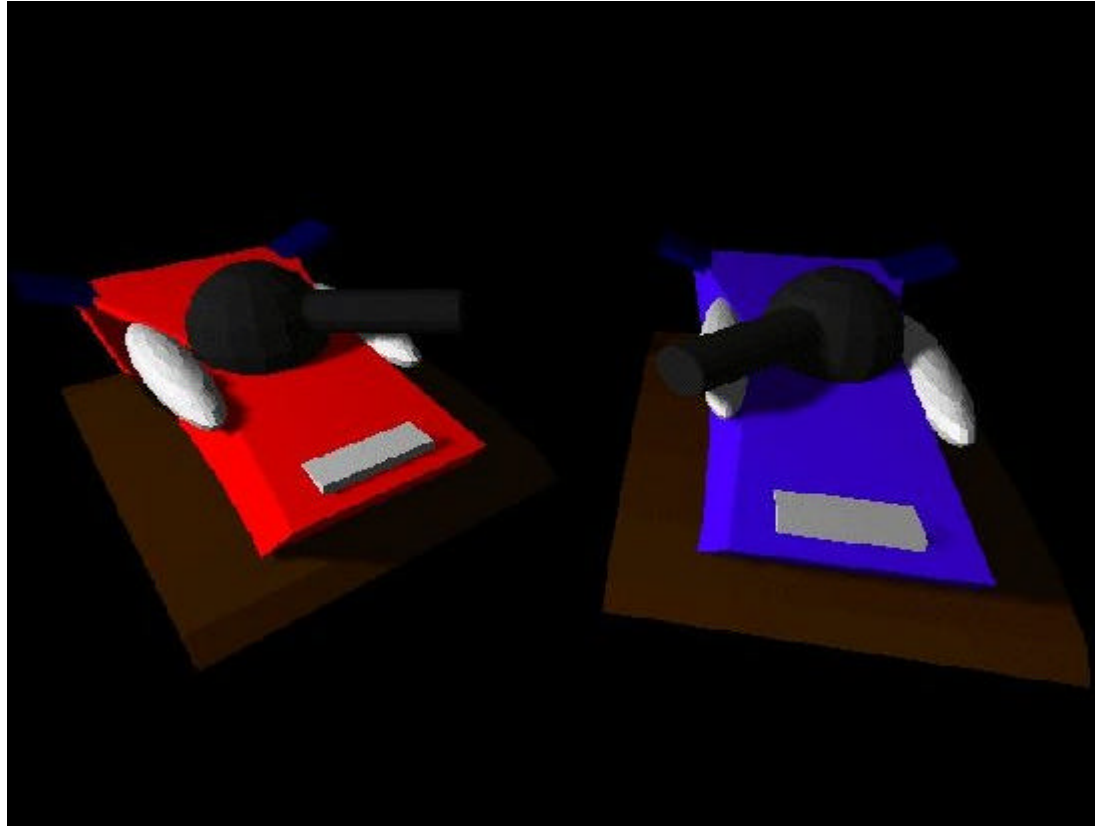
But alas, something is rotten in paradise, Aliens(!), yes aliens have decided to turn Earth into an intergalactic Statoil petrol station to service the ever increasing traffic between their homeworld of 'glok' and mercury. Strangely enough, the human race reacted rather badly to being told they were going to be made extinct so that the aliens could begin construction immediately.

A long auld battle ensued and it has all come down to one stand-off, Earth can only afford(due to severe increases in motor vehicle insurance) to send out 2 tanks against the supreme alien bastion on Earth, controlled by 'The Shredder'. If this monstrosity can be defeated you shall be showered with gifts and praise, however if you fail you'll be blown to bits and the rest of us will either be

killed or offered jobs in statoil, mass suicides are predicted if this situation arises so don't feel under ANY pressure ... oh and good luck!

Tank Storm *your tank(s)*

These are the beasts you get to unleash on the planet

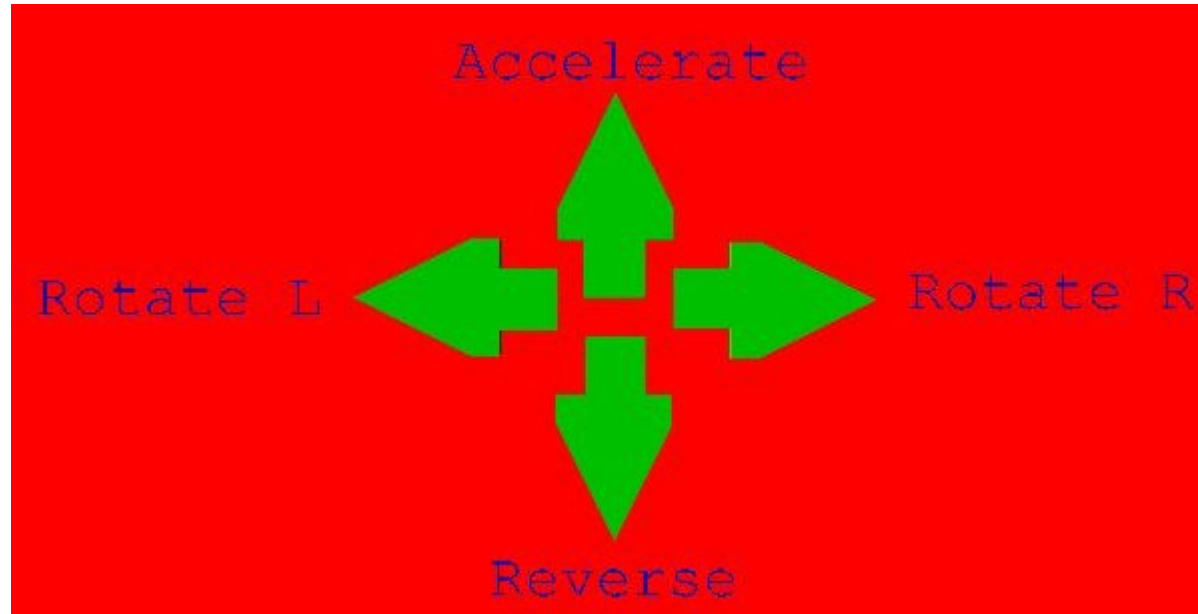


The Tanks are viewed from a top down perspective, and can move through 360 degrees by using the players [control keys](#).

Tank Storm *Controls*

PLAYER ONE

Firstly the direction that the tank moves in is controlled by the 4 arrow keys.



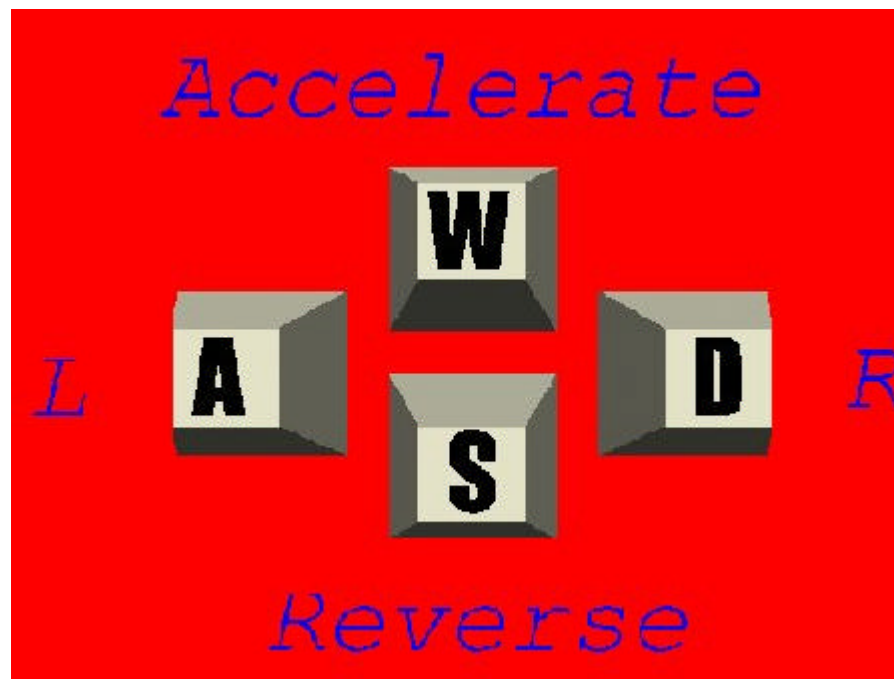
The gun turret is rotated as follows.



Return/Enter to Fire.

PLAYER TWO

Tank direction is controlled by the following keys ...



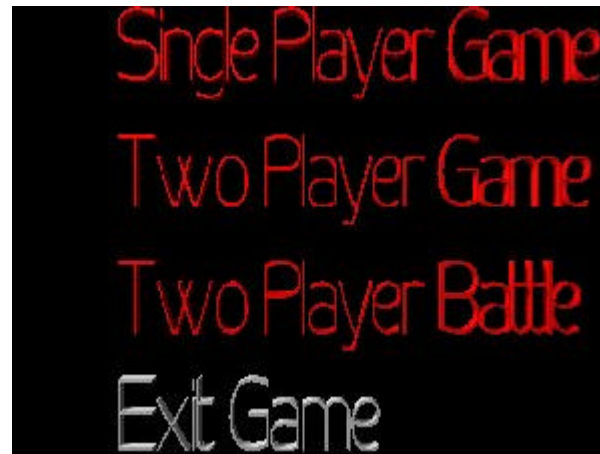
The gun turret is rotated as follows.



Space Bar to Fire.

Tank Storm *Playing*

At the intro screen you must choose from one of 4 options :



You may select 1) a One player normal mode game , 2) a two player normal mode game or a 3) a two player battle mode . Finally you may select 'exit' and to finish playing Tank Storm.

NORMAL MODE

The Landscape in Tank Storm is viewed from a top-down perspective, players begin on the far left on the screen and must work their way across the landscape, which is littered with obstacles and enemies, to the far right of the screen to do battle with 'The Shredder'. Tank controls are explained in detail in player controls . At all time the player(s) energy bar is visible in the top left corner, when it fully drained a player loses one life, A player initially has 3 lives and when all 3 are lost, that player's game is over.

BATTLE MODE

In this mode, 2 players are pitted against one another in a 'to the death' battle match. Both Tank's controls are explained in detail in player controls . Players begin at opposite ends of the screen and must work their way around the lanscape, locate, and destroy their opponent. Each player has but one life, so make the most of it !!

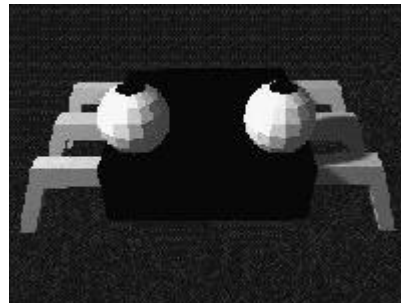
Tank Storm *Enemies*

There are a variety of Enemy Sprites to encounter in Tank Storm.

PBOT



The weakest, and by far the most easily destroyed are the PBots ...



The PBots are simply 'Kamakaze' enemies, they set their sights on the nearest available target and run straight for it.

DAMAGE : *negligible*

FLYER



Flyers are quite difficult opponents. They can only be attacked when they land on the surface, and whilst in flight drop bombs which cause lots of damage.

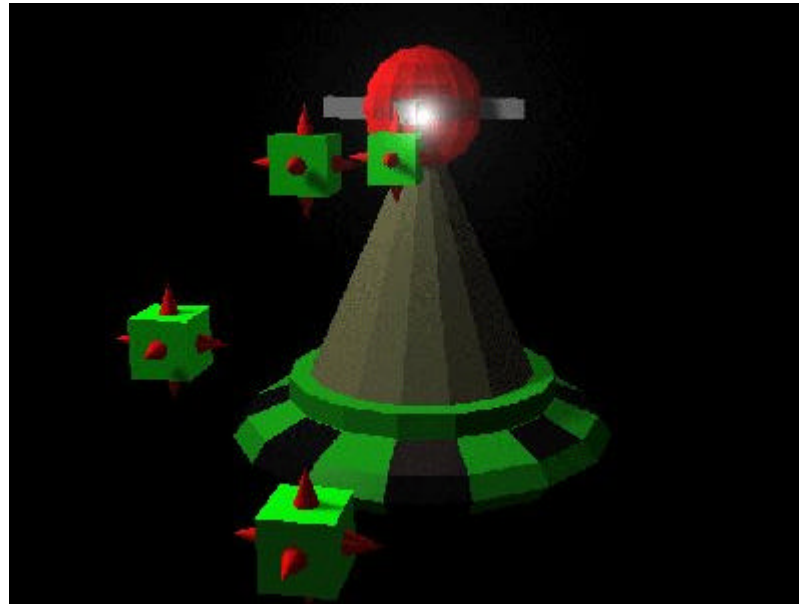


DAMAGE : *severe*

HOVERCRAFT



This is the enemy with the most highly developed level of Intelligence in the game, this enemy attacks relentlessly, doesn't let u pass, and fires quite frequently, often with high accuracy.

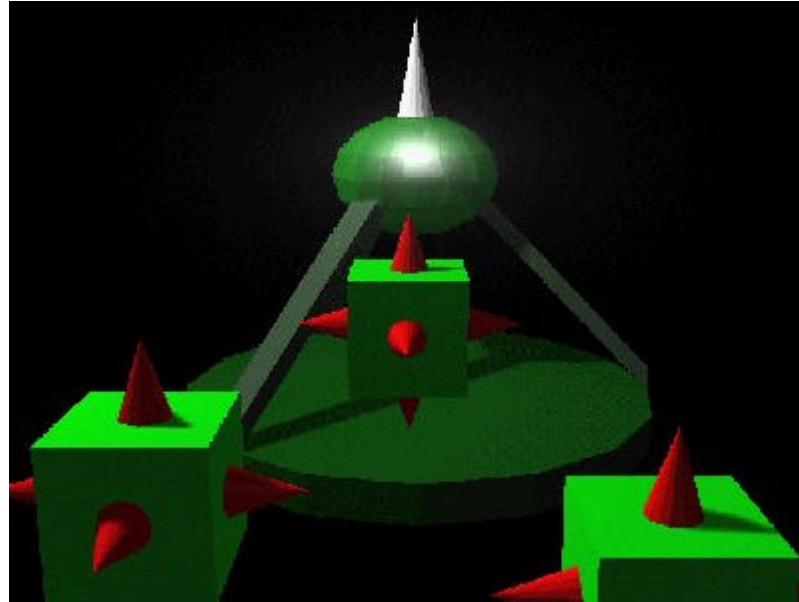


DAMAGE : *severe*

GUN TURRET



If you come within the range of the gun turret it will fire off a barrage of missiles, also takes quite a few hits to destroy.



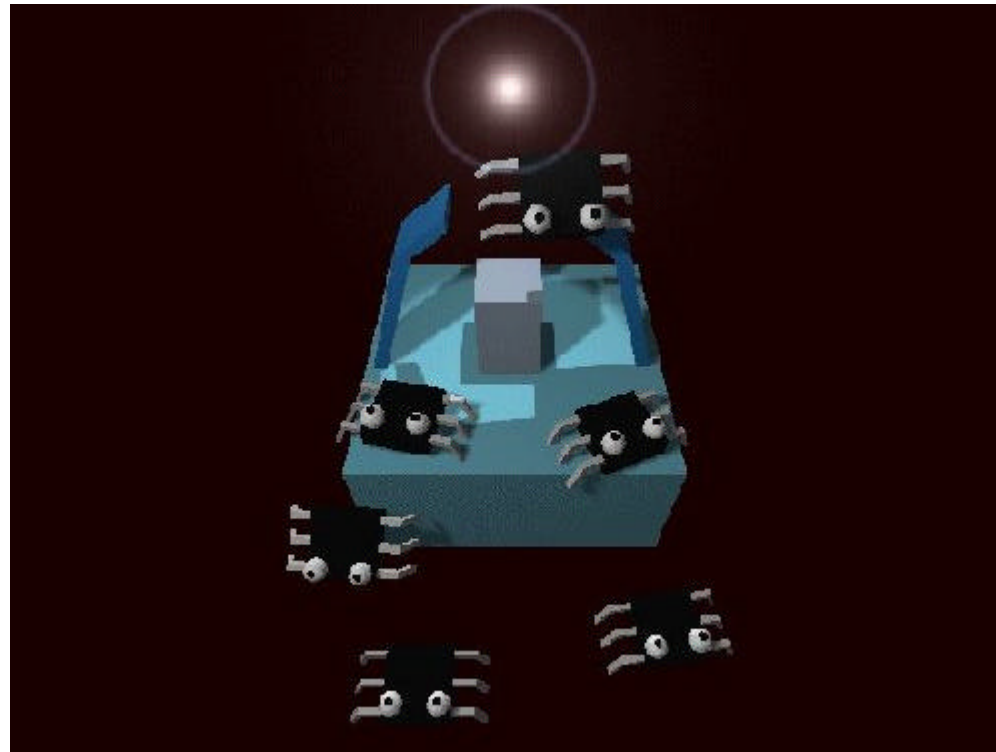
DAMAGE : *moderate*

PRODUCER



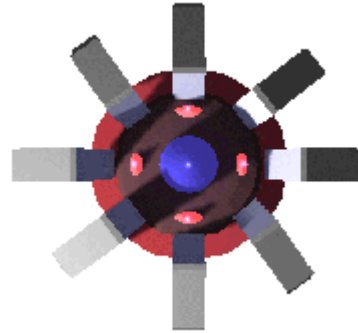
Aside from the end of level Boss, producers are your greatest threat, Once a player's tank comes into range, a producer will begin to unleash the type of enemy associated with it .

The possible types of producer are A)PBot [shown] B)HoverCraft



DAMAGE : PBOTS : *negligible*
DAMAGE : HOVERCRAFT : *severe*

End of level Boss : SHREDDER



Quite difficult to defeat. If you make contact while the shredder is spinning severe damage is done. It also fires large weapons which seriously decrease the tank's energy.



DAMAGE : Lethal
