

Laser Tank Help Index



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This is a puzzle game. You must get your tank to the flag in every level. Your tank can move in 4 directions and can fire a laser that is used to move object's. This game also comes with a Level Editor so that you can make more levels. This program is HelpWare. You can use Laser Tank for free, but I ask your help. I want you to make a new level, using the Level Editor, and send it to me. I will update the software every now and then and add all the level's that are sent to me. You can E-mail me the file at

jkindley@pacbell.net

using UUDecode or Mime to send the binary "Lvl" file.

The latest version of Laser tank can be found at :

<http://www.crl.com/~jcc/jek/tank.html>

Editor Instructions

The Editor is easy to use just click on an object type at the bottom right of the screen, then click in the map screen where you want the object to go. You can save your level in a file by clicking on Level , Save. You will then be asked to select a level. If you select the highest number, you will be writing a new level, any thing else will replace the previous level. Clicking on "Close Editor" will play the level you just edited. If you make your own levels you should store them in there own file. Then use the Load command to open the file.

When writing levels remember to set the Hint from the menu. Also fill out the title and author fields.

Title: The title for the Level, it will be displayed when the level is loaded to the right of the game window.

30 characters max

Author: Put you're name or nickname here, it will be displayed when the level is loaded.

255 characters max

Hint: This is the hint that will be displayed if the hint button is pressed.

30 characters max

Commands

Main Game Menu

Command	Key Short Cut
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<u>Game, New</u>	F2
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<u>Game, Load Level</u>	
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<u>Game, Skip Level</u>	S
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<u>Game, Open Data File</u>	
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<u>Move, ReStart</u>	R
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<u>Move, Undo Last Move/Shot</u>	U
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<u>Move, Save Position</u>	
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<u>Move, Restore Position</u>	
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<u>Option, Sound</u>	
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<u>Option, Animation</u>	
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<u>Option, Remember Last Level</u>	
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Editor

Hint

Editor Menu

Level, New

Level, Load

Level, Save

Hint

Close Editor

Keyboard - Description of Key's

Game Playing Keys :

Left Arrow	Move/Aim left
Right Arrow	Move/Aim right
Up Arrow	Move/Aim up
Down Arrow	Move/Aim down
Space Bar	Fire Laser Cannon

Control Keys :

F1	Help
F2	New Game
Alt - F4	Exit
R	ReStart Level
S	Skip Level
U	Undo Last Move/Shot

Game Objects

These are the objects you will find in the wonderful world of Laser Tank.



DIRT

This is the ground, you can move over it, and shoot over it.



TANK

This is you, you can move in 4 directions and fire a laser. Tank's can not travel over water, and can not drive through any objects (except the Flag)



FLAG

This is the target that you must reach to end each level.



WATER

The only thing that can swim in this game are the movable blocks, every thing else will sink. You can shoot over the water.



SOLID BLOCK

This type of block can not be destroyed, or moved. You can not shoot through it either.



MOVABLE BLOCK

This type of block can be moved by shooting it with a laser. If it is pushed into the water, it will form a bridge.



BRICKS

This type of block will be destroyed if you shoot it.



ANTI-TANK GUNS

These are enemy laser guns that will shoot you if you get in front of them. If you fire to one of there sides you can push them around, even in to water. If you shoot one of them, in the gun barrel you will destroy them.



MIRRORS

These can be used by you to deflect a laser shot if you fire on the mirrored surface. If you shoot the mirror base, the mirror will move.



TANK MOVERS

These will move you're tank (very fast) from one place to another. They won't move anything else (i.e. mirrors, block's, ect..) You will NOT be able to fire you're laser cannon while riding on the Tank Mover. If you need to shoot something from them, you will need to push a block on to the Tank Movers to keep you from moving.

Laser Tank Revisions:

1.0 Original Laser Tank program (1995 some time ??)

Laser tank game written using Turbo Pascal 1.5 for windows

1.0.2 Minor Revision (11/97)

Added Levels Total of 18

Cleaned Up Internal stuff

1.1 Minor Revision (11/97)

Made it so you cant shoot from the Tank Movers

Added Help File

Added Control keyboard commands

Changed Load Level Dialog to list levels by name & number

Add Levels Total of 40

2.0 Major Revision (5/98)

Animated the anti-tanks

Animation will now run smother on slower machines.

Added Commands : Open Data File, Undo, Save Position,
Restore Position & Remember Last Level Commands.

Rewrote the program using only the windows API

(was using Borlands Object Windows)

Totally rewrote the Editor, it is now full size.

Add Levels : Total of 78

Game New

Starts the Game at level 1. If *Remember Last Level* is on then the last level played will be started.

Move ReStart

Starts the current level over again.

Move Undo Last Move/Shot

Takes back the last move or shot. If you die you can do an undo after the restart and you will be back where you were before you died.

Move Save Position

Saves the level just as it is so you can restart the level from the saved position. This is useful in long levels, so you don't have to start all over again if you try something that doesn't work. Save only saves to memory NOT disk, so once the program is closed the saved position will be lost.

Move Restore Position

Restarts the level from where it was saved with a previous Save Position.

Game Load Level

This will display a list of all levels for the current file. The levels are listed by number and title.

Game Skip Level

If you don't like the level you are on, if it is too hard (boo hoo) you can skip to the next level.

Game Open Data File

The default data file is LTANK.LVL but you can make your own levels and store them in there own file. This command will select the other file. Also see the *Editor Level Load* command.

Option Sound

Turns On / Off the sound effects.

Option Animation

Turns On / Off the game animation.

Option Remember Last Level

Turns On / Off the *Remember Last Level* Option. When this is on the program will remember the level number & file name of the last level played. The Load Level & Skip commands will also affect the saved level. To resume from the saved level just press F2.

Hint

This will display a hint for the current level you are on.

Level New

This will clear the screen, Title, Author & Hint. It will put a default tank at the bottom.

Level Load

This will first ask for a file name, then a level to load.

Level Save

This will first ask for a file name, then it will ask for a level number. It will default to the level file name & number that it was.

Hint

Enter a hint into the edit box.

Close Editor

This will return to Game mode and play the level you were modifying.

