

# ALTEES' TANKS



SEMAG  
Ohcoco Studio



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# Introduction

On a quiet day in a log cabin in Texas, war veteran Billy Boots was watching television when he suddenly hears a loud noise in the backyard.

Surprised, he goes out to investigate to see what happened and realizes that aliens are invading the United States.

Billy Boots, as a good patriot, cannot allow anyone to harm his precious country, so he rides on the tank that he had stored as a memory of the Great War and with all the decision in the world, he advances towards the horizon to end the invaders.

Will he be victorious?



# Setup

To play *Aliens'n Tanks* there are three ways, and for all of them you will need to install WINAPE 2.0 BETA 2 or RVM. You can download them from:

<http://www.winape.net/downloads.jsp>

<http://www.retrovirtualmachine.org>

The first option is to load the .dsk file.

The second option is to load the .cdt file.

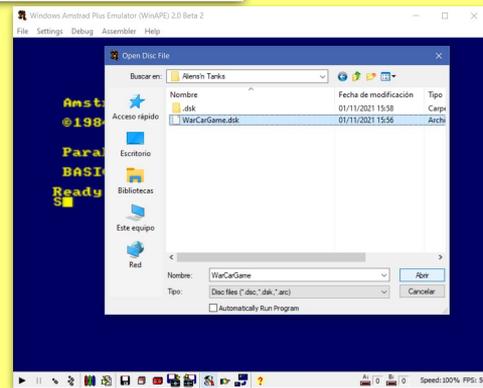
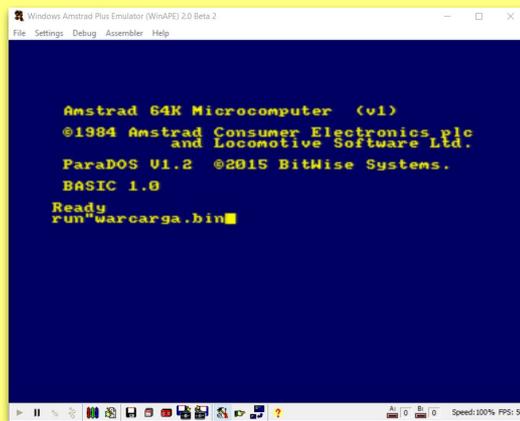
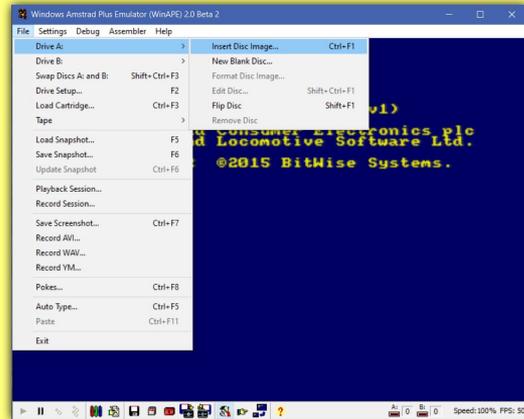
The third option is to compile all the game, where you will need a LINUX distribution and CPCtelera.



# .dsk SETUP

To play with the .dsk option using WinApe you have to:

1. - In Winape go to "File -> Drive A: -> Insert Disk Image" and select the .dsk file.
2. - Type on Winape : 'run "warcarga.bin'

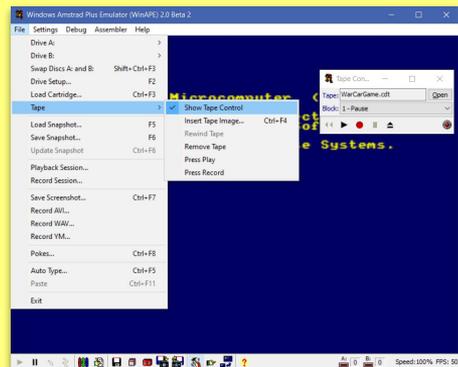
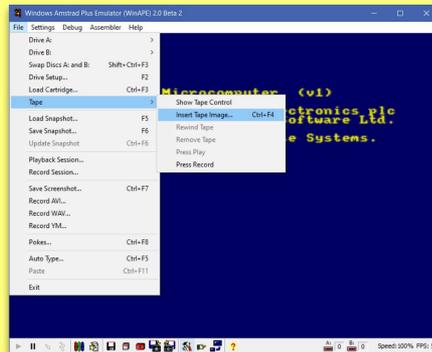


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# .cdt SETUP

To play with de .cdt option using WinApe you have to:

1. - In Winape go to “File -> Tape -> Insert Tape Image” and select the .cdt file.
2. - Then go to “File -> Tape -> Show Tape Control”



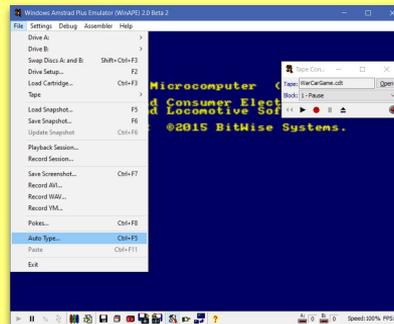
# .cdt SETUP

3. - After that choose "File -> Auto Type" and type on the window that appears the next code and press Ok:

```
|tape
```

```
run"
```

4. - Finally press Play in the Tape Control and any key



# Compile SETUP

For compile it you will need a LINUX distribution and CPCtelera from : <https://github.com/lronaldo/cpctelera>

Follow the 'How to install CPCtelera' and next to this you must change to development branch and follow these steps:

1. - If you don't have WinApe type in the terminal "cpct\_winape"
2. - Go to the WarCarGame folder with the terminal
3. - Type in the terminal "make" and press enter.
4. - For play the game just type in the terminal "cpct\_winape -a" and press enter.



# Objectives

In each stage your objective is to defeat all the aliens entities for pass to the next level.

To reach your goal you will shoot them with your tank but be aware, they will shoot you too. You should dodge or impact their space bullets to make sure you don't lose one of your three lives.

Each type of enemy have different abilities so make sure to analyze them and think how to beat them.

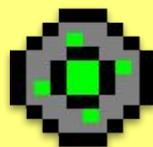


# Game elements

This is the tank you will use to shoot them. Make sure you are pointing them with your cannon.



This is the alien spaceship you must destroy. Remember, either you kill or you die.



This is your ammunition. Every bullet counts so use them well.



This is the portal where they are coming from. Destroy it before he generates more aliens.



This is the alien ammunition you should dodge. Remember you can destroy their bullets too.



# How to play

## MOVE

-  Move your tank up
-  Move your tank left
-  Move your tank down
-  Move your tank right

## SHOOT

 Shoot ammo.

You can shoot enemy bullets to destroy them, and this will reduce the wait time of the enemy to shoot again

## ACCEPT



Pass between screens.



# Credits

- Rodrigo Guzmán Escribá
  - ECS & Render & Gameplay
- Yaroslav Paslavskiy Danko
  - Art & Gameplay
- Eduardo David Gómez Saldías
  - AI & Level Design

