

# ADDITIONAL INSTRUCTIONS FOR RECORDING GAMES

## GAME MODS

### SINGLE TYPE PIECES:

Everything remains the same.

### LAST TANK STANDING:

Since there are no Command Tanks, signs "+", "-", "#" and "=" are not used in this mod.

### THE ESCAPE OF THE THREE:

Every time a tank escapes, a sign "=" is written instead of coordinates of the final position.

Example: **20. L14 > = , ...**

### CAPTURE THE FLAG:

Every time a tank takes a flag (for the first time, from another allied tank or from a destroyed tank), a lowercase "f" is written in the brackets.

Example: **14. E7 > H8/E (f) , ...**

If a tank comes in a position to bring the flag to a square on the first/last row on the board, a symbol "-" is written in the brackets (or "=" if it is a mate).

### FOUR-PLAYER MOD:

Signs "+", "-", "#" and "=" are not used. If a Command tank is destroyed, two apostrophes are written beside its coordinate in the brackets (a reminder that it is worth 2 points). The turns are written in the following way, example:

<b>8.</b>	<b>D5 &gt; F8/N (C11)</b>	<b>I12 &gt; F10/SW (F8'')</b>
	<b>P11 &gt; P10/SW</b>	<b>K2 &gt; I1/W (D1)</b>

## FUN SET

### 1) Destroying multiple targets:

When a Twin-gun Tank or a Rocket Launcher destroys two opponent's tanks in one turn, both targets' coordinates are written in the brackets, separated by a comma.

Example: **24. D12 > F12/E (H12, K7) , ...**

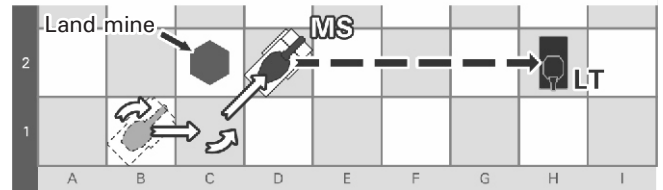
### 2) Knocking a tree down or installing a bridge:

Since both actions happen at the end of movement (at the final square), there is no need to write down anything additionally. In the later game reconstruction, the effect on the board (a removed tree or a new bridge) can easily be concluded from the noted movement alone.

### 3) Pushing destroyed tanks or clearing land mines:

When a HB or MS are moving in a way that there are multiple possible routes from the first to the last square and there are destroyed tanks/land mines on any of the possible routes, it is necessary to write down coordinates of each square during their movement, with signs ">" between.

Example: **17. B1 > C1 > D2/NE (H2) , ...**



In the example, the white MS has avoided to clear land mine on C2 and came to a position to destroy the black LT on H2. MS could move to the same final position, but using a different route - through coordinate C2 and clear the mine.

### 4) Self destruction (optional):

If a piece deliberately destroys itself by stepping on a land mine or jumping into water, an "x" sign is written in the brackets.

Example 1 (mine): **11. A8 > C9/E (x) , ...**

If a vehicle drives into water, there is no need to write the direction of its final position because it is removed from the board (it sinks).

Example 2 (water): **28. M7 > L8 (x) , ...**

### 5) Repairing:

When Recovery vehicle repairs a destroyed tank, an ampersand symbol (&), coordinates of the repaired piece and its direction are written in the brackets. Note that the direction must match the one in which the piece was in the moment of destruction (*the original direction can be obtained from the notation of its last movement before it was destroyed*).

Example: **7. (&G14/SW) , ...**

### 6) Activating a RC mine:

If a vehicle moves through a square with RC mine and the opponent decides to activate it, an asterisk symbol (\*) is written before the coordinates of the final position (the square where it was stopped by the mine).

Example 1: **30. D15 > \*B15/W , ...**

If a vehicle had ended its movement on a RC mine in one of the previous turns and the opponent didn't activate it then but the next time when the vehicle moved, only an asterisk and the coordinates are written.

Example 2: **16. \*J2 , ...**