

# KLASSIKER DER SPIELEGESCHICHTE

04 BATTLE ZONE

20. MAI 2010

ENEMY IN RANGE

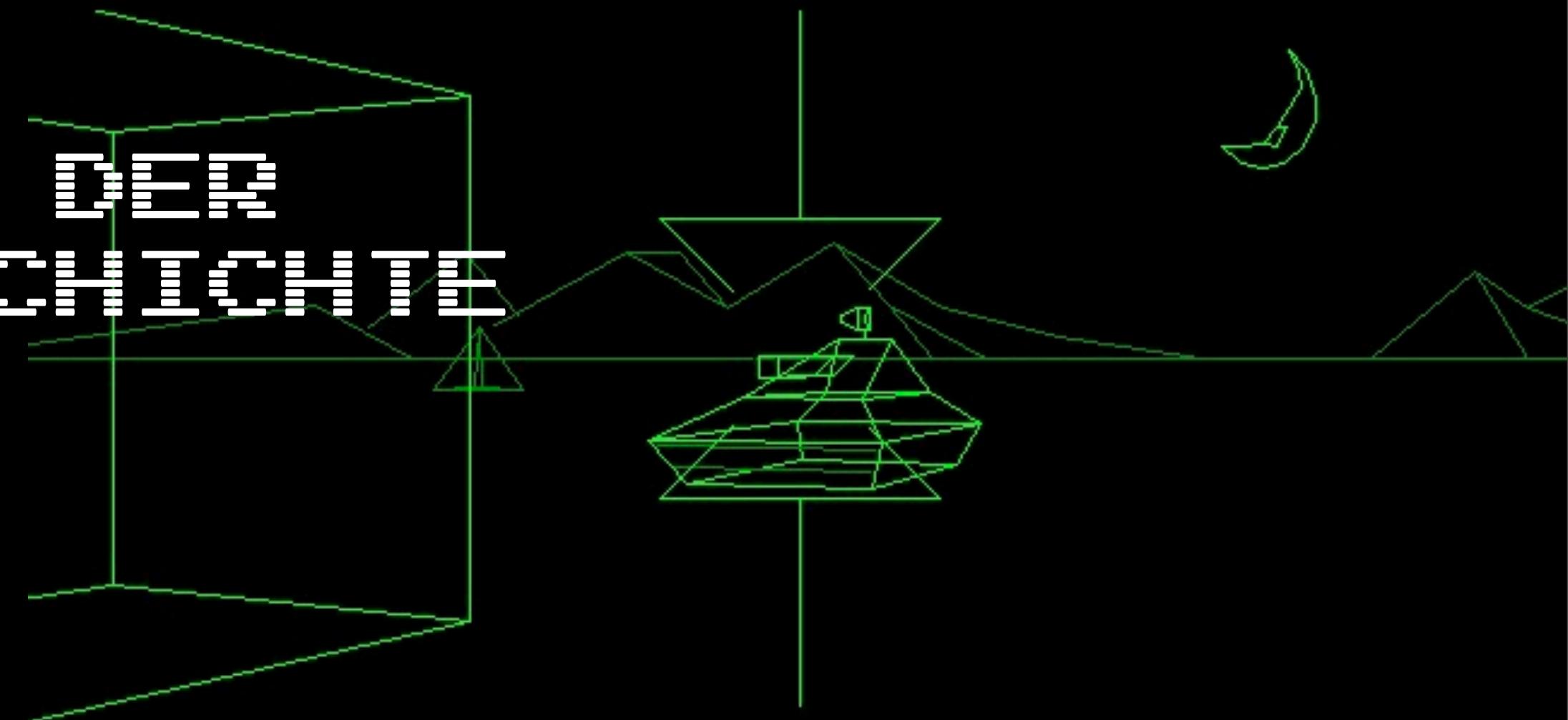


SCORE

3000

HIGH SCORE

88000



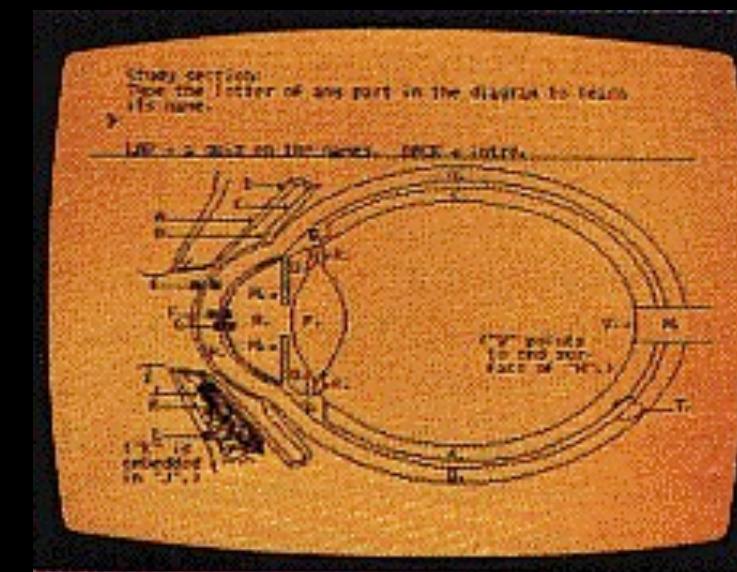
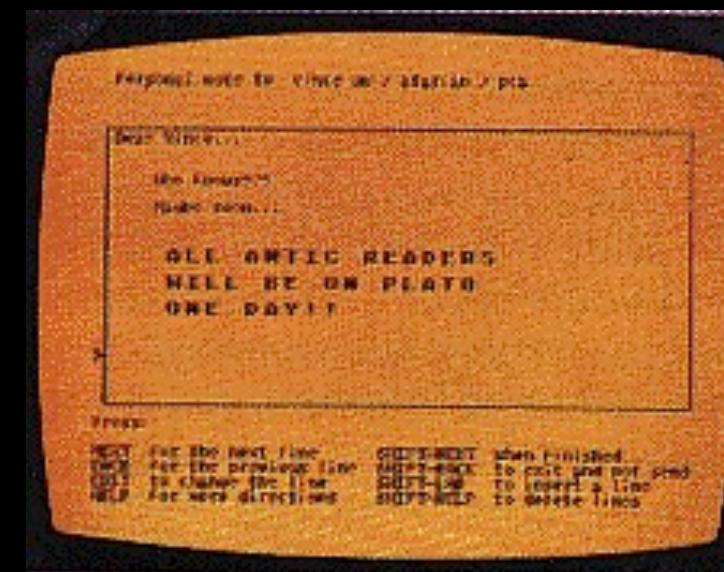
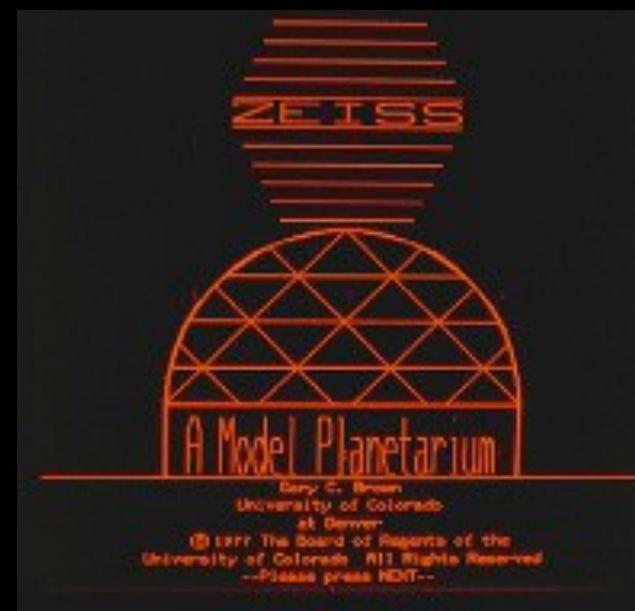
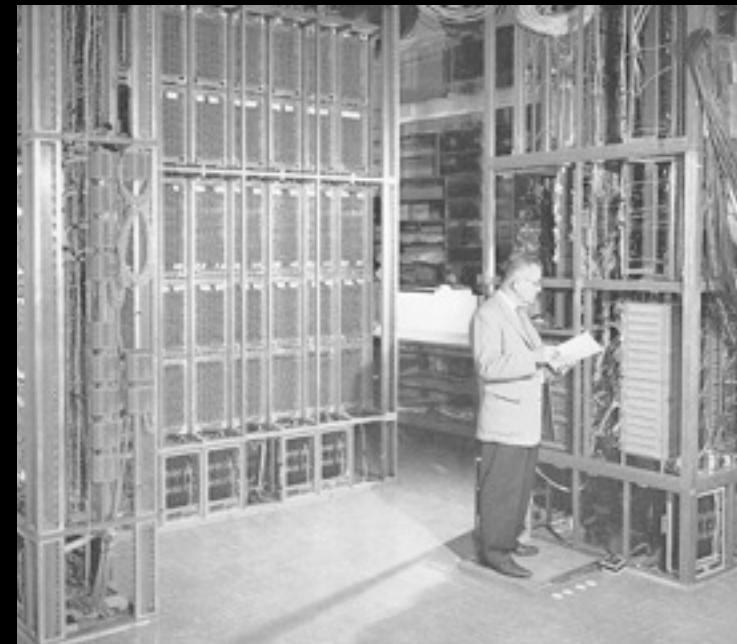
PLATO  
**Homelink**

LINK YOUR COMPUTER  
TO AN INTELLIGENT WORLD.

CD  
CONTROL  
DATA



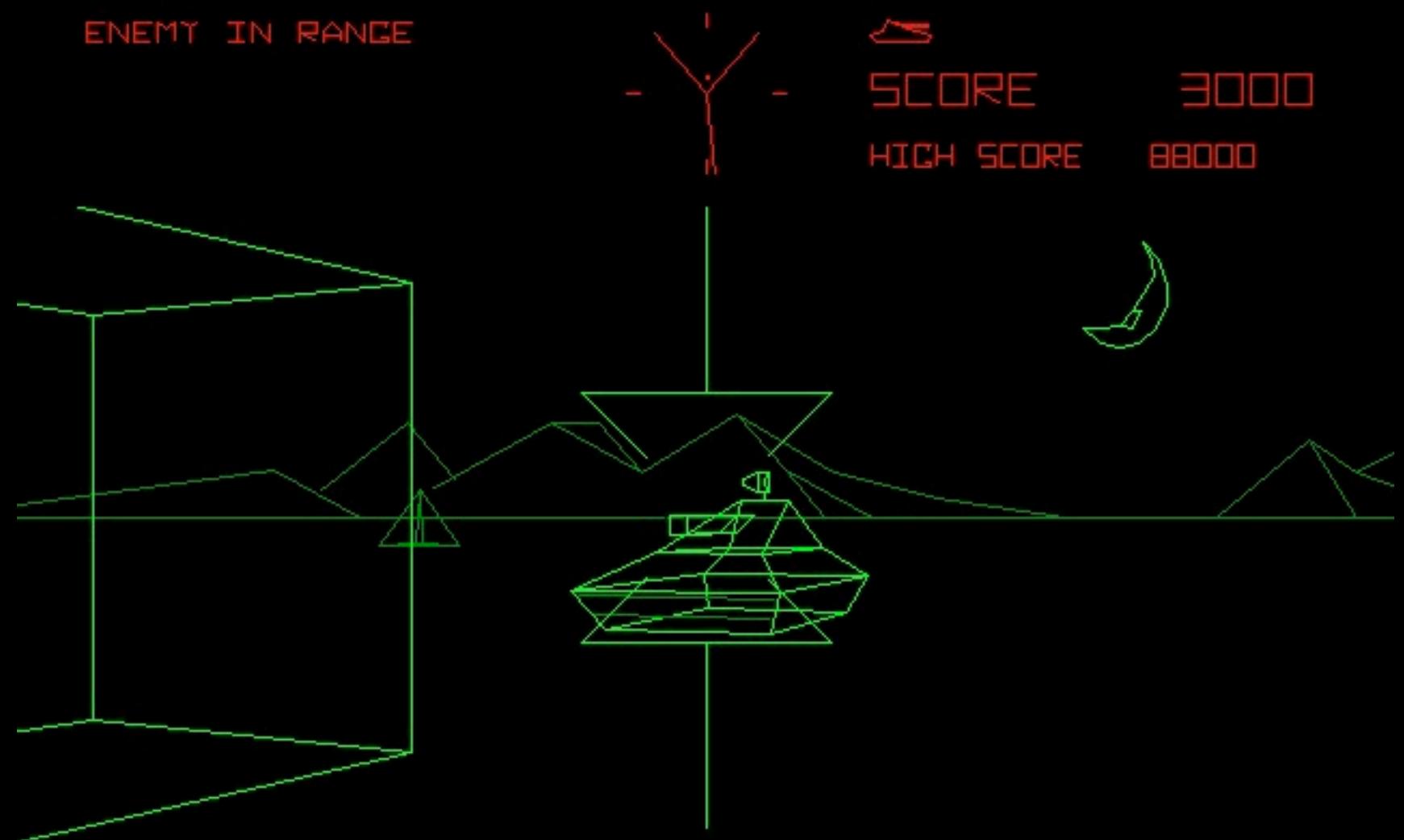
# Online-Community PLATO



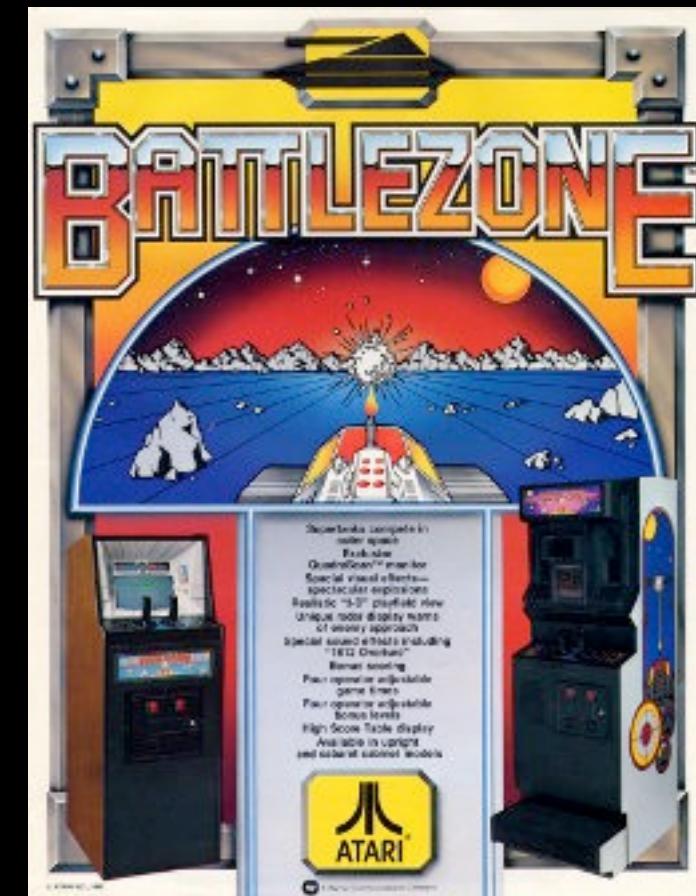
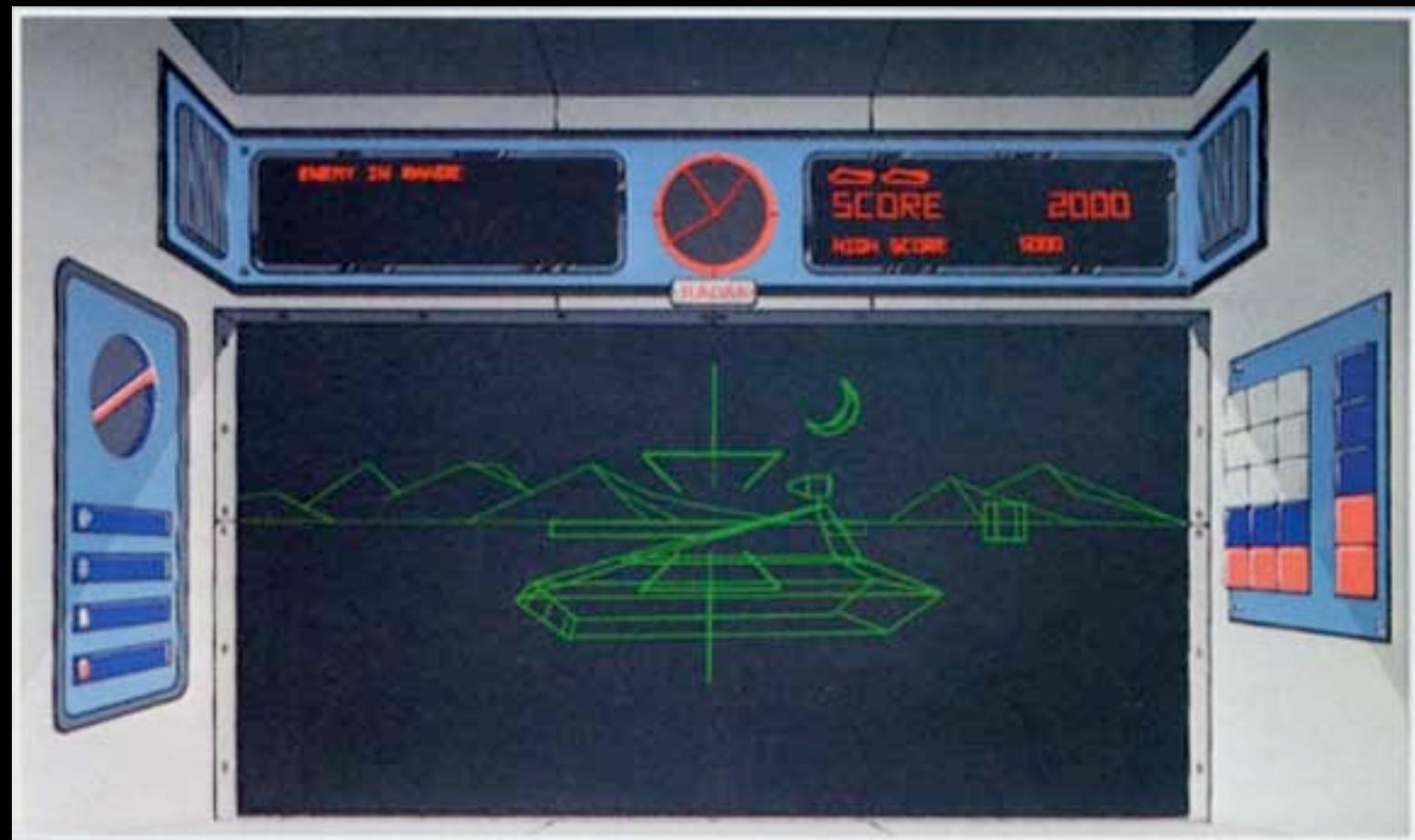




# Battle Zone



# Battlezone



# Cabinet



# Controller



# Regeln

Der Spieler startet mit 3 Panzern. Der Spieler kann seinen Panzer in einem Radius von 360° steuern. Ein kurzer Blick auf das Radar zeigt die Position der feindlichen Panzer. Erscheint eine Meldung, dass der Feind in Reichweite ist, positioniert der Spieler seinen Panzer, zielt, drückt die Feuertaste und der feindliche Panzer fliegt in die Luft!

Nachdem die ersten beiden Panzer zerstört wurden, erscheinen mehr Ziele. Nach 2000 Punkten fliegen Untertassen zufällig durch den Zielbereich. Bei zufällig vorbestimmten Punktzahlen ab 10.000 Punkten erscheinen Raketen. Die feindlichen Panzer werden nach der sechsten Rakete schneller.

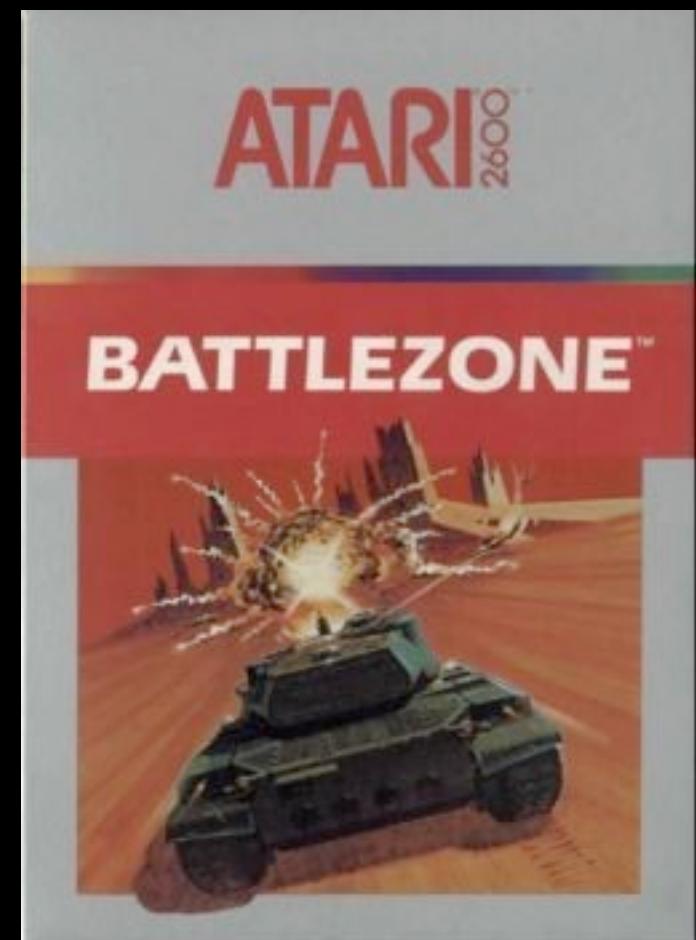
- 1 Langsamer Panzer = 1.000 Punkte
- 2 Rakete = 2.000 Punkte
- 3 Schneller Panzer = 3.000 Punkte
- 4 Untertasse = 5.000 Punkte

# Strategie

»if you're getting less than a million points per tank, you're probably making mistakes that you can prevent.«

- Rotated too long when turning to face enemy.
- Turned to face enemy, fired, and missed.
- Didn't run enemy down line of sight correctly, allowing him to kill me.
- Ran enemy down line of sight just fine, but pulled back too long before rotating. By the time I got him in my sights, he fired at point-blank range.
- Chased saucer.
- Missed missile and died.
- Missed missile and didn't back up to get enough time for second shot.
- Missed missile and backed up, but hit obstacle and couldn't get far enough back for second shot.
- Obstacle in missile's path made missile move differently than expected.
- Thought it was different type of missile.
- Damn! I always seem to get killed by "that type of missile".
- Thought I had enough room in front of tank to kill it head-on. Missed.
- Thought I had enough room in front of tank to kill it head-on. Didn't.
- Didn't \*listen\* for enemy tank shooting at me while I took a potshot at the saucer.
- Didn't \*listen closely enough\* to hear enemy tank shooting at me within a few milliseconds of me shooting at the saucer. Sounded a bit like an echo.
- Didn't \*listen closely enough\* to hear enemy tank shooting at me while saucer-exploding sound was playing loudly, mostly drowning out the noise of the enemy shot.
- Didn't \*hear\* enemy tank shooting at me because I fired exactly at the same time the enemy tank did and I couldn't have heard it.
- Saucer was behind me and passed in front of me, covering 90% of the viewscreen just as I was about to shoot the missile.

# Portierung



Atari 2600



Commodore 64

# Varianten



Robot Tank, 1983



3-D Tank Zone, 1985



X, 1992

Spectre, 1991



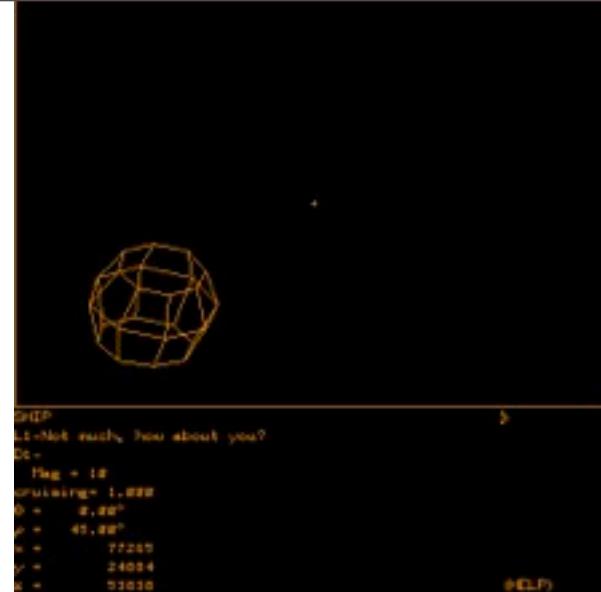
# Battle Zone 3D



1998

# Highscores

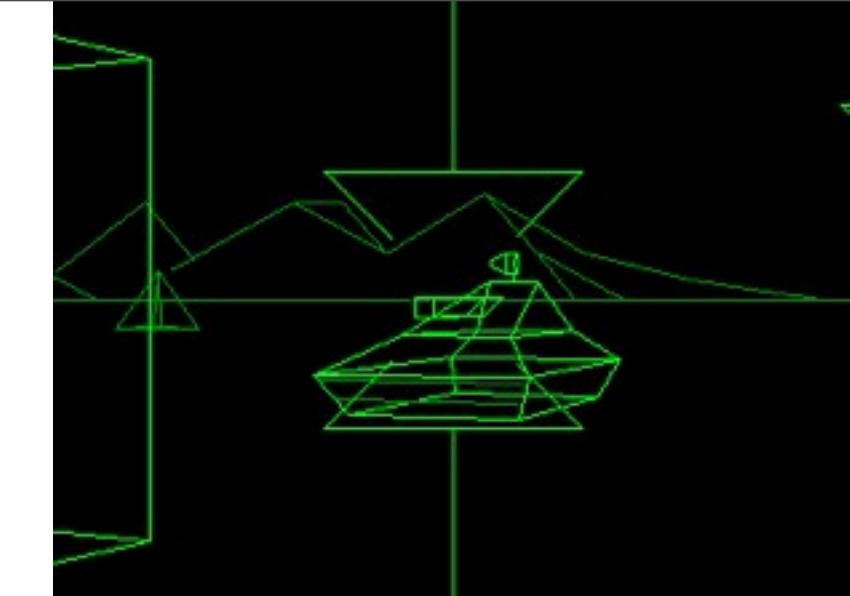
Rank	% Score	Points	Player	DateVerified	Verification Method
1	100.00 %	23,000,000	<a href="#">David Palmer</a>	08/30/1985	Referee
2	95.00 %	21,851,000	<a href="#">Jack Haddad</a>	05/05/1983	Referee
3	52.21 %	12,009,000	<a href="#">Ken Chevalier</a>	02/20/1982	Referee
4	42.85 %	9,855,000	<a href="#">Steve Ritger</a>	03/12/1983	Referee
5	41.74 %	9,600,500	<a href="#">Dennis Hranitsky</a>	08/01/1982	Referee
6	30.47 %	7,007,000	<a href="#">Larry Stonebrink</a>	12/01/1982	Referee
7	25.65 %	5,899,000	<a href="#">Mike Johnson</a>	04/03/1982	Referee
8	24.42 %	5,617,000	<a href="#">Sam Blackburn</a>	08/26/1982	Referee
9	22.63 %	5,205,000	<a href="#">Al Hokeness</a>	12/06/1981	Referee
10	4.35 %	1,000,000	<a href="#">Joel Hedge</a>	06/05/2005	Referee



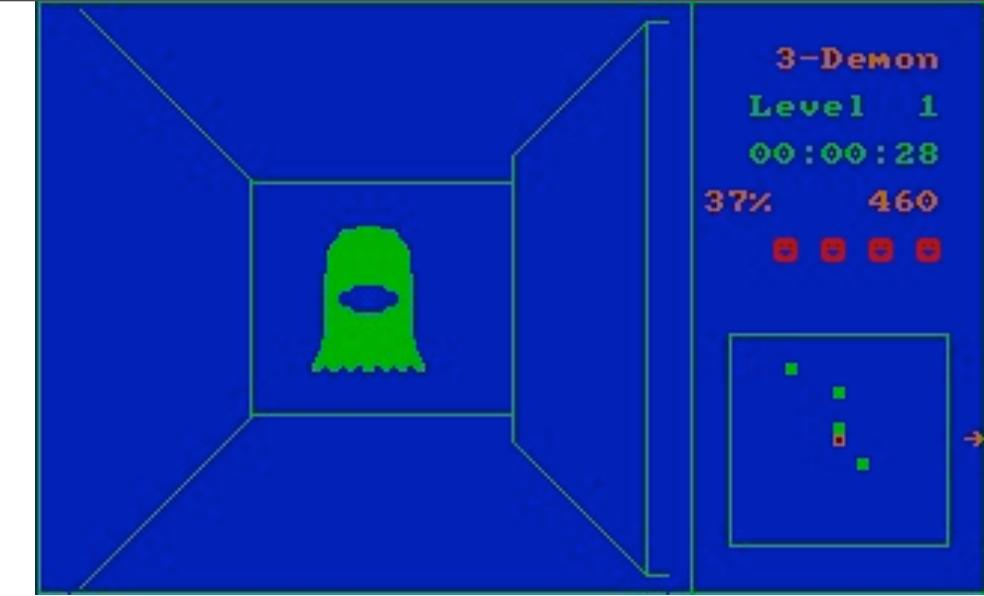
Vektorgrafik: Spasim, 1974



Vektorgrafik: Maze War, 1974



Vektorgrafik: Battlezone, 1980



3-Demon, 1983

# 3D Computerspiele



Gefüllte Polygone: I, Robot, 1983



Sprite Scaling, Space Harrier 1985



Ego Shooter: Aliens, 1986



LAN: MIDI Maze, 1987



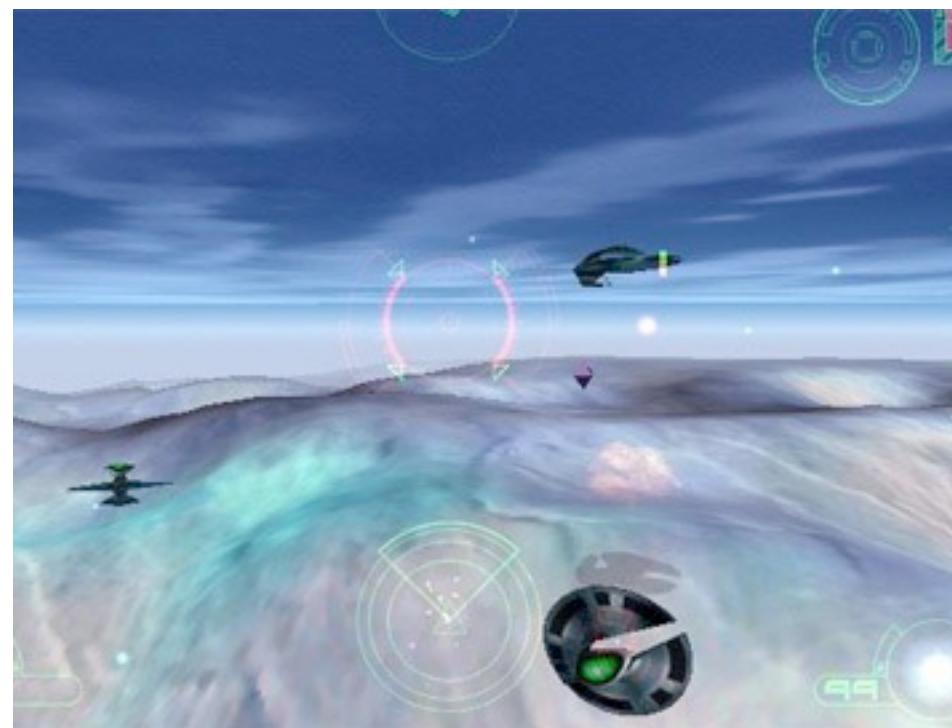
Ego-Shooter: Wolfenstein, 1992



Gouraud Shading: Star Wars TIE Fighter, 1994



Texture Mapping: Descent, 1995



MIP Mapping: Incoming, 1998



Phong Shading: Space Channel 5, 1999



Ray Casting: Doom, 1993



Realtime Lighting: Quake, 1996



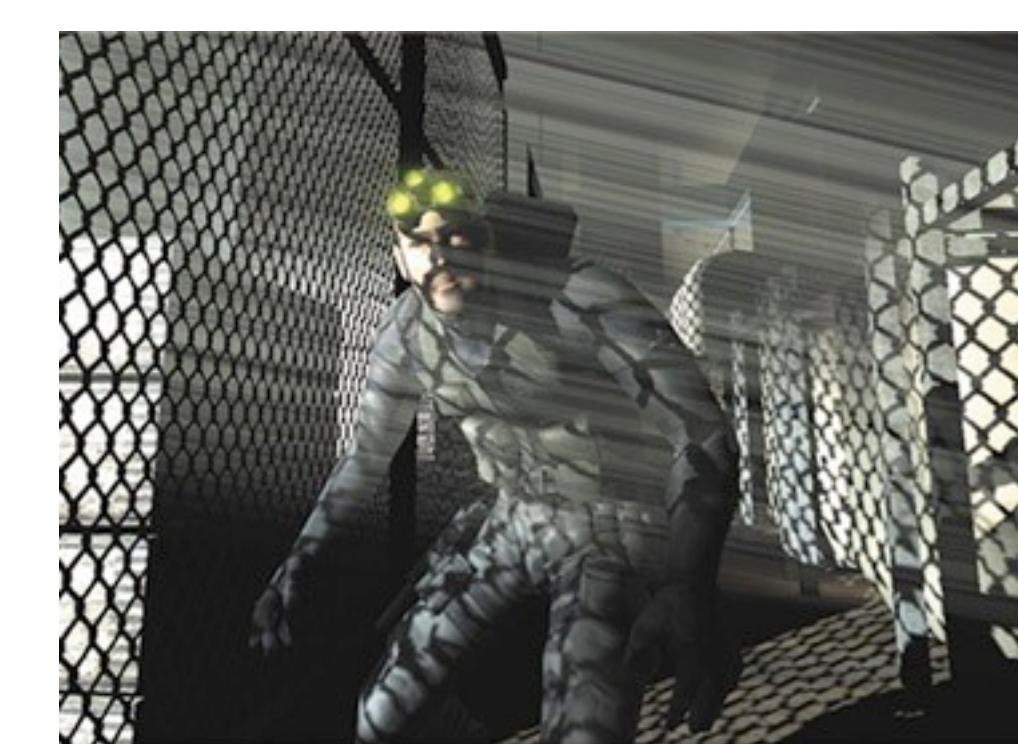
Z-Buffering: Super Mario 64, 1996



Parametric Surface: Quake III, 1999



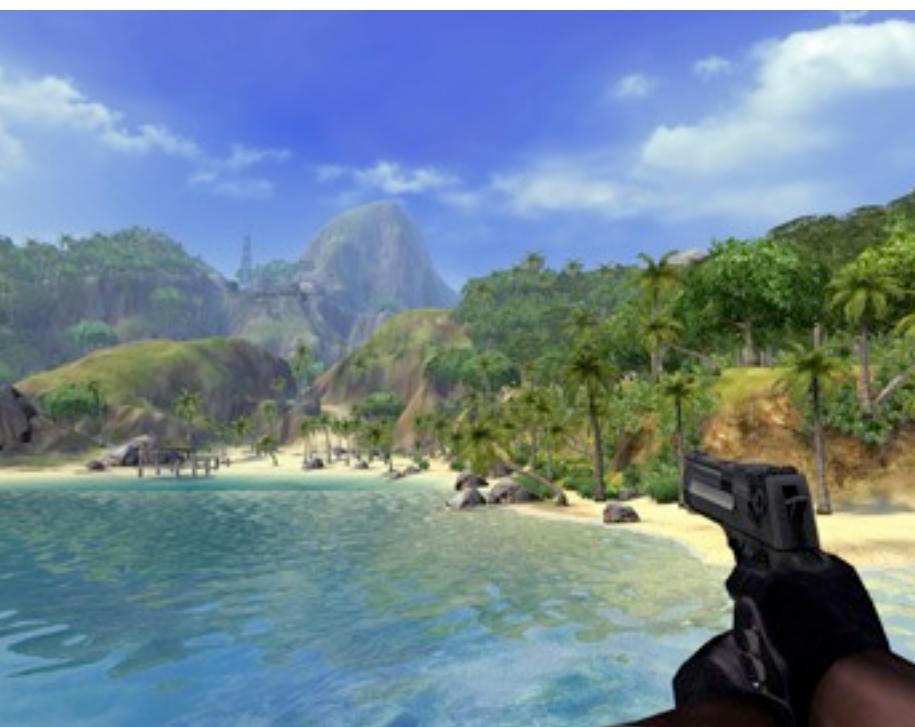
Post Processing: Prince of Persia: The Sands of Time, 2003



Realtime Shadow: Splinter Cell, 2002



Normal Mapping: Doom III, 2004



Level of Details: Far Cry, 2004



HDR Rendering: Half Life 2, 2004



Impostors: Kameo, 2005



Parallax Mapping: Oblivion, 2006



Global Illumination: Halo III, 2007