

Weapons

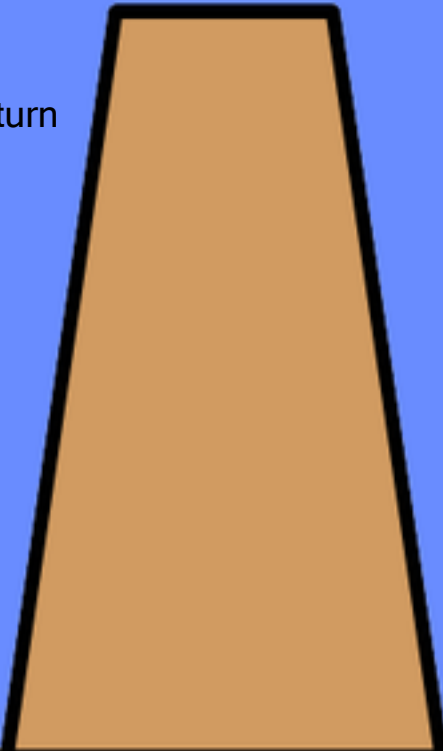
- Normal - Follows normal projectile motion - 50 Damage
- HitScan - Goes in a straight line - 50 Damage
- Split - Fires normally then splits into four pieces after one second - 17 Damage per Projectile
- Tracking - Fires normally then tracks the enemy tank after one second - 25 Damage
- Drop - Fires normally then drops straight down after one second - 100 Damage

Gameplay

Each player takes turns firing at the enemy.
Once one player's armor is depleted, they lose.
When playing vs AI, one must press space to tell the AI to take its turn

Controls

- Left/Right Arrow - Move
- Up/Down Arrow - Adjust Turret Angle
- P - Adjust Power
- Space - Fire
- Tab - Enable Red Tank AI
- 1-5 - Change Fire Mode



Armor: 500
Shots: Standard
Angle: 45
Power: 50

Armor: 500
Shots: Standard
Angle: 75
Power:102