;Player #One:

;Key

;‘**W**’------ *Move forward*

;‘**A**’ ------- *Turn counterclockwise*

;‘**S**’ ------- *Move backward*

; ‘**D**’------- *Turn clockwise*

;‘**F**’------- *Fire*

;Player #Two:

;Key

;‘**L**’------ *Turn clockwise*

;‘**K**’ ------ *Move backward*

;‘**J**’ ------ *Turn counterclockwise*

;**I**’ ------ *Move forward*

;”;”------ *Fire*

**;Fire:** “Bullet”, ”Tank” vanish when they hit the fire.

; “Ian’s Hair ” bounds back when it hit the fire

**;Ian’s Hair**：“Bullet”, ”Tank” vanish when they are hit.

**;Bullet**: ”Tank” vanish when they are hit.

**;Tank**: Two tanks both vanish when they hit each other ;

and game tie.