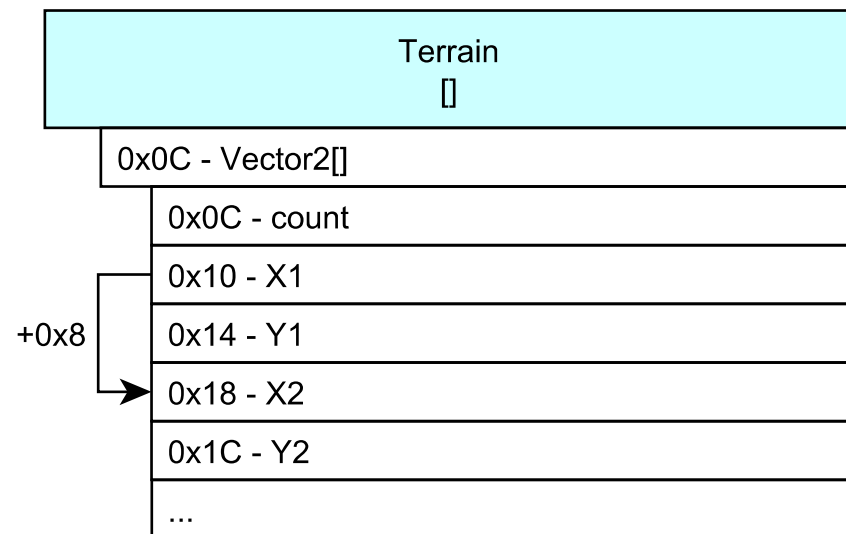
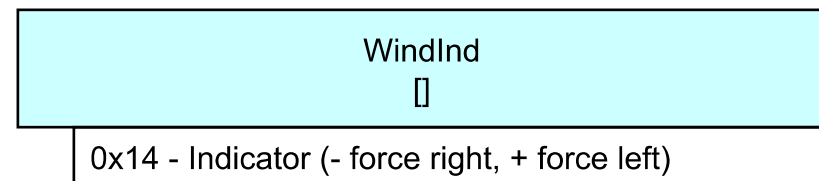


Lobby Ready Btn



+0x8

+0x8



Menu Selection

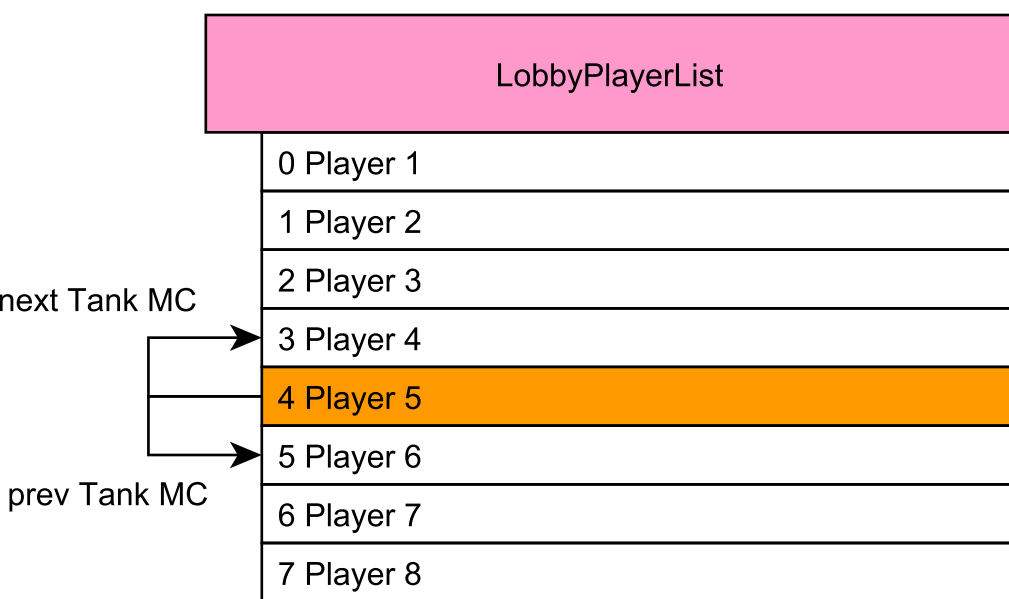
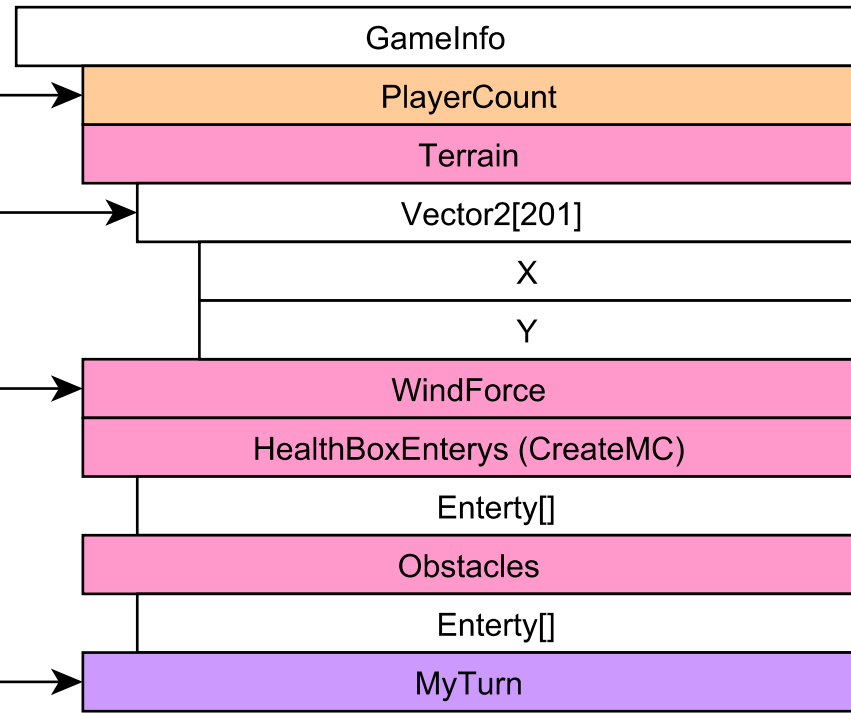
GameState
[]

Control Values

BatteStart Update

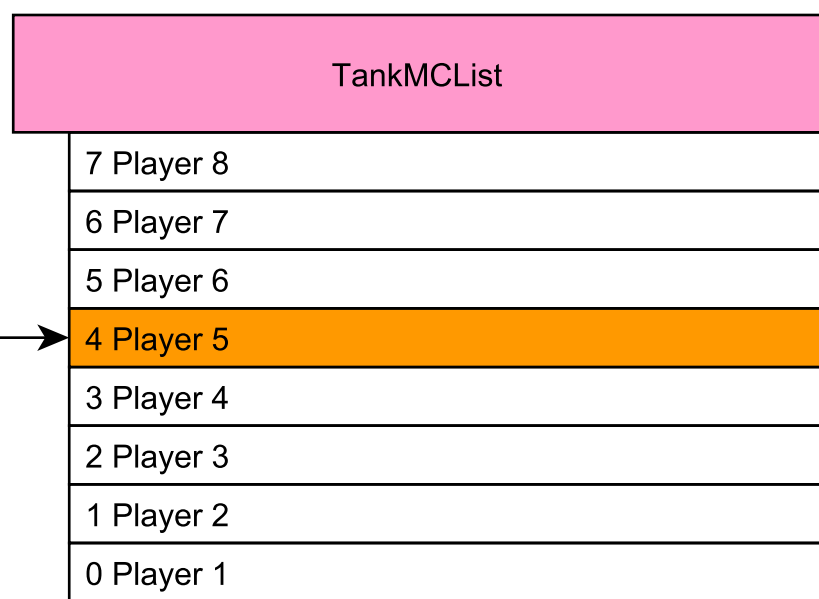
Turn Update

Constant Update



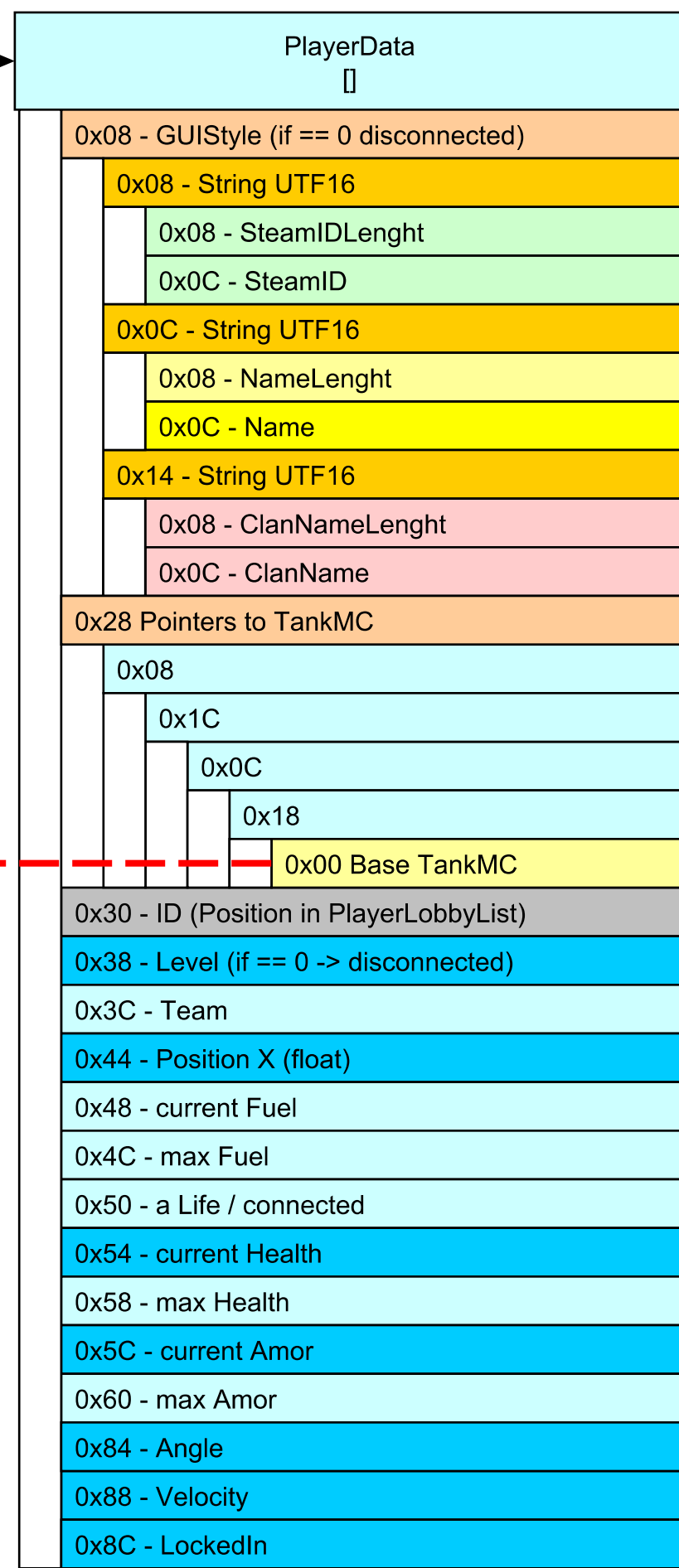
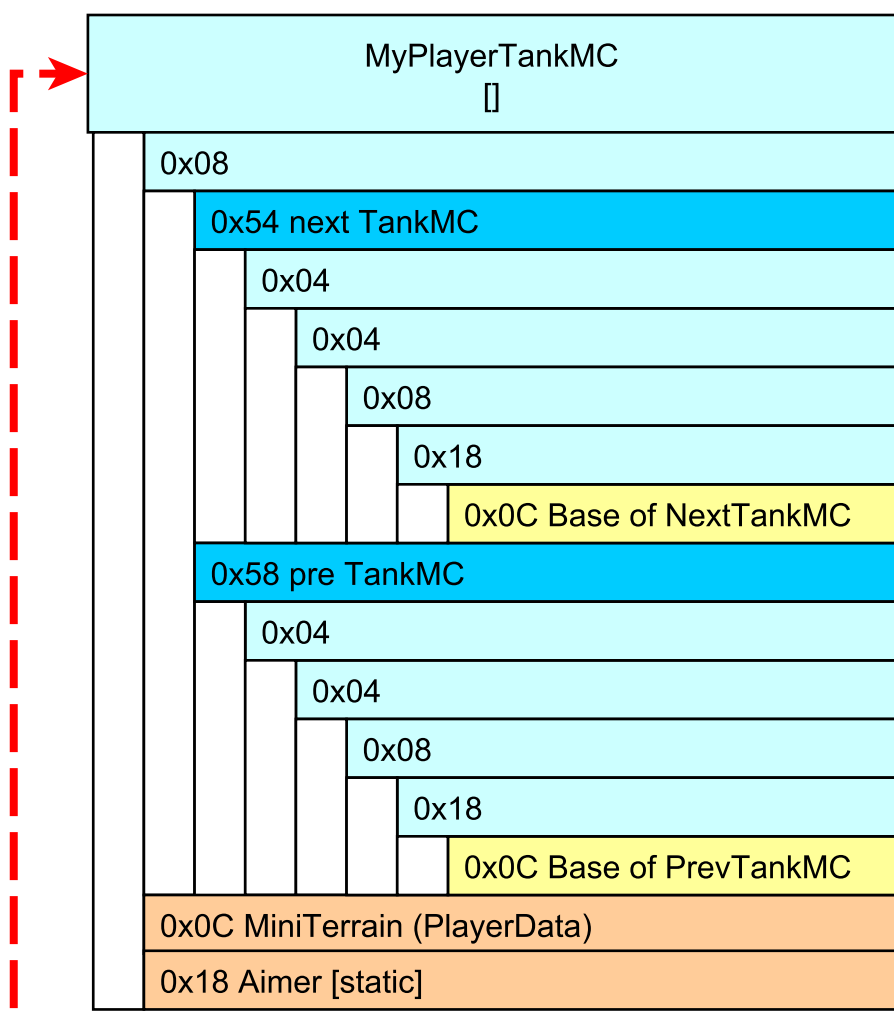
next Tank MC

prev Tank MC

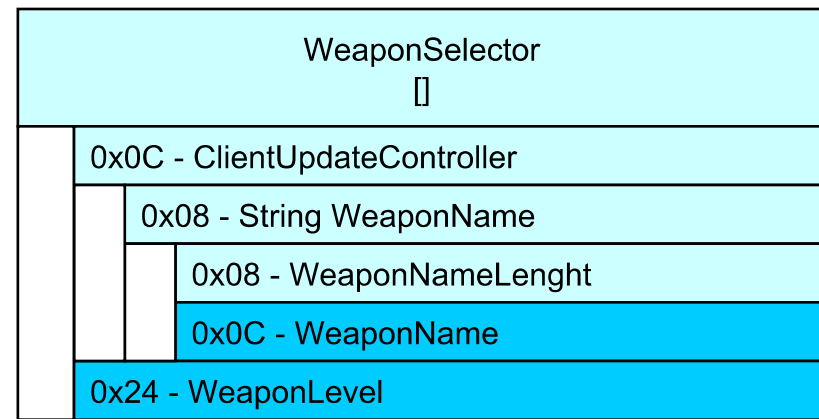
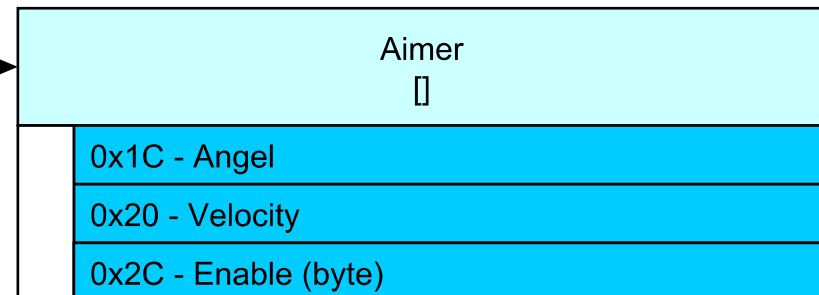


prev Tank MC

next Tank MC



add



combine

combine

