

User Guide to BulletZone

Welcome to BulletZone, a game where you can destroy your enemies and become the most feared tank in the land!

First you're going to register your new account with the LOGIN button on the top of your screen. You will then type in your new account information then hit the REGISTER button. After you have done this your account has been registered and you will be logged into your new account, congratulations! From now on when you play BulletZone you will be able to LOGIN to your account the same way you registered it but instead of hitting REGISTER when you type your credentials you will now hit LOGIN.

Congratulations, you now have your own BulletZone account and you have been given 1000 credits to start off with.

If you want to leave the game, hit the LEAVE button in the top right of your screen and you will be asked to confirm if you want to leave.

In this game you are able to control your tank with the controller on the bottom of your screen. There are five buttons on your controller.

Let's go over these buttons-

TURN LEFT- This button allows you to turn your tank 90 degrees to the left from wherever your tank is currently looking. After you hit the TURN LEFT button it should be clear which way your tank is now facing.

TURN RIGHT- This button allows you to turn your tank 90 degrees to the right from wherever your tank is currently looking. After you hit the TURN RIGHT button it should be clear which way your tank is now facing.

FORWARDS- This button allows you to move your tank forward one space on the game board only in the direction you are facing. Your tank is unable to move from side to side if it is looking NORTH or SOUTH, you must turn your tank in the direction you want to move the hit FORWARD to move in that direction.

BACKWARDS- This button allows you to move your tank backward one space on the game board only in the direction you are facing. Your tank is unable to move from side to side if it is looking NORTH or SOUTH, you must turn your tank in the direction you want to move the hit BACKWARD to move in that direction.

FIRE- This button allows you to fire a bullet from your tank within half a second from the last bullet you shot. The bullet fires in the direction you are facing and does not stop until it hits another tank, your own tank, or the walls on the gameboard. You are only able to have 2 bullets fired at one time, meaning if you fire 2 bullets NORTH and there is nothing in front or behind you and after you fire you move left or right, out of line from the bullets you just fired, those bullets will travel through the board forever disabling you from firing again until one or both of your bullets hit your tank, an enemy tank, or a wall.