BulletZone User Guide

Registering/Logging In:

- Click "Login"

- Enter a username and password

- To create a new account using this username/password, click "Create Account"

- To login to an existing account, click "Login"

Controlling a Token:

- You can turn the direction of a token by clicking the "Turn Left" and "Turn Right" Buttons.

- You can move the token forward using the "Move Forward" button, and backward using the "Move Backward" button. Tokens cannot move sideways.

- You can fire a bullet using the "Fire" button.

Token Types:

- Tanks

  - Start with 100 life.

  - Can move, turn and fire every 500ms.

  - Bullets do 10 Damage.

- Soldiers

  - Start with 25 life.

  - Can move every second.

  - Can fire every 250ms.

- ○ Can turn as fast as they want.

Ejecting Soldiers:

- You can eject a soldier by hitting the "Eject" Button.

- You can make the soldier get back in its tank by walking into it.

- If one of them is destroyed, the other is destroyed as well.

Terrain:

- Forest terrain blocks bullets and tanks from moving into it.

- Hilly terrain slow down tanks by 50% when moving into it.

- Rocky terrain slows down soldiers by 50% when moving into it.

Items:

- AntiGrav: Doubles Speed, increases firing time by 100ms.

- Fusion Reactor: Doubles rate of fire, slows speed by 25%.

- Coin: Adds random number of credits to your account.