**Crate Content – Unlocking Crates**

A crate can be successfully unlocked once the user works the vault interface.

The user will be provided a series of 6 numbers when they unload at port.

This series of 6 numbers appears per crate, so we tap the unloaded crate,

Then a series of numbers appear one-by-one. Memorizing unlocks content.

**WEAPONS**

Flamethrower, Rocket Launcher, Machine Gun

**ARMOR**

Kevlar Encasing, Interior Armor, Exterior Armor

**BOOST**

Speed Boost, Crate Boost, Ammo Boost, Fuel Boost

**AMMO**

Depends on the weapon, see Ammo section

**FUEL**

Depends on the boat, see Fuel section