**HP and Fuel System**

**HP System**

All boats start with 300 Points of Health (armor in this case).

This can be damaged by enemy attack or by crashing into a side wall.

If Health runs out, boat explodes and that player is eliminated.

**Fuel System**

You are given 10 gallons of fuel to start. Every trip to a crate zone and back to port will waste 2-3 gallons. Only by unlocking fuel in crates will regenerate. If the boat runs out of fuel, they can use in-game currency or in-app currency to pay for more