

SCOPES

PLAYER 1X

L R

PLAYER 2X

L R

PLAYER 3X

L R

PLAYER 4X

L R

PLAYER 5X

L R

PLAYER 6X

L R

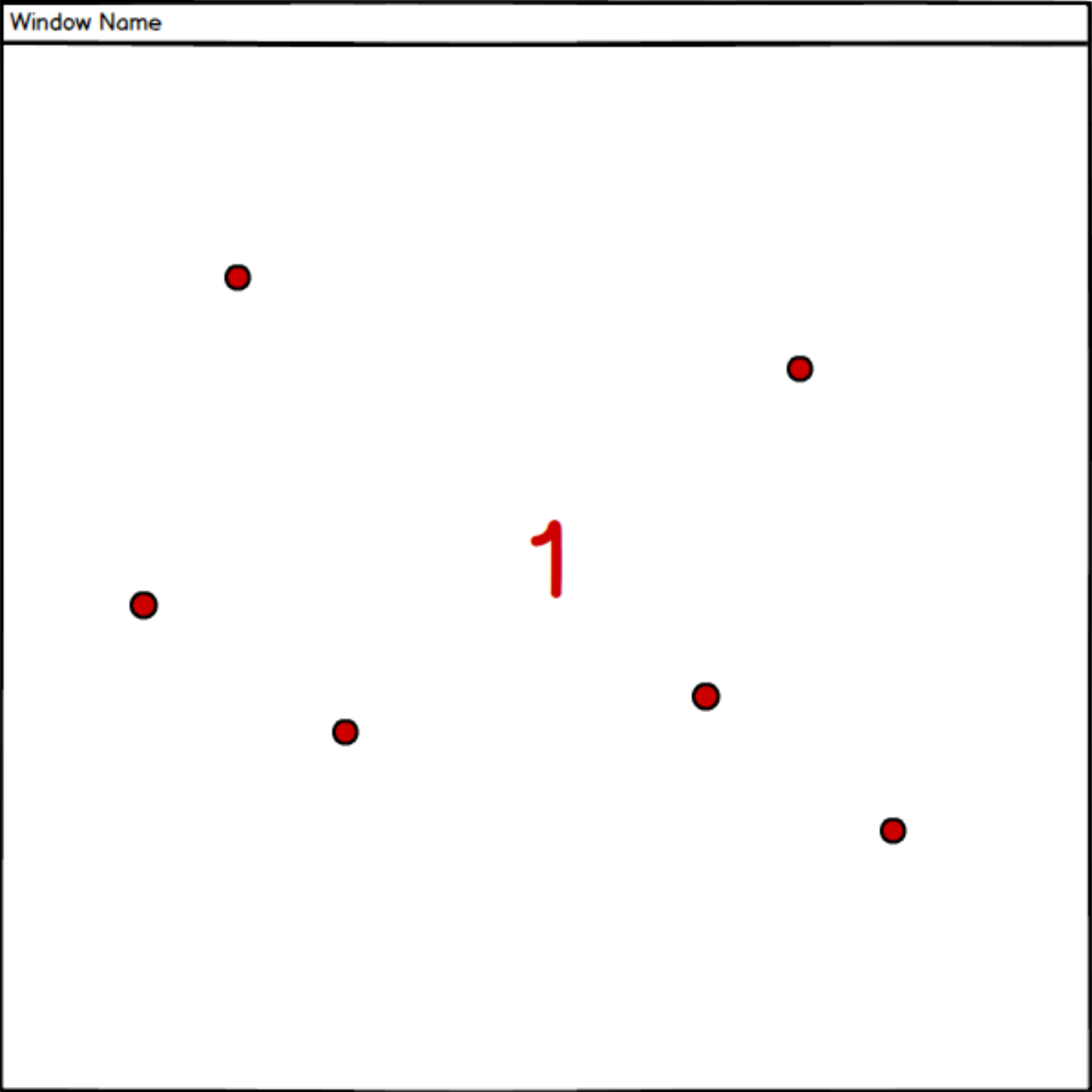
ARENA

SPEED

SIZE

START

EXIT



SPACE

ESC

NEXT

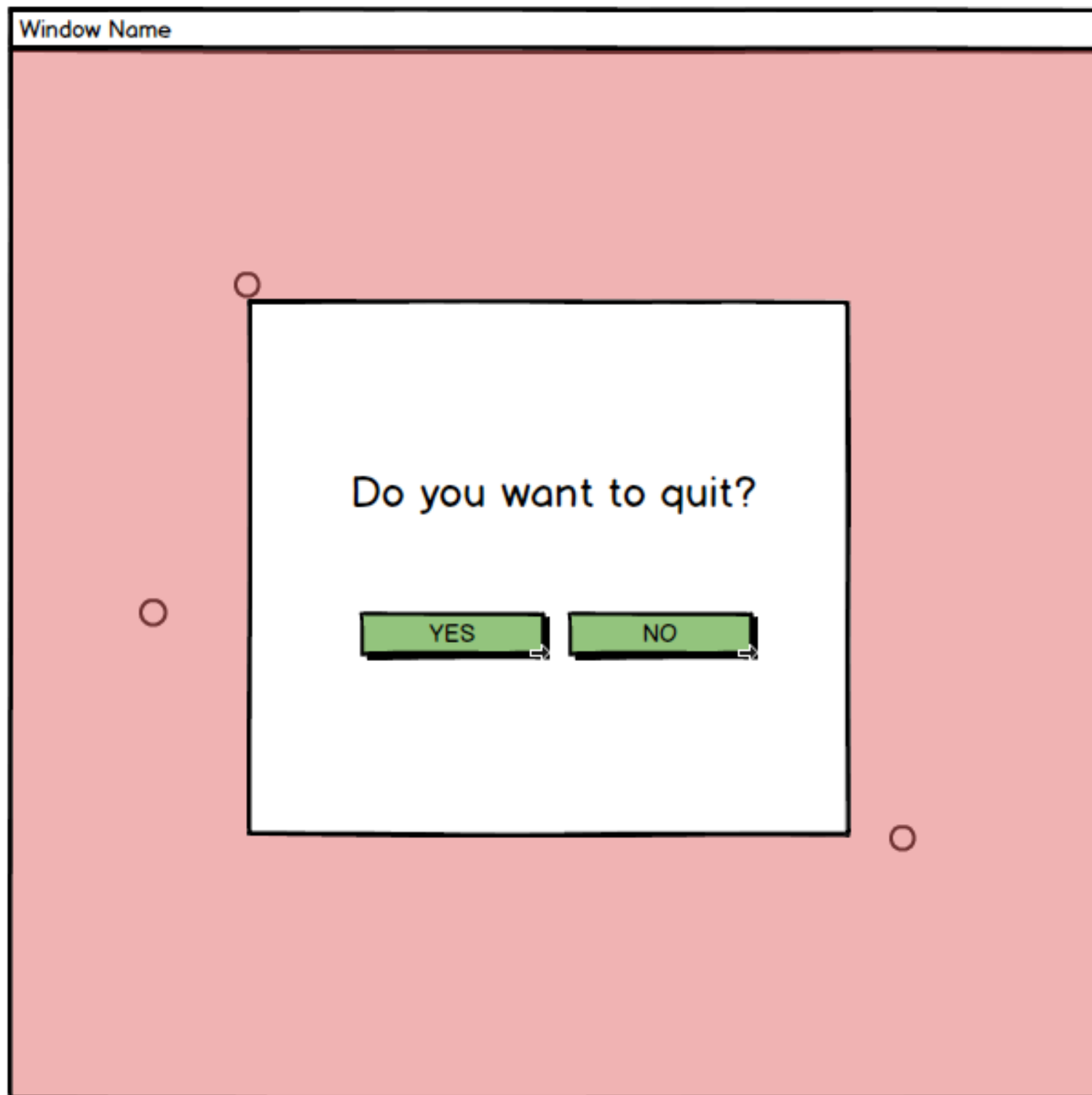
Window Name

PAUSED

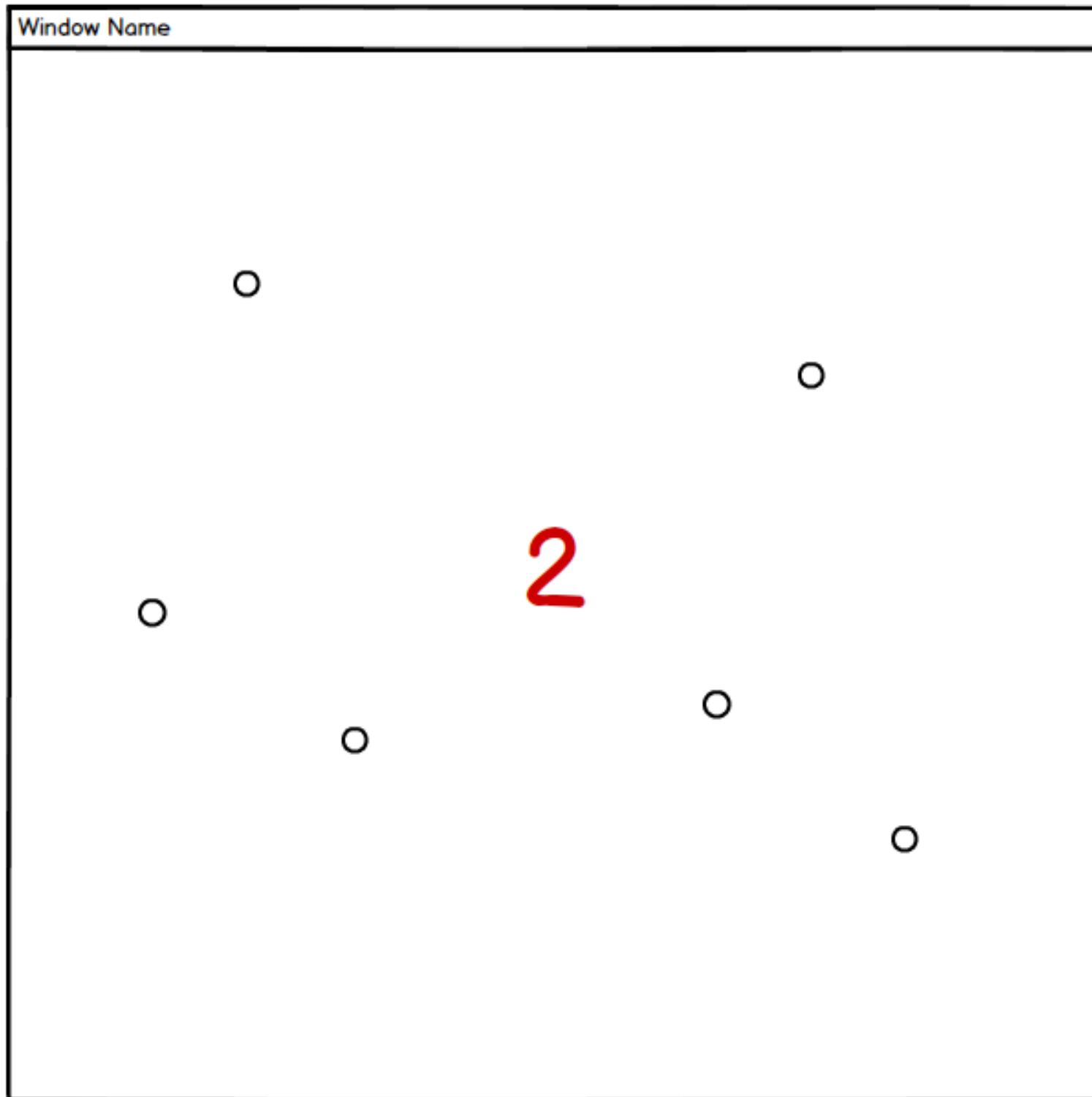
SPACE

ESC

COUNTDOWN 1 ESCAPE



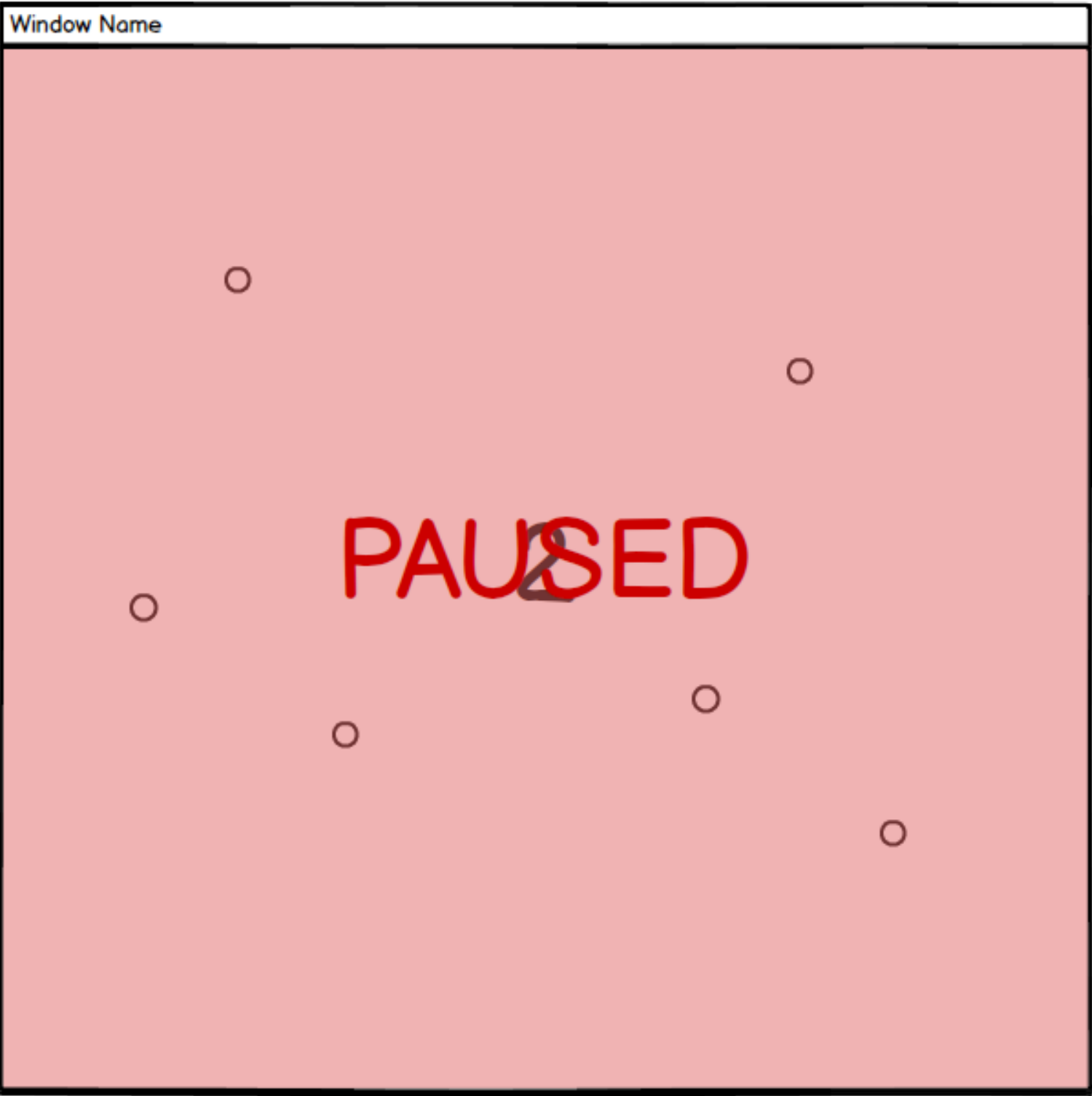
COUNTDOWN 2



SPACE

ESC

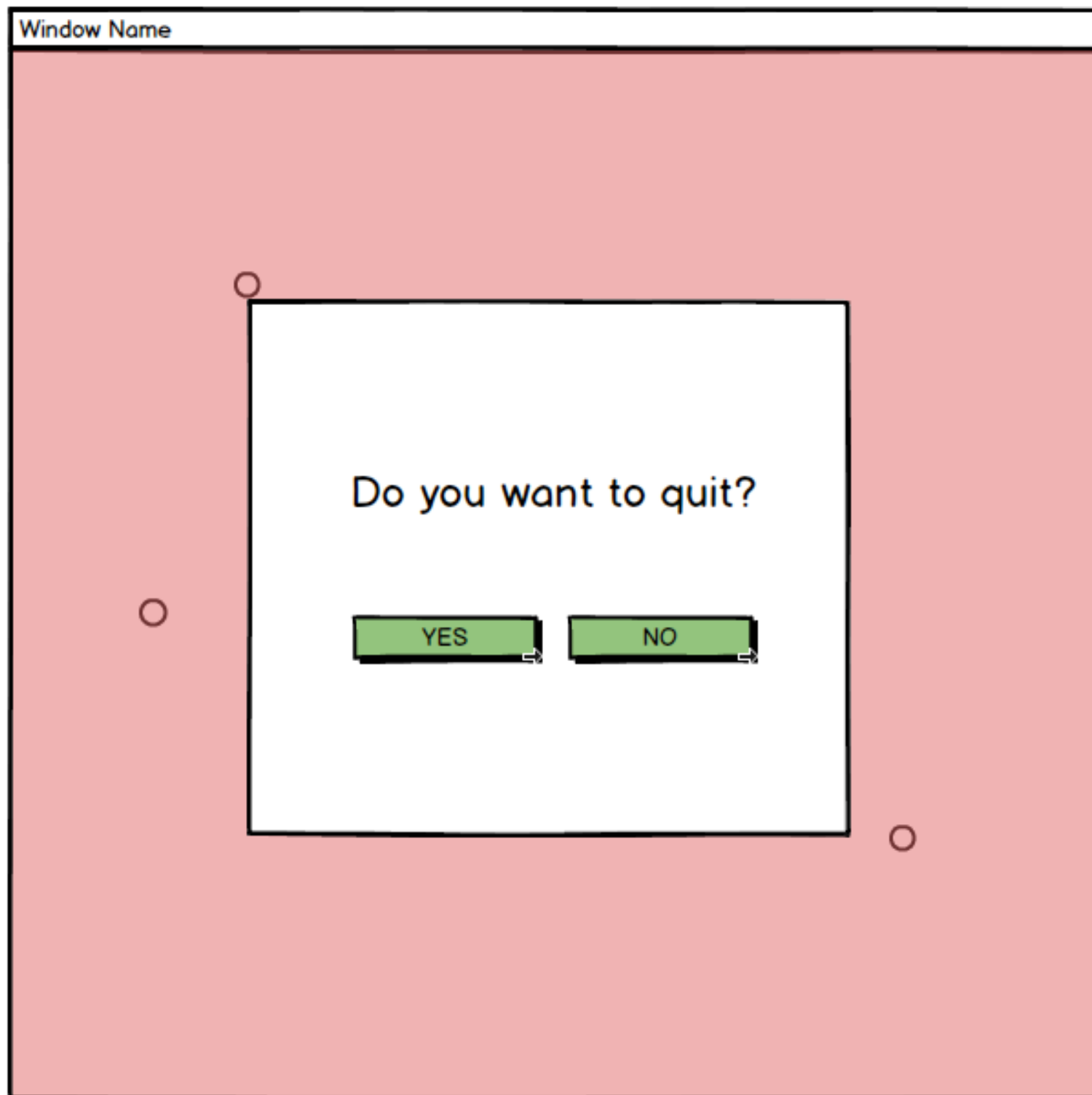
NEXT



SPACE

ESC

COUNTDOWN 2 ESCAPE



Window Name

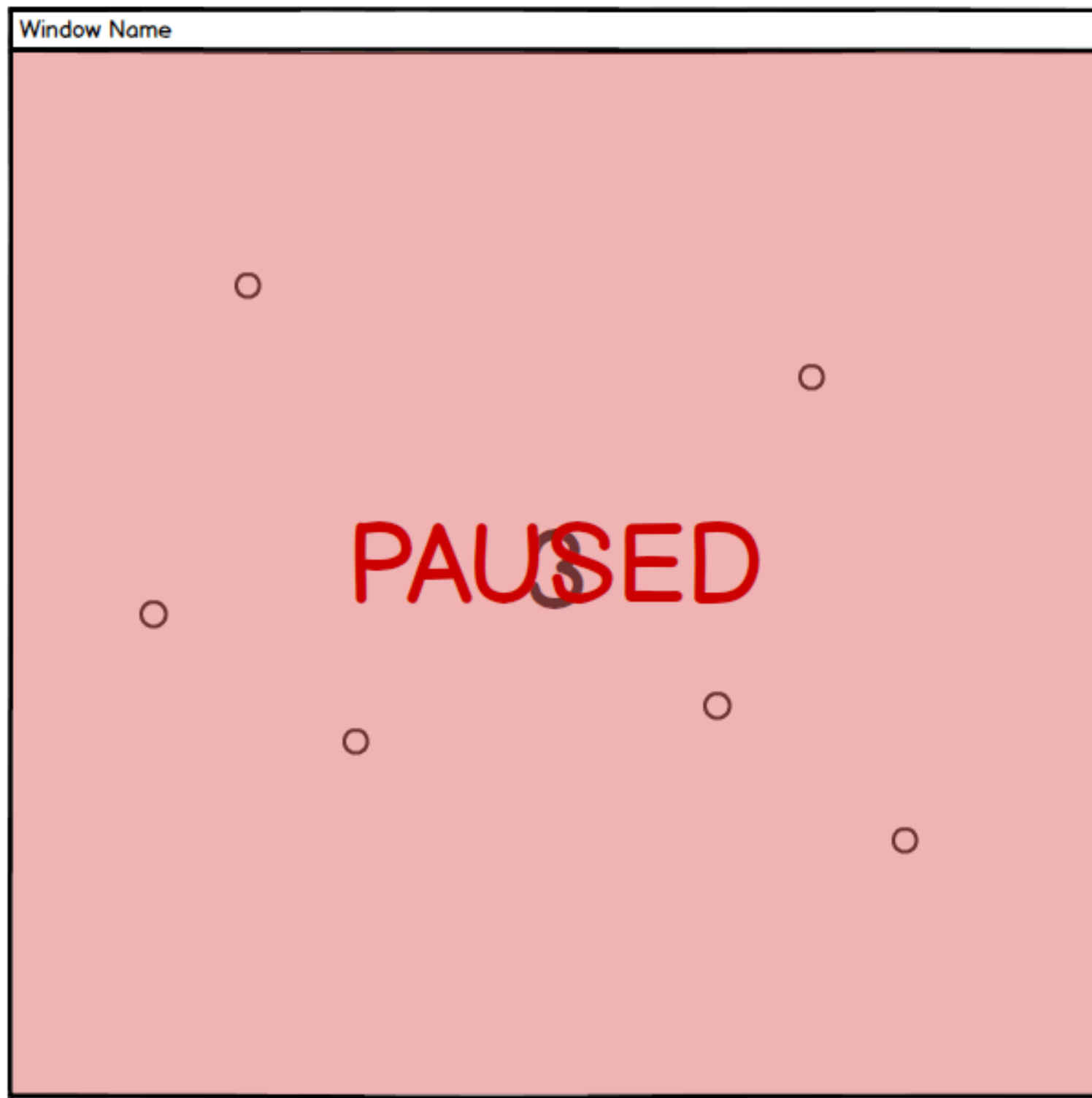
3

SPACE

ESC

NEXT

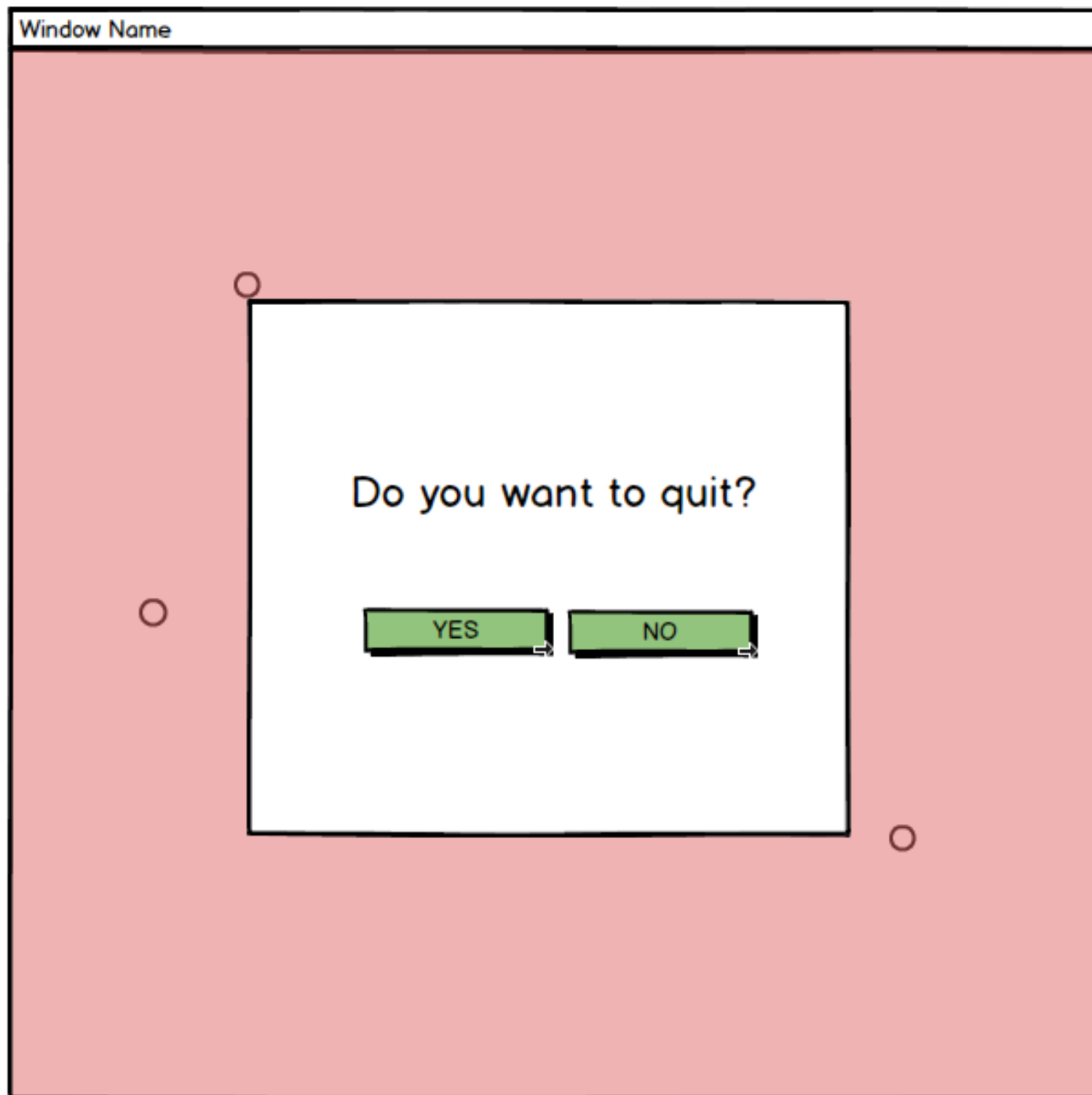
COUNTDOWN 3 PAUSED



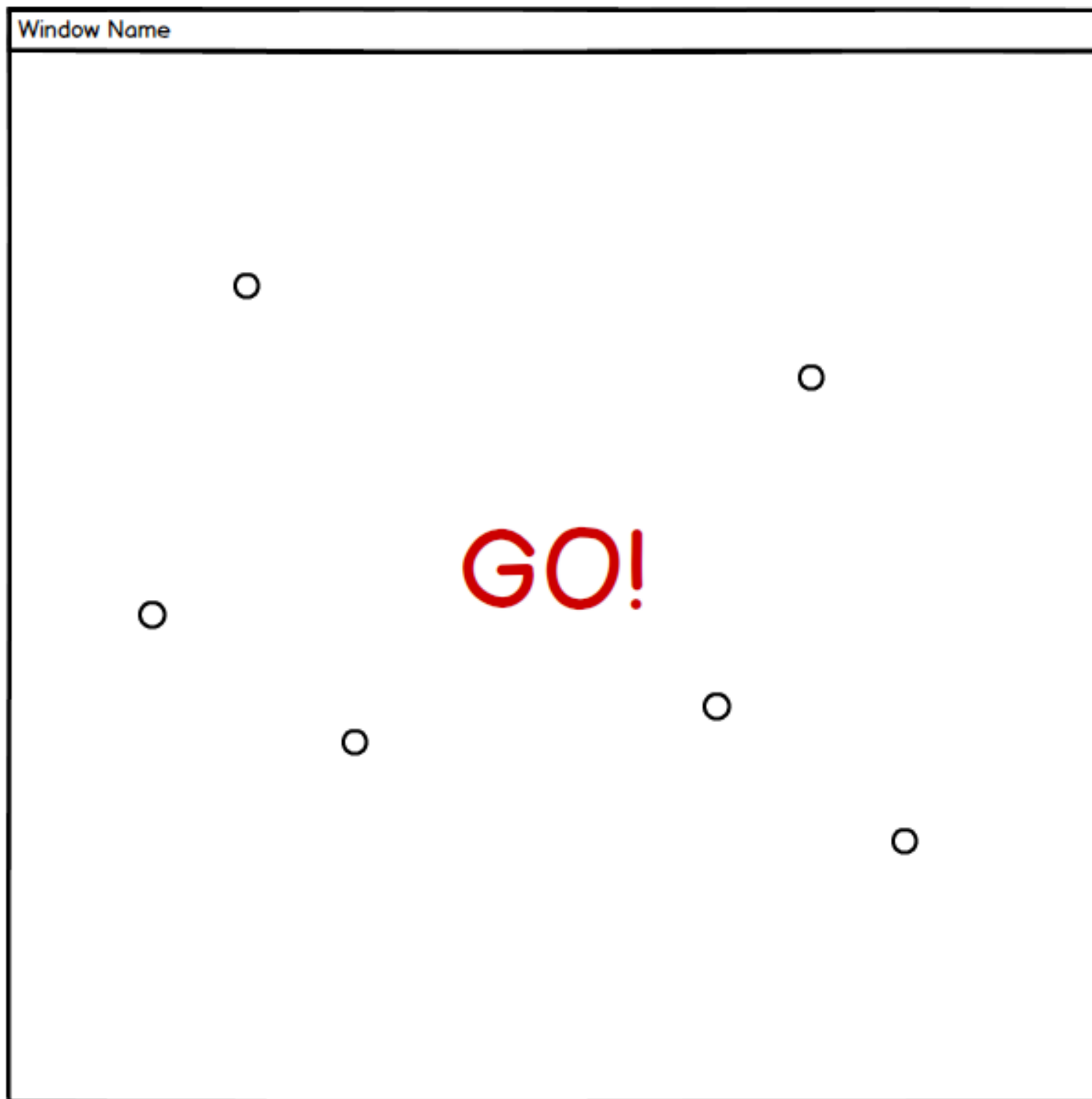
SPACE

ESC

COUNTDOWN 3 ESCAPE



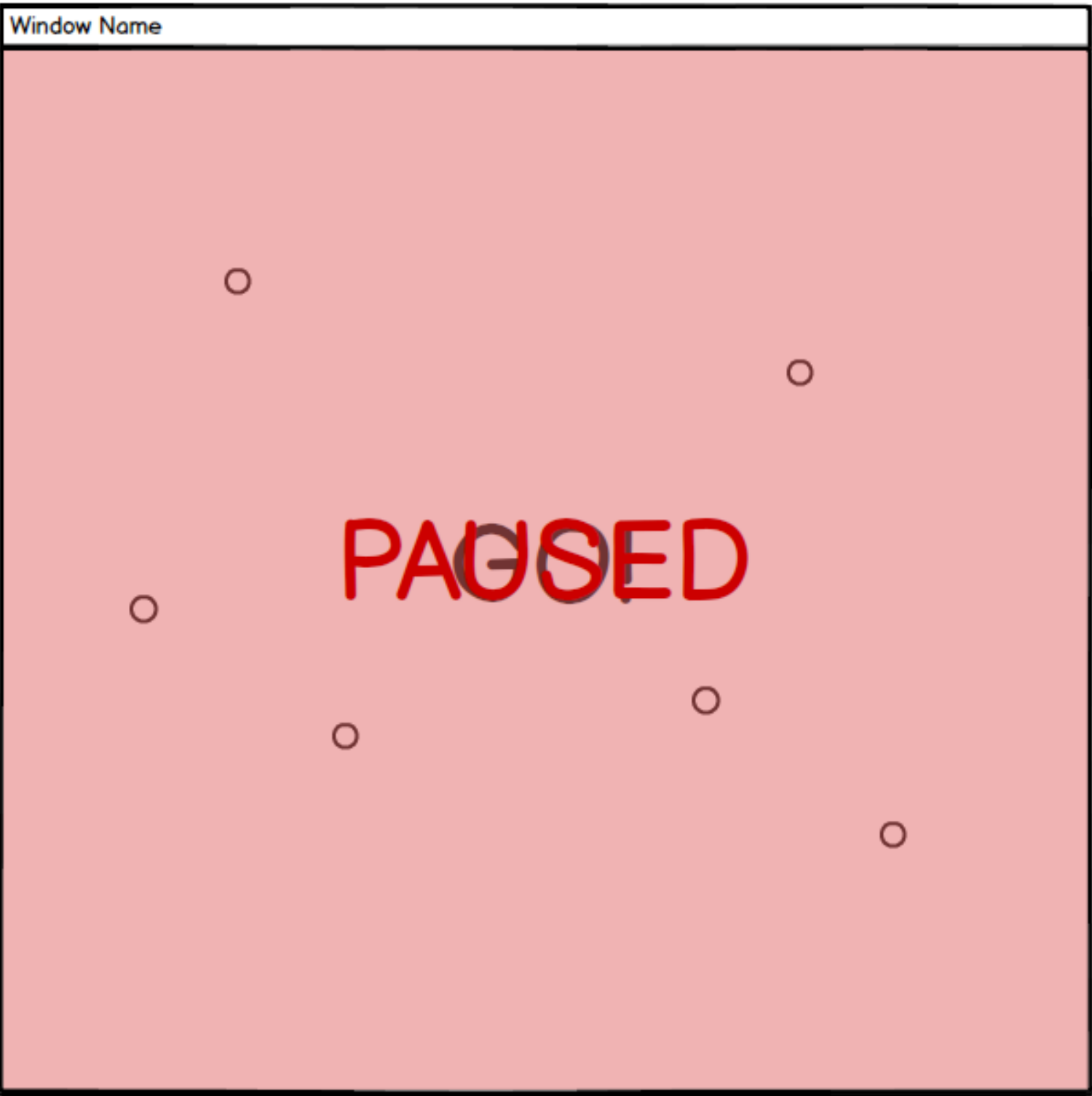
COUNTDOWN GO!



SPACE

ESC

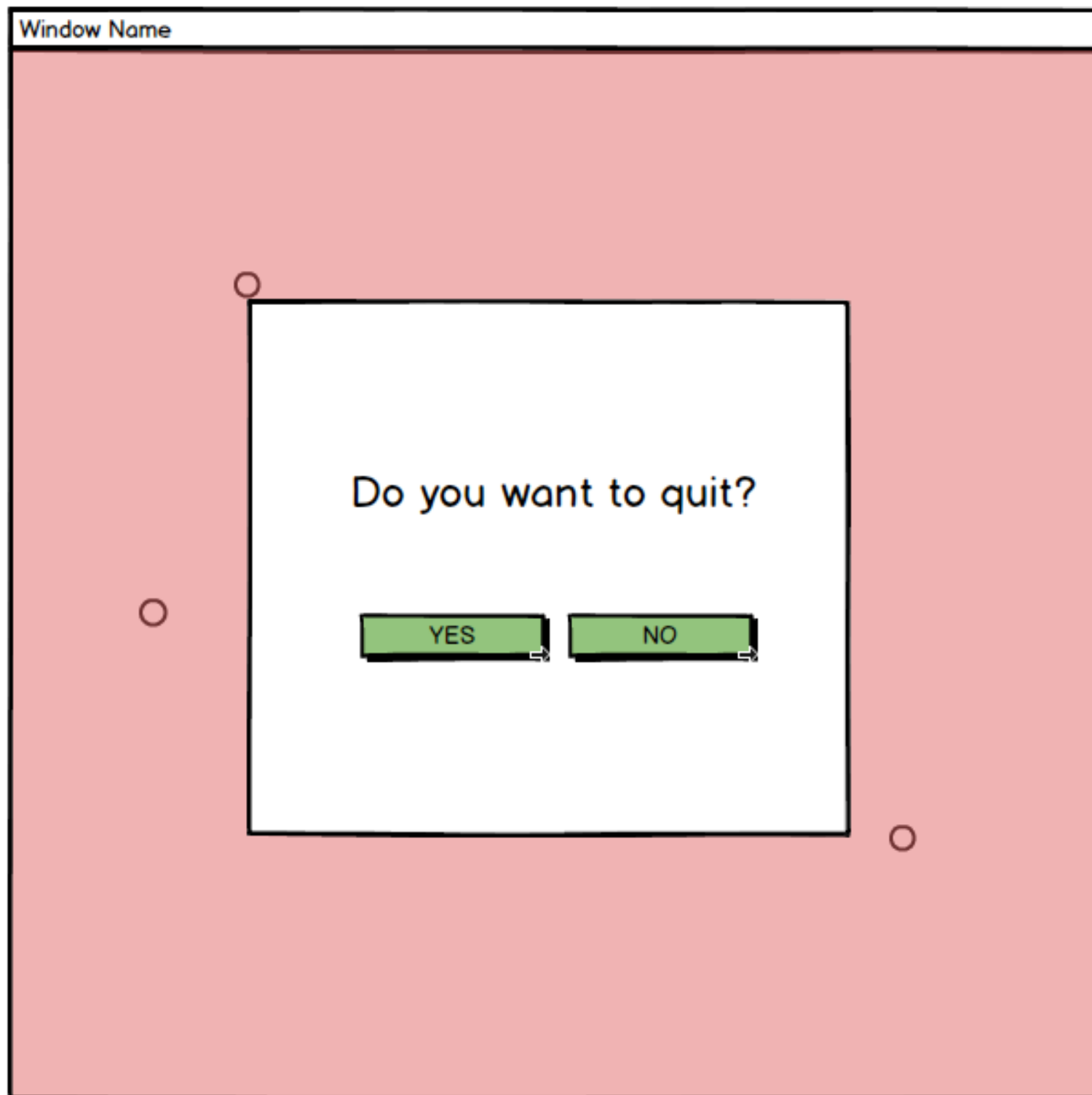
NEXT



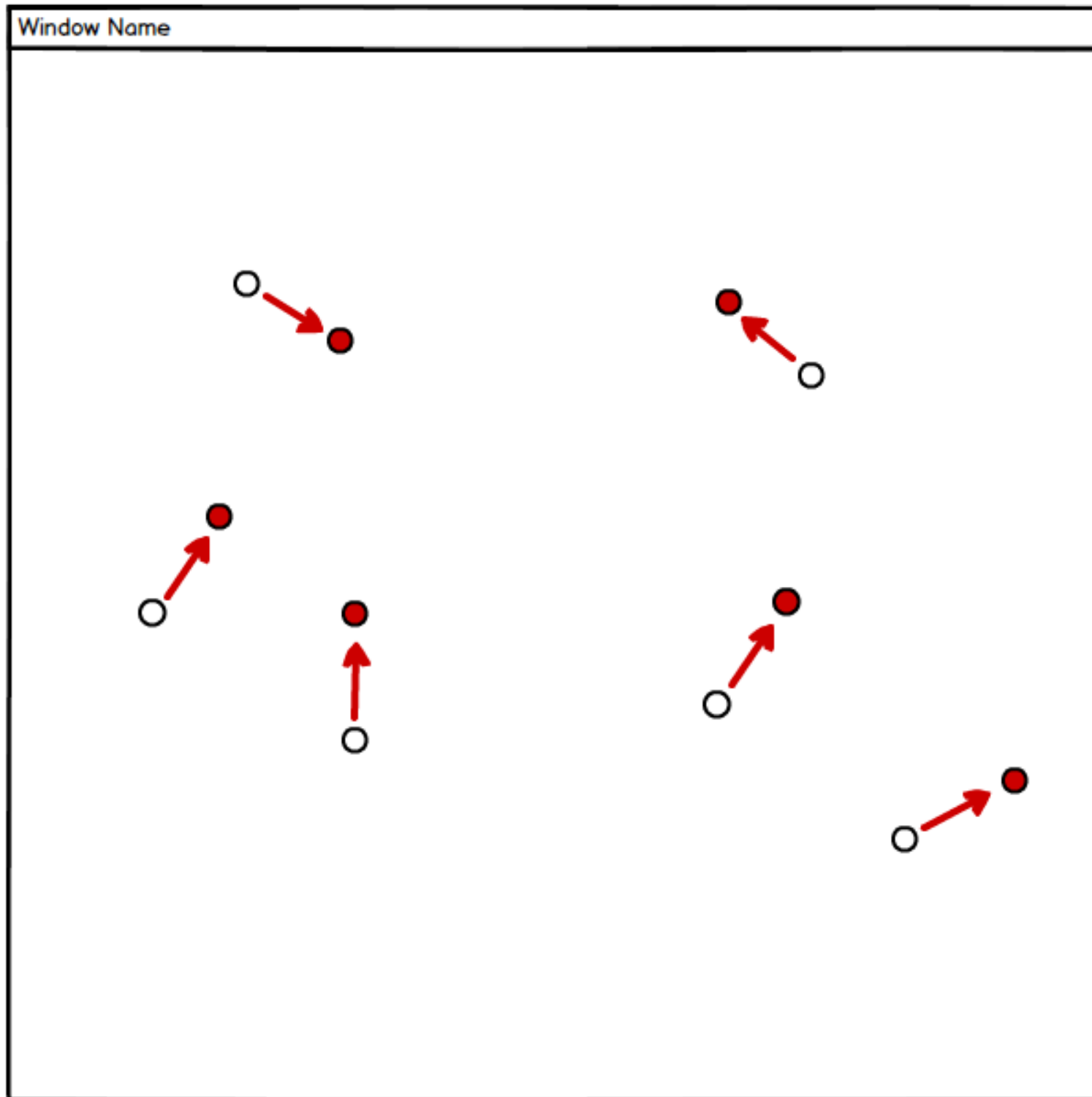
SPACE

ESC

COUNTDOWN GO! ESCAPE



NO TRACE

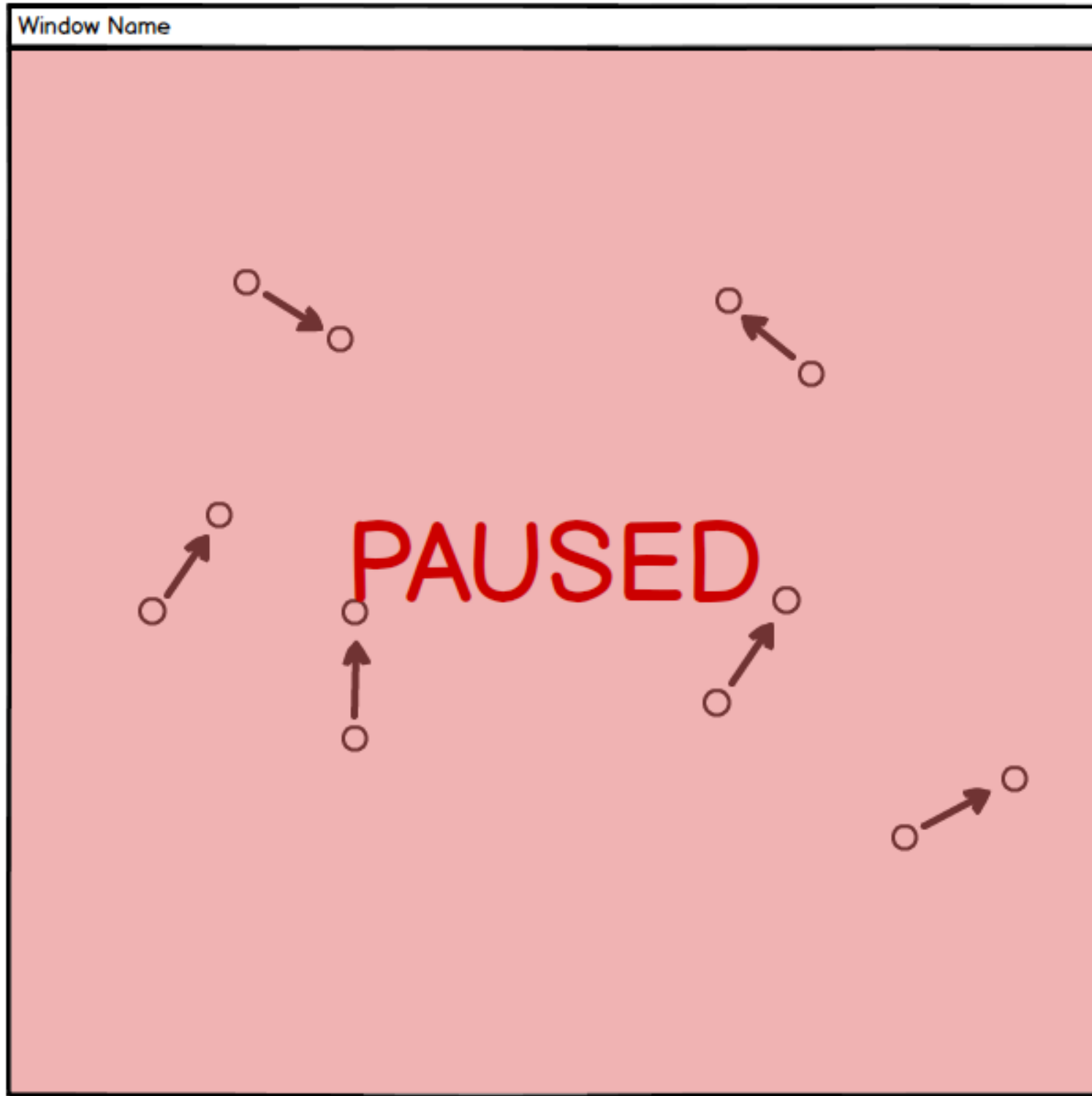


SPACE

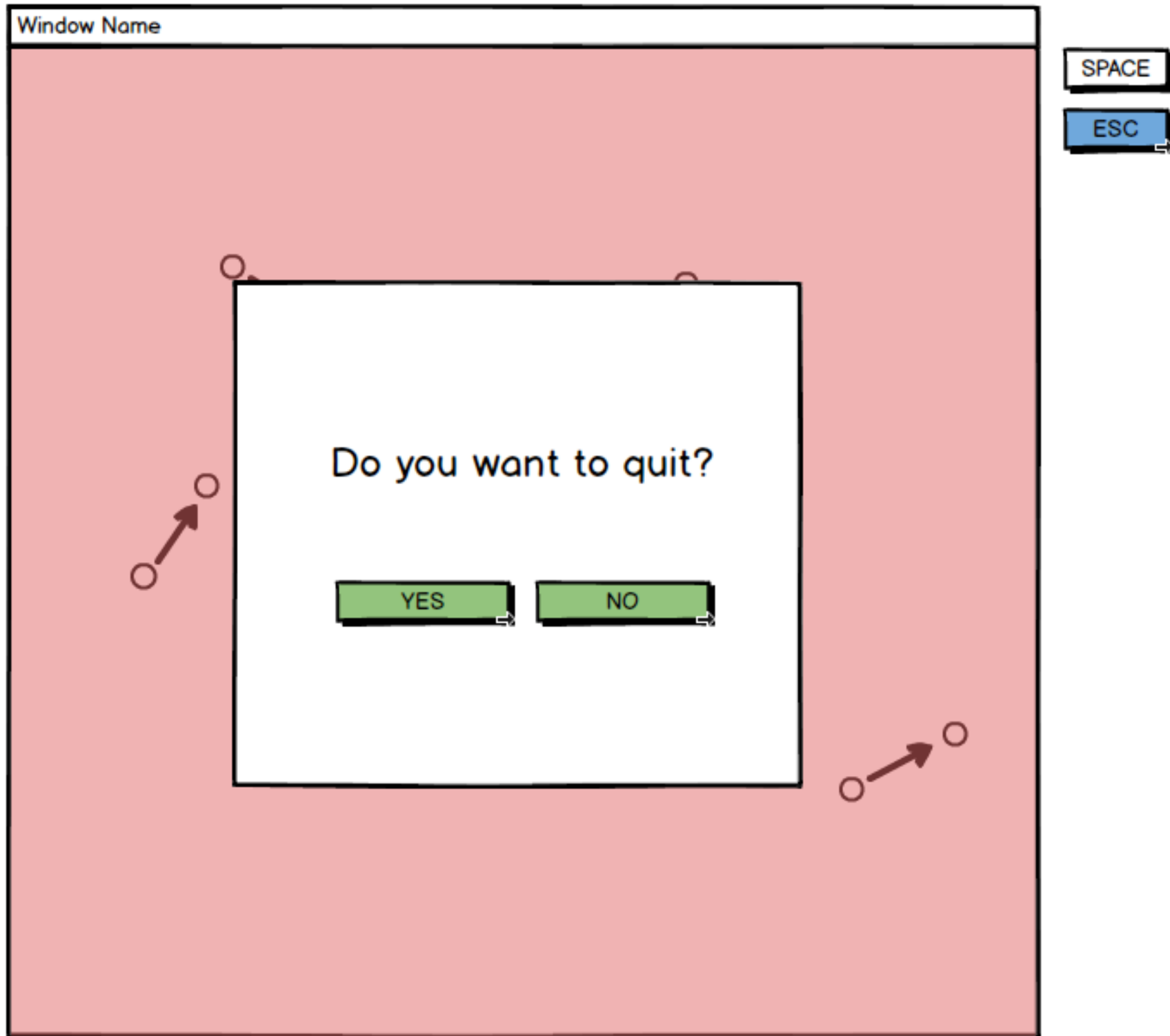
ESC

NEXT

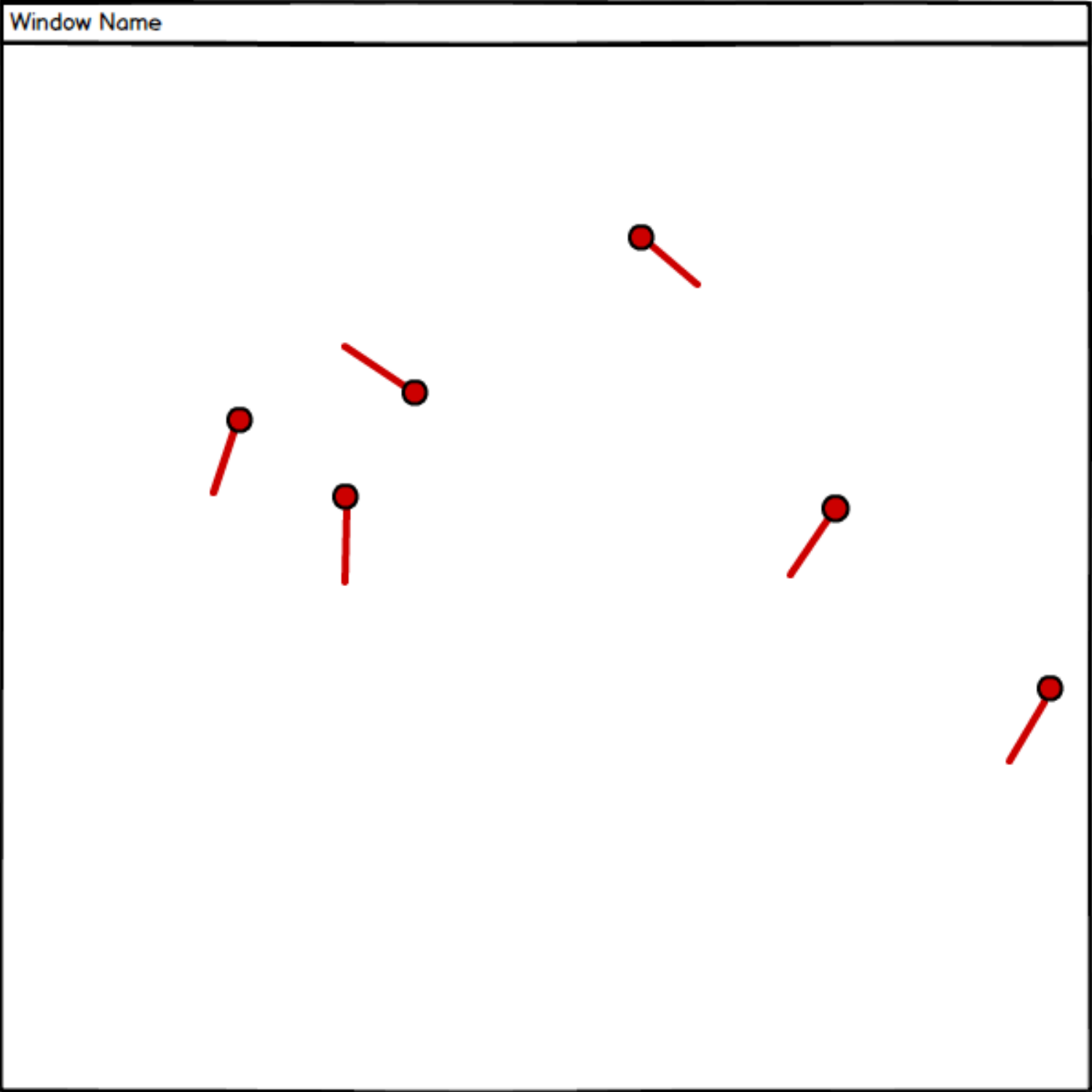
NO TRACE PAUSED



NO TRACE ESCAPE



TRACE

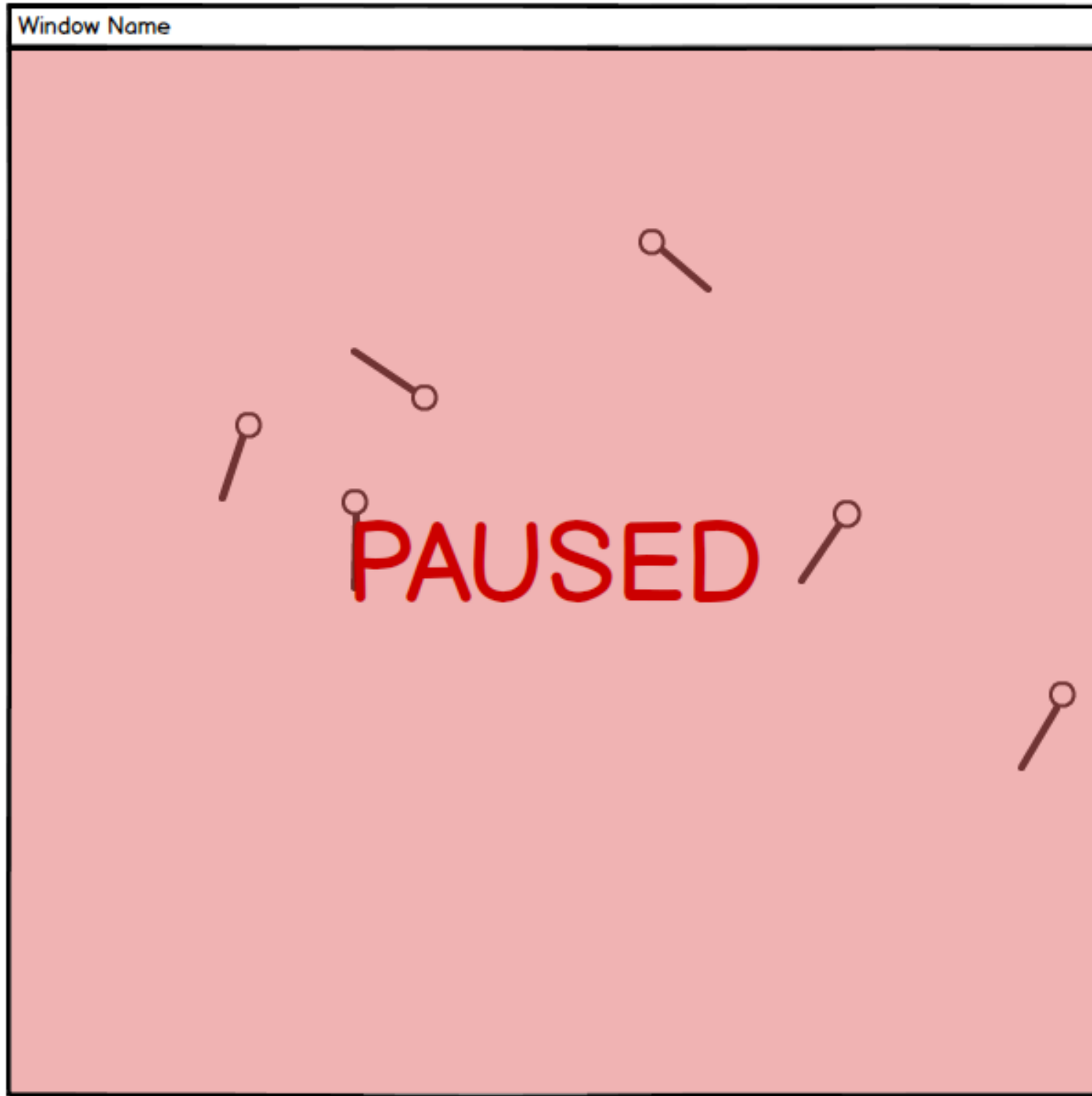


SPACE

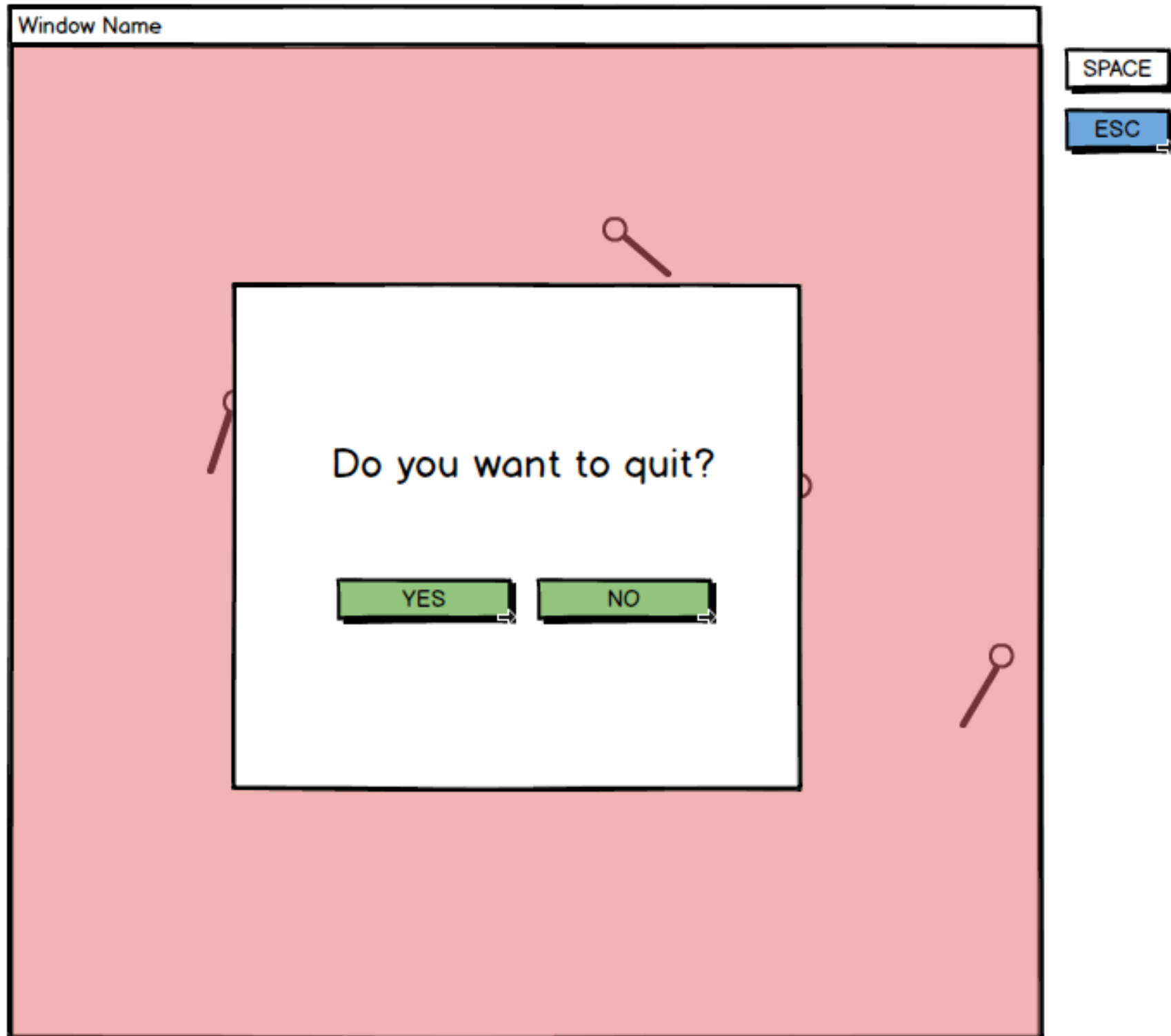
ESC

NEXT

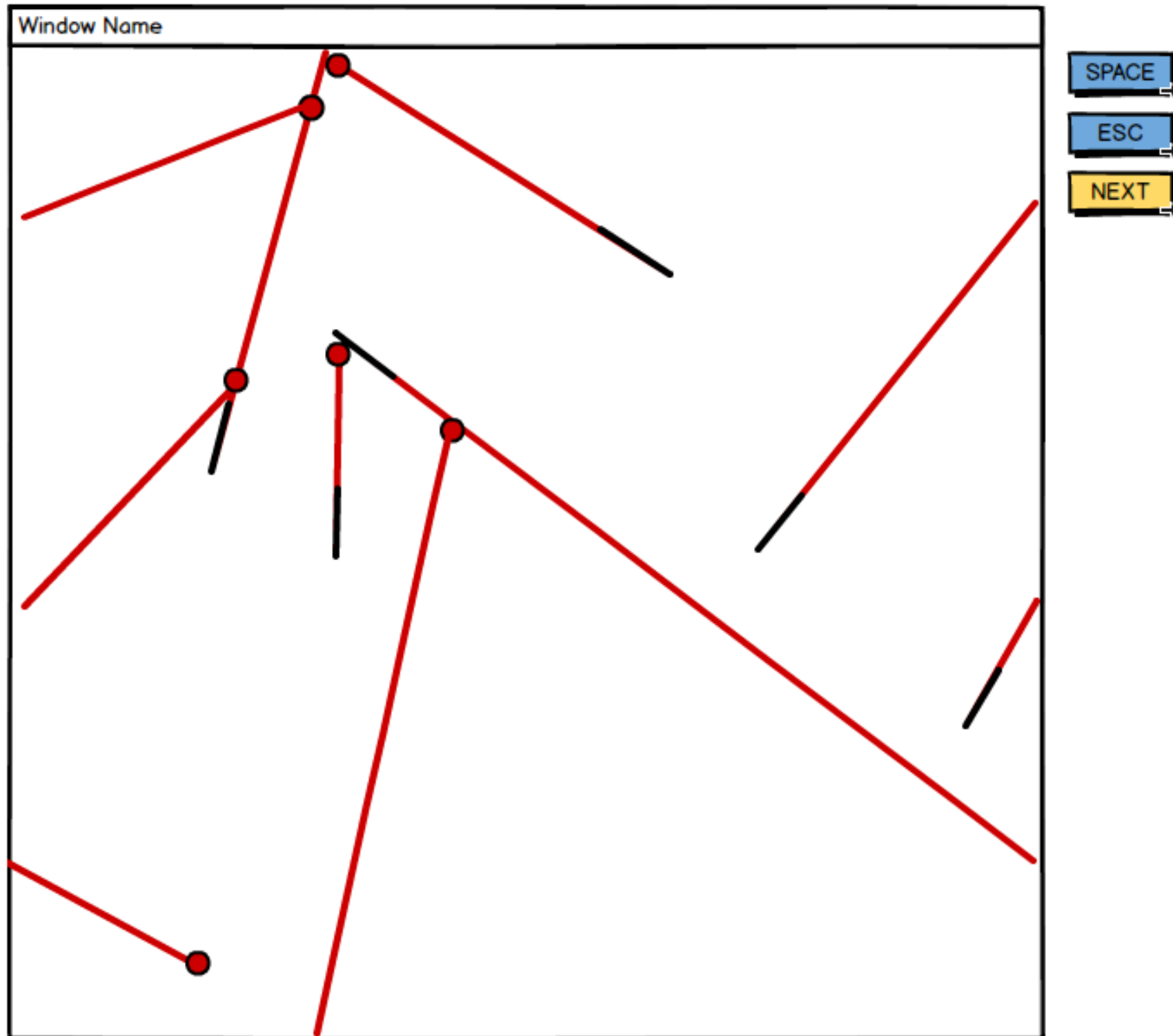
TRACE PAUSED



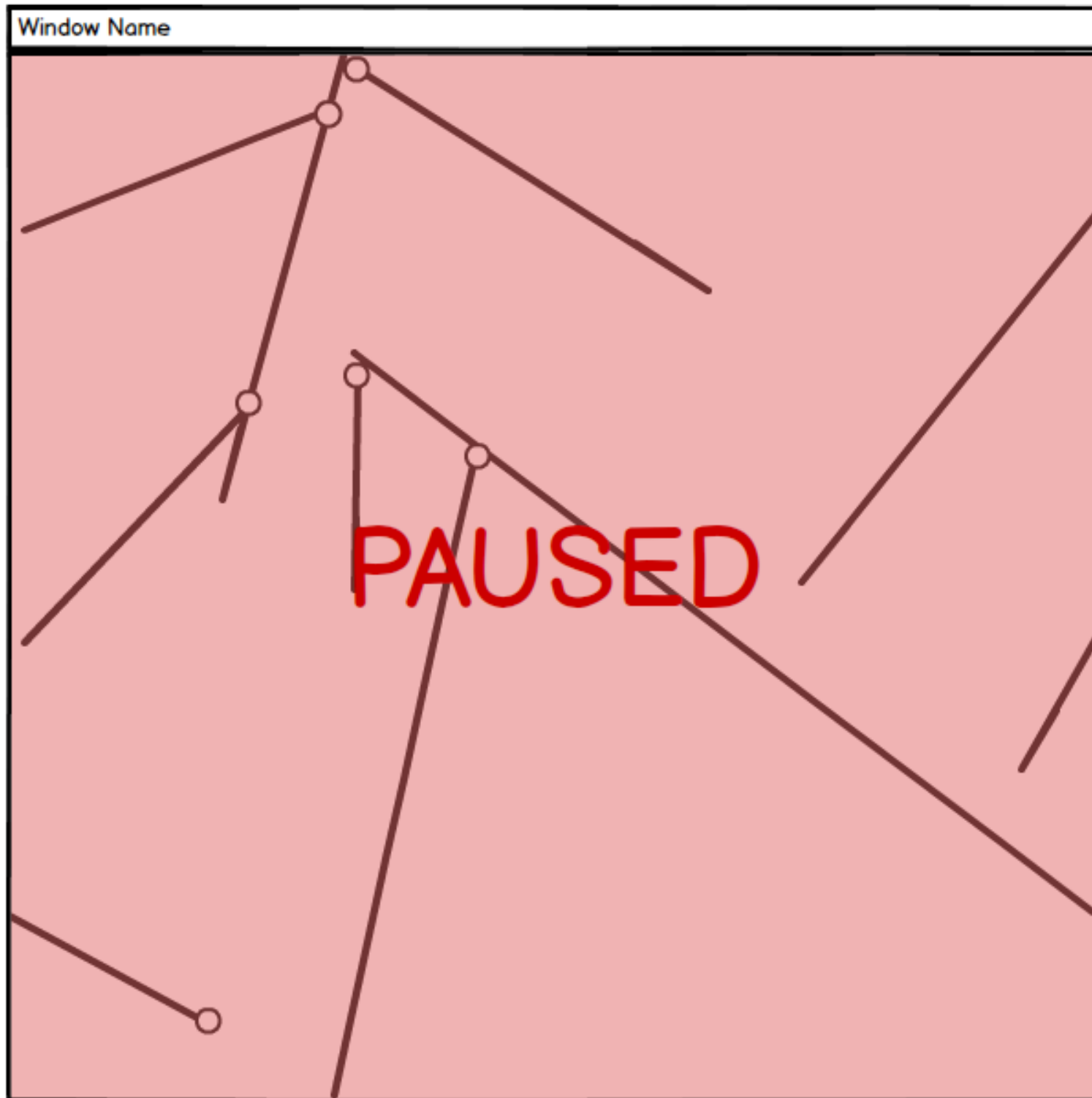
TRACE ESCAPE



(N-1)TH COLLISION



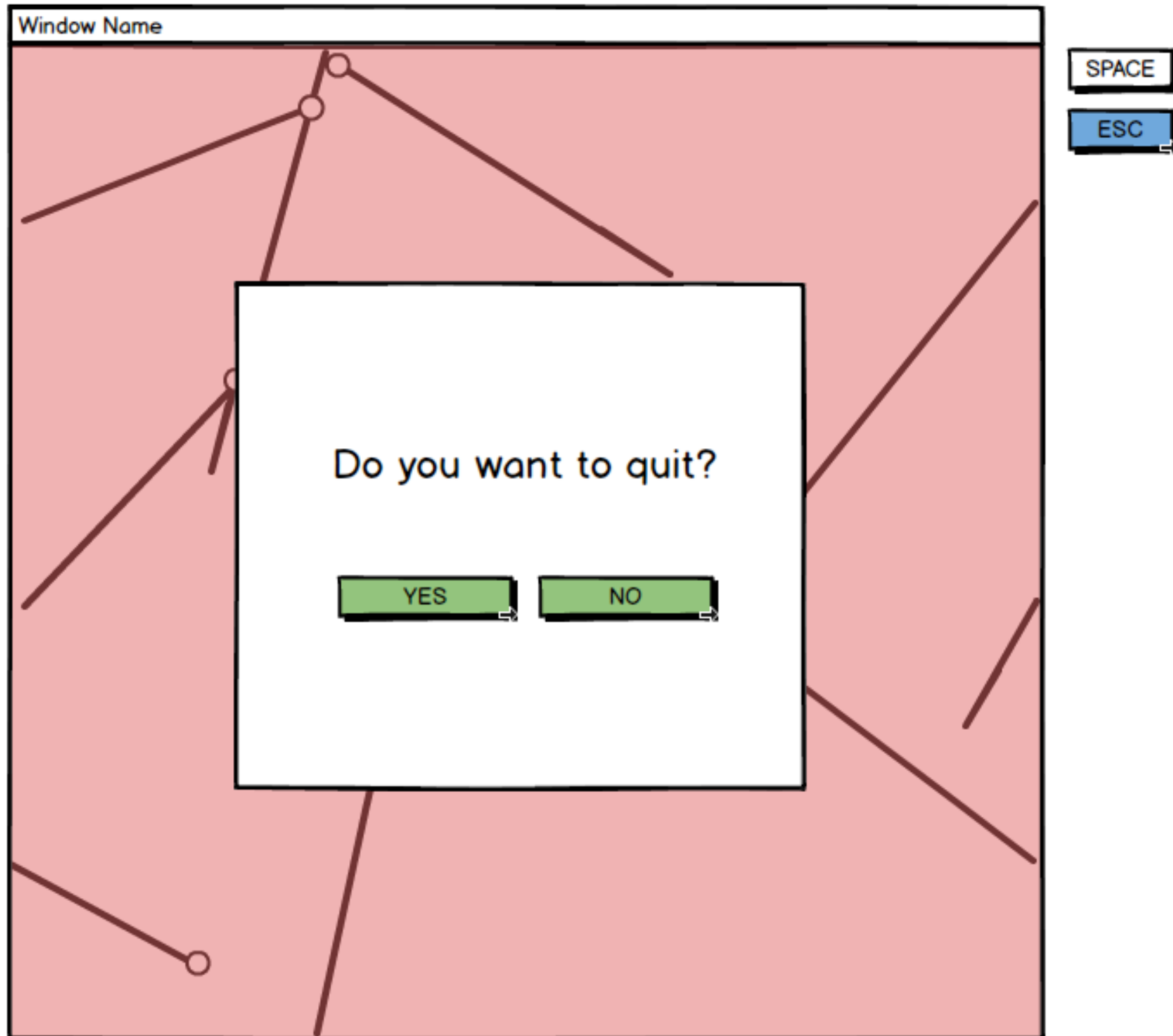
(N-1)TH COLLISION PAUSED



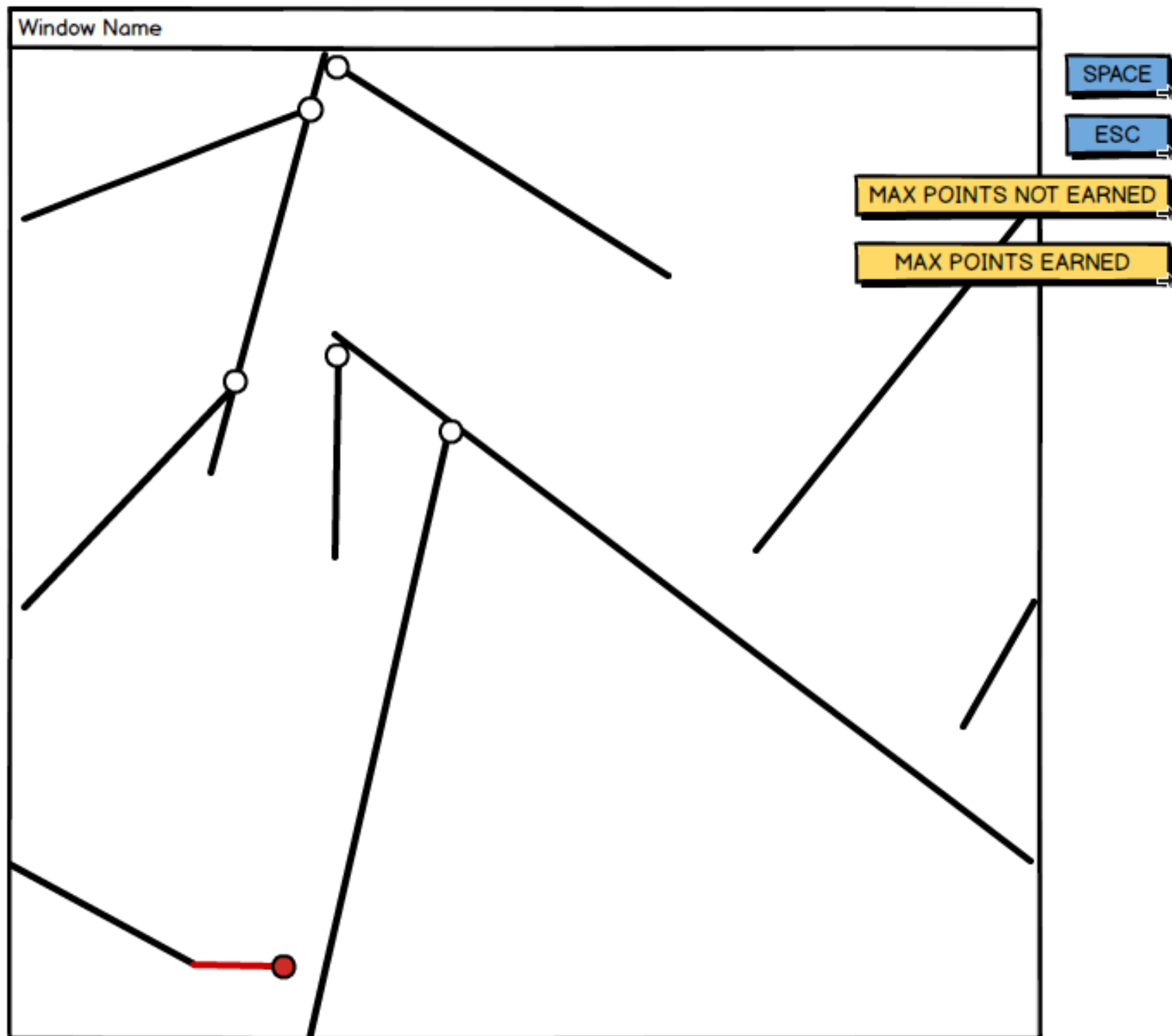
SPACE

ESC

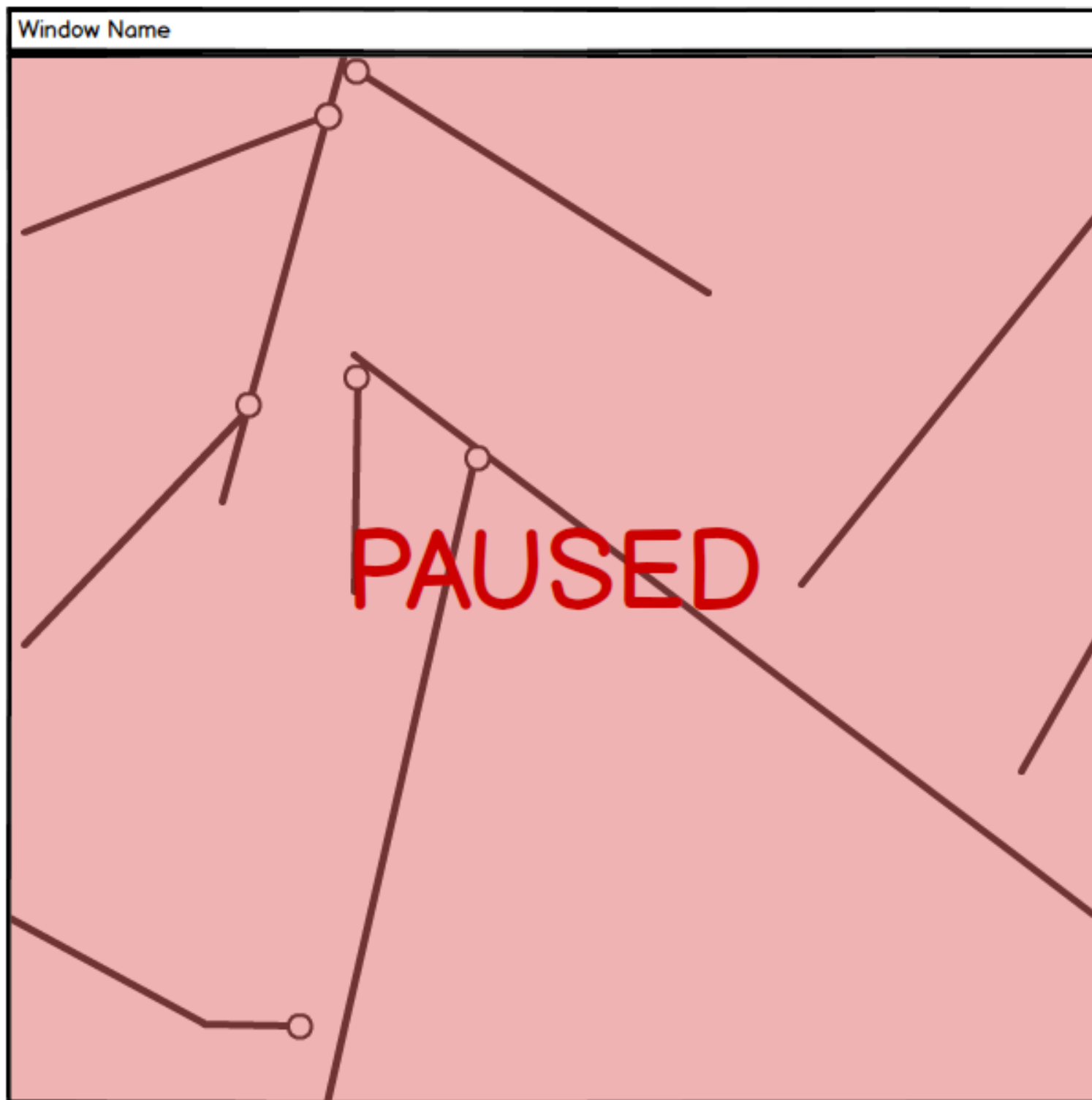
(N-1)TH COLLISION ESCAPE



DELAY



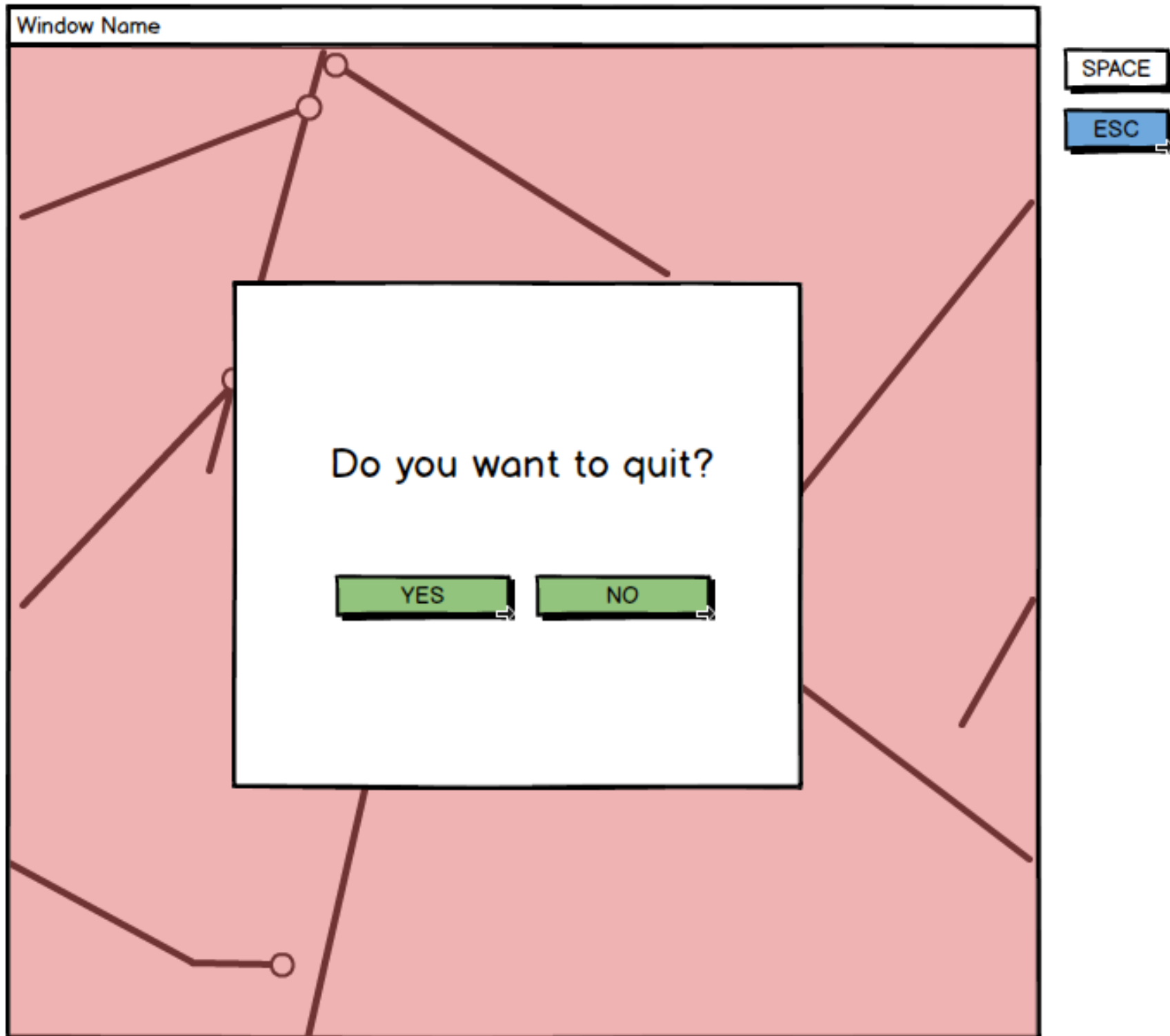
DELAY PAUSED



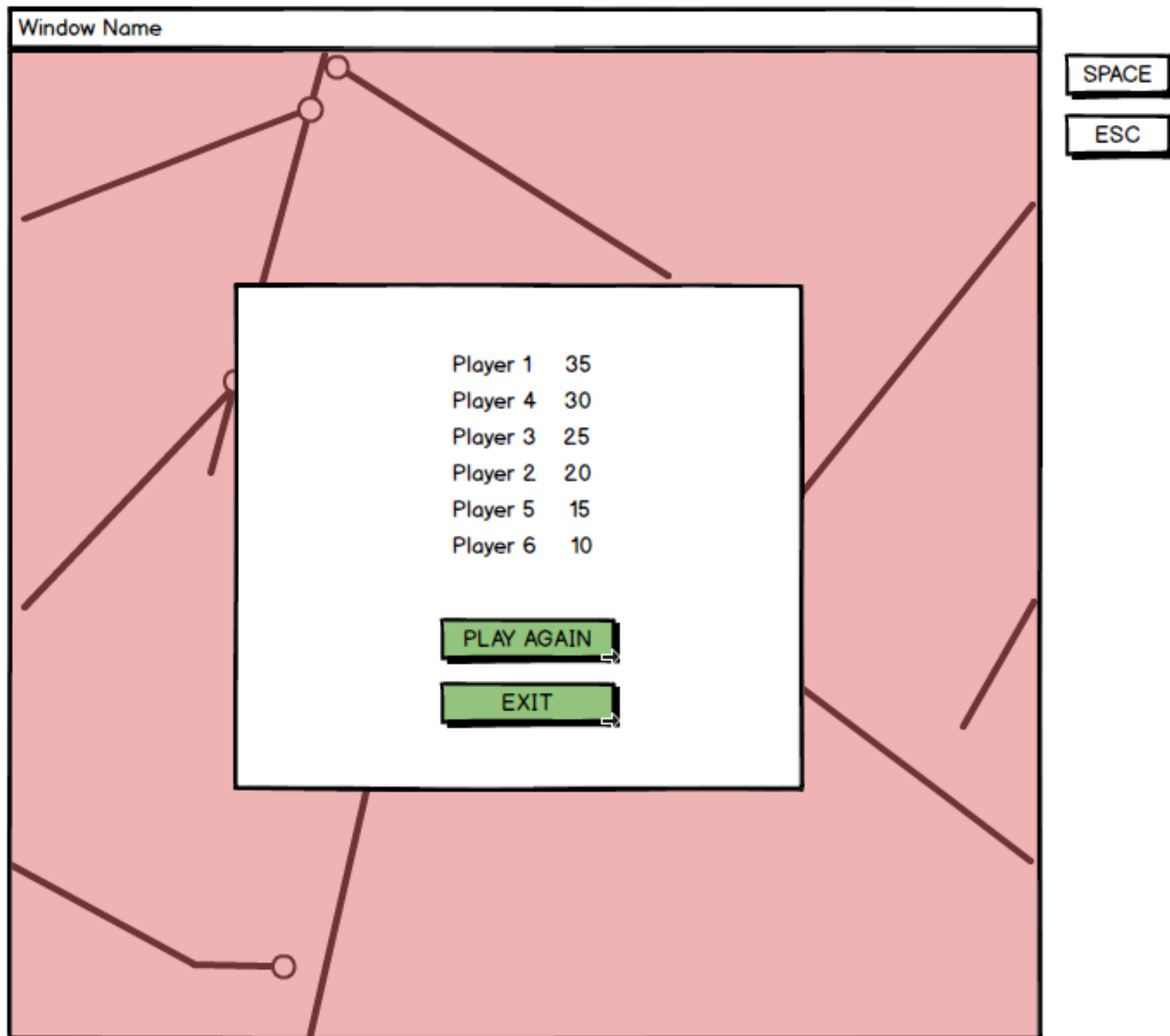
SPACE

ESC

DELAY ESCAPE



FINAL SCREEN



EXIT



Scopes