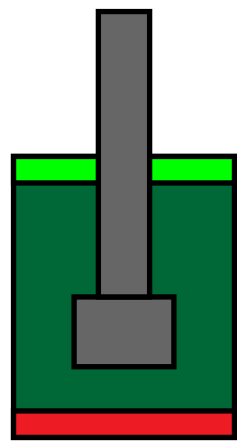


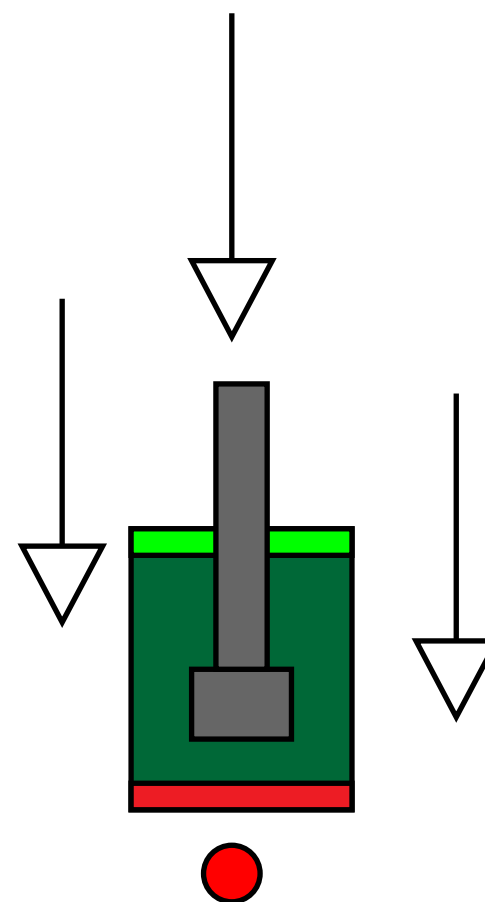


Touch back vacuum

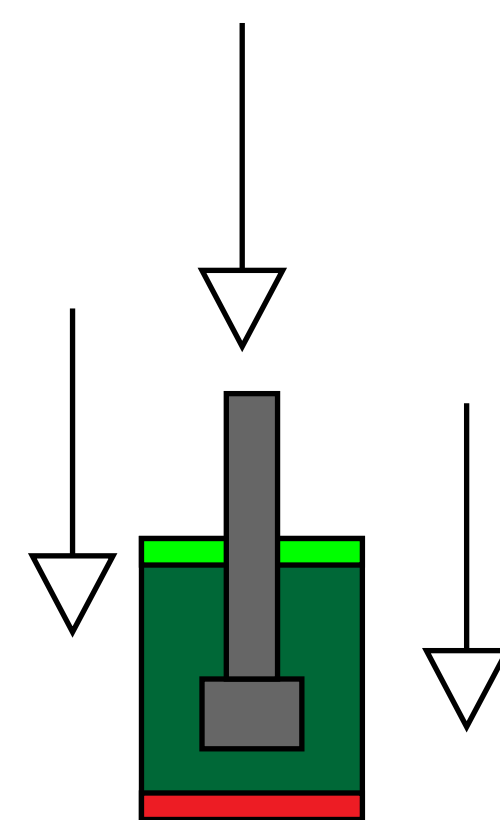


 Tank front
 Tank back

 Ball

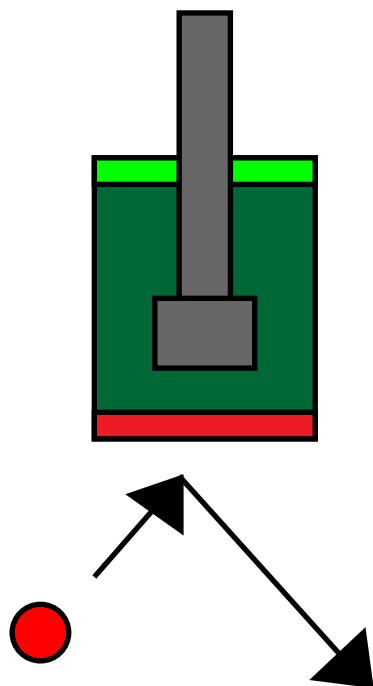


0 Balls

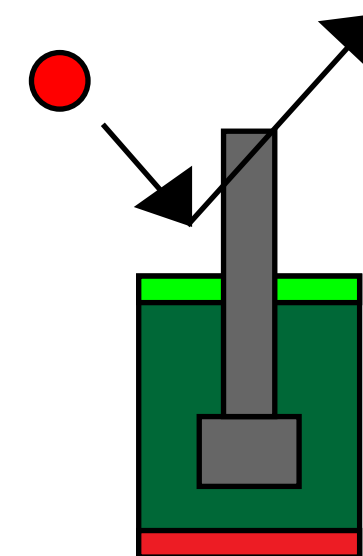


1 Balls

If the **tank back** hits a ball while moving, the player will collect it



If the tank is not moving, and a ball hits the **tank back** it will bounce off like normal.



If the ball hits the **tank front**, even if it's moving, the ball will bounce off.