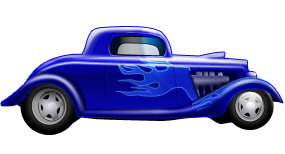
Move Phase

Move

Turn Left

Current Speed



Move

Brake

Accelerate

30

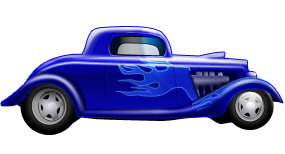
Move

Turn Right

To show ability of multiple acceleration, turns or braking:

The layers are equal to the number of acceleration, turns or brakes available. There is a maximum on three layers shown so as to prevent cluttering the UI. After a layered arrow is touched, thereby using the acceleration, turn or brake a layer is removed from that arrow (unless there still happen to be three or more of that type of move left). Most likely, this will also remove layers from other layered arrows at the same time. Layers would not be removed if there we still more than three accelerations, turns or braking available.

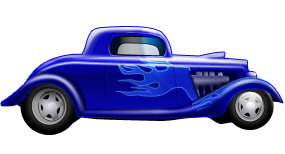
Attack Phase



In the phase you have two possible attacks – a First Volley and a Second Volley. The first volley corresponds to those in the interior of the vehicle and the second volley corresponds to those on the exterior of the vehicle. If there is no one on the exterior of the vehicle, then of course you will not be able to execute a second volley. Attack arrows are shown only in directions with valid targets. For second volley, you are unable to shoot in the same direction again. If there is more than one target in one direction, the user touches the target to fire at, than selects where to fire at – Interior, Exterior or Tires.

Crew Transfer Phase





**SKIP**

This is used to transfer between the interior and exterior of a single vehicle (remember you need at least one in the interior to drive you crash and everybody dies that is in/on the vehicle).

If next to a friendly, than you are able to transfer people between the two vehicles.

If next to an enemy, than you can transfer people to try to take over the enemies’ vehicle.

In any type of crew transfer, there is always a small chance a person will die during the transfer.

There is a max number of spaces in interior/exterior or to an enemy vehicle. This depends on the type of vehicle you are transferring to.

Fighting for control of a vehicle can continue over multiple rounds.