

how many of you
playing?

1

2

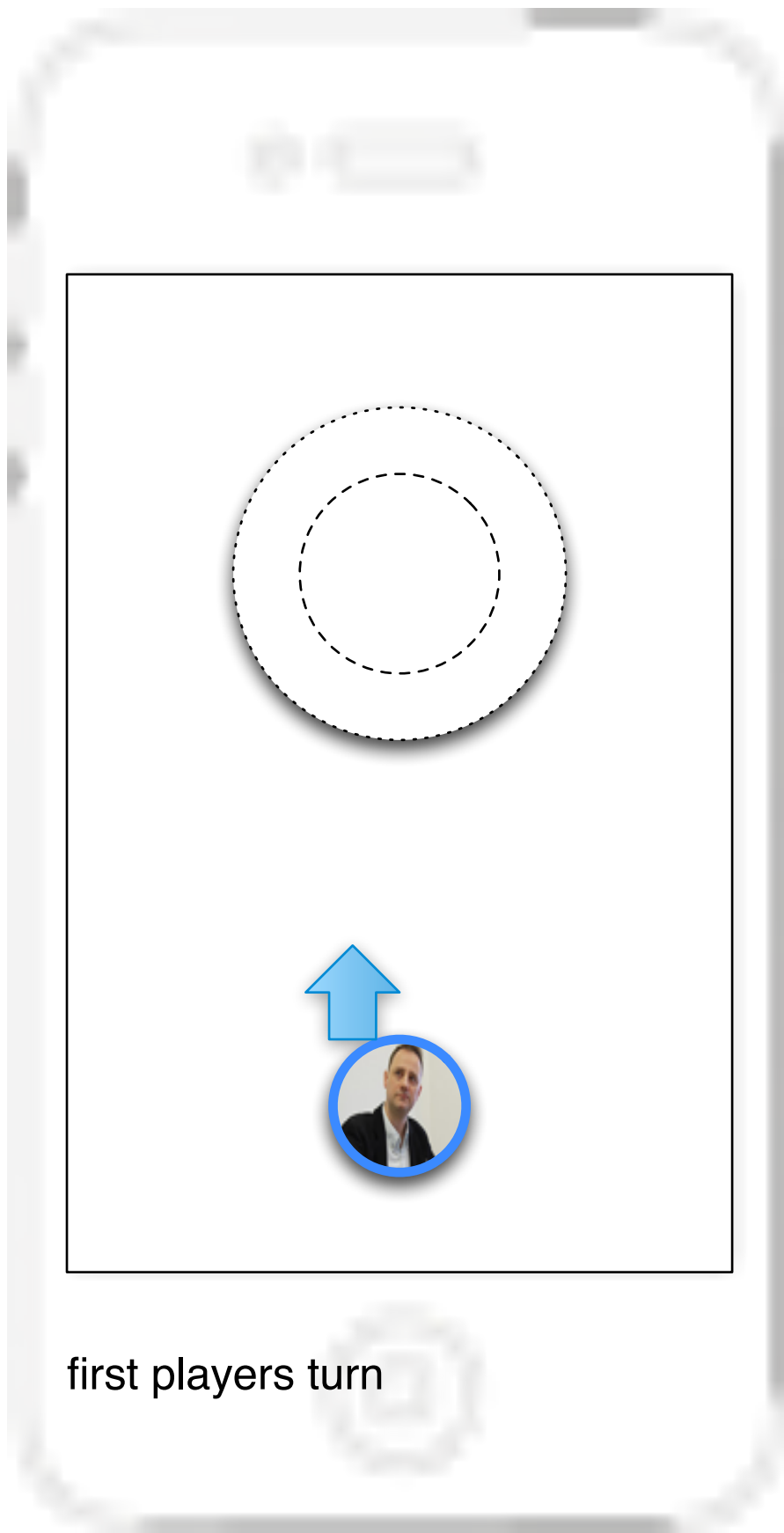
3



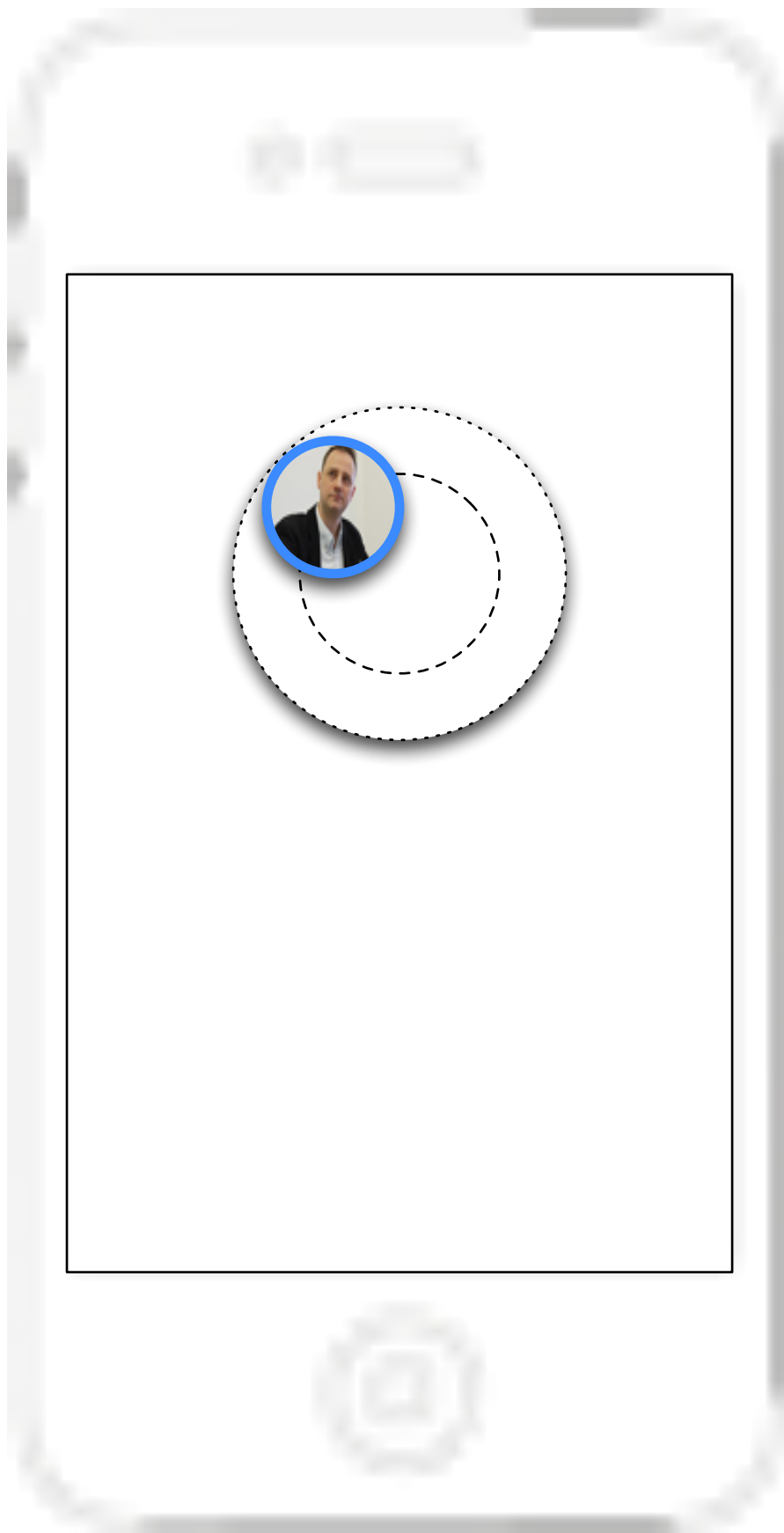
ready??!!!

10..9..8...

hang on we're not ready!

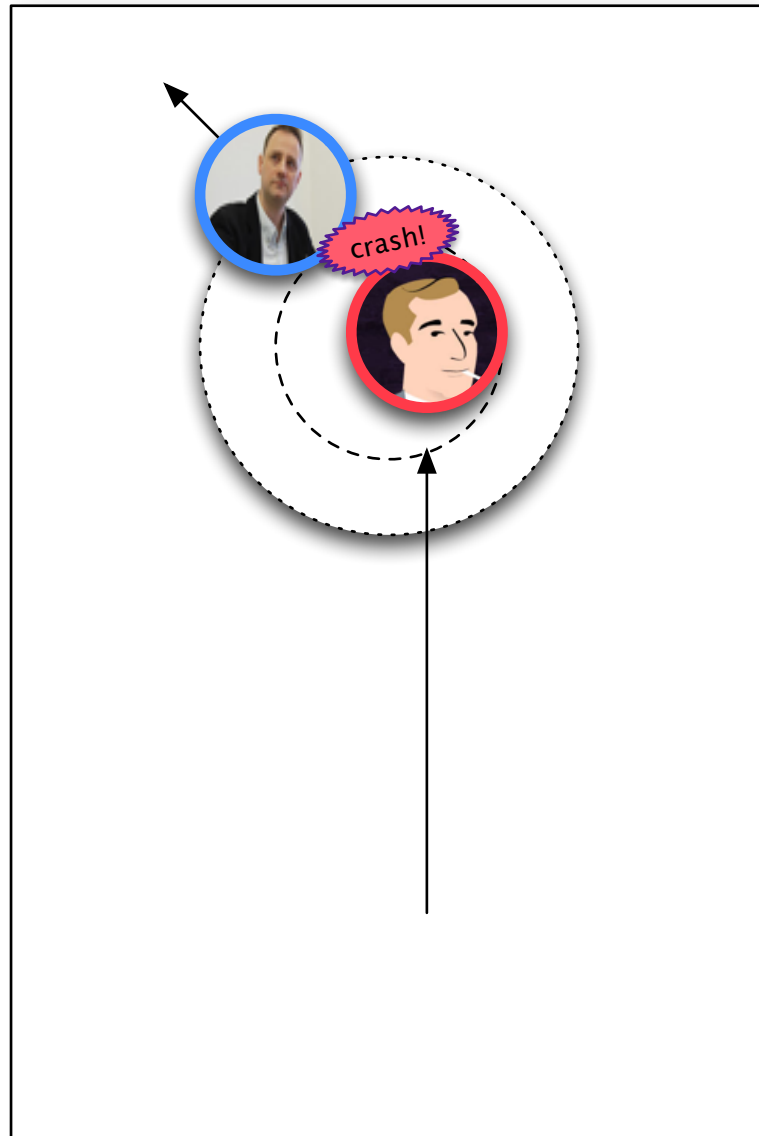


first players turn



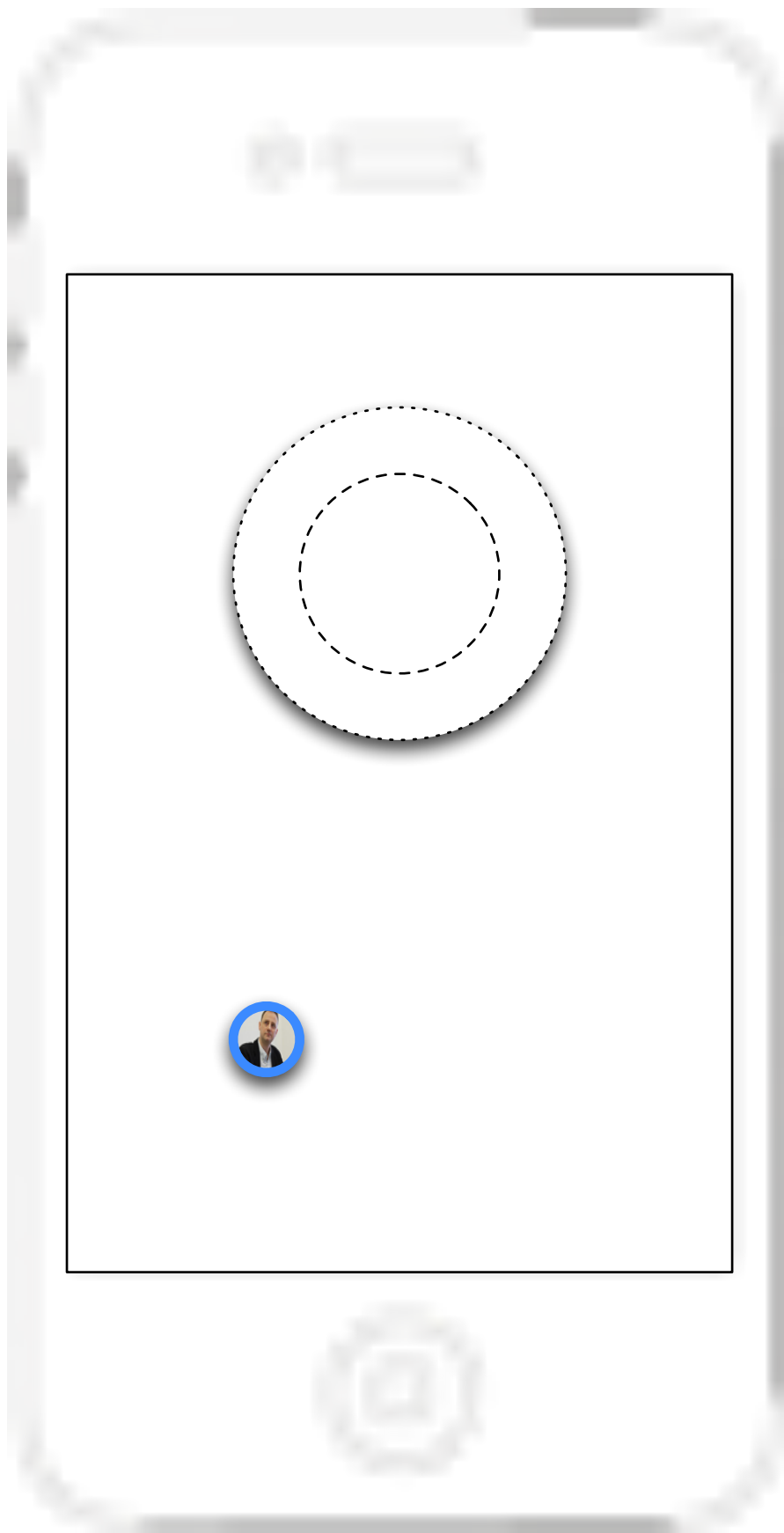


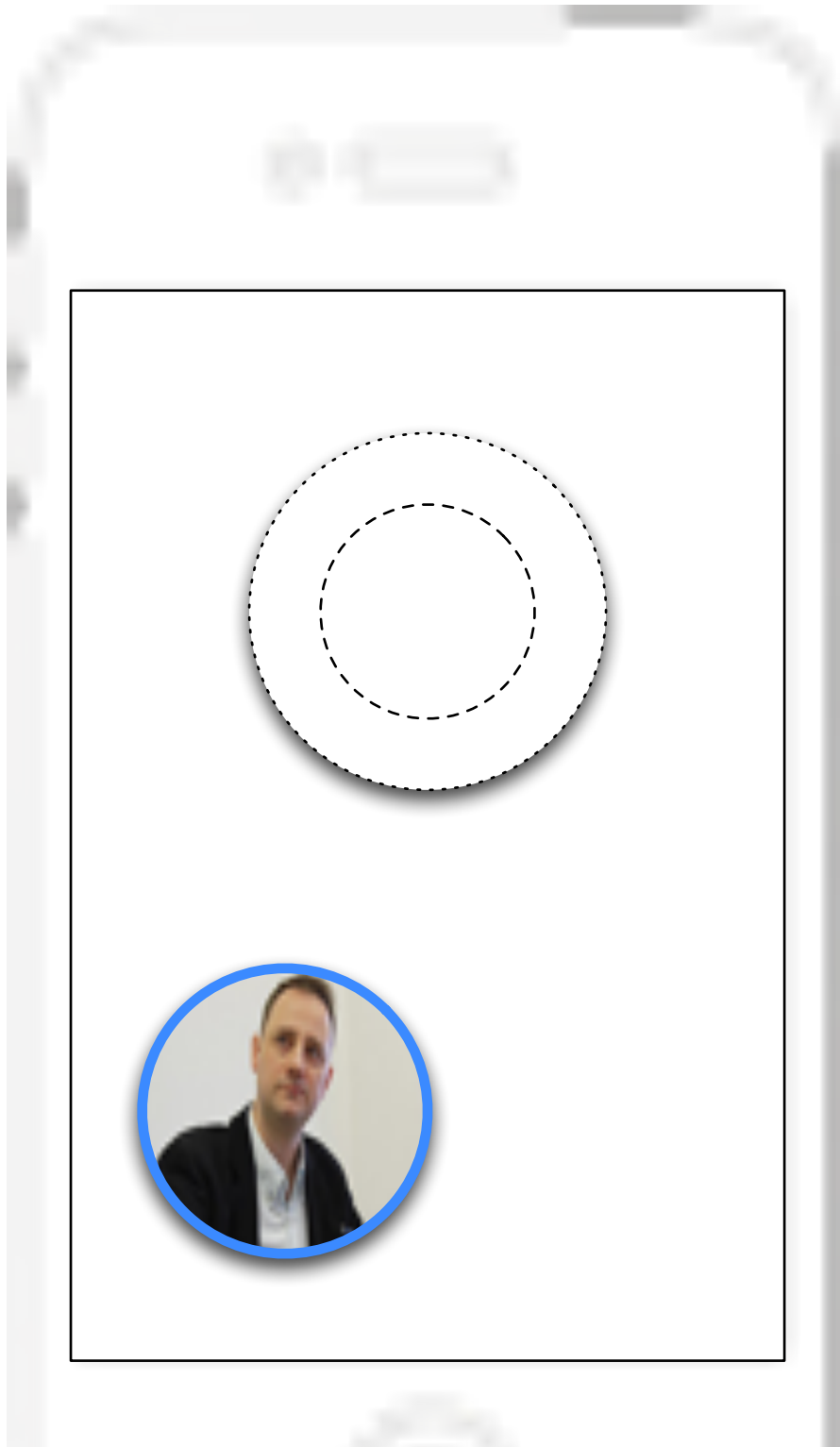
next players turn



next players turn

physics of collision is
calculated on server side?





if we go for a realtime version, the longer you wait to take your shot, your character gradually gets bigger and gets more mass. but, you're vulnerable to other people bumping you out of the game during this time...