Movement	Movement	Movement
still ground [A[still], 360^{0} , -] still flying [360^{0} , -, -] slow flying [L, F, -] fast flying [F, F, -]	still ground [A[slow], 360 ⁰ , F] still flying [-, -, D] slow flying [L, F, L] fast flying [F, F, R]	still ground [A[still], 360 ⁰ , -] still flying [A[slow], 360 ⁰ , F] slow flying [R, F, -] fast flying [F, F, L]
Gnome Helicopter	Gnome Helicopter	Gnome Helicopter
still flying [A[fast], 360°, F] slow flying [R, F, R] fast flying [F, F, B[slow]+360°]	slow flying [-, -, D] fast flying [F, F, B[still]+360 ⁰]	slow flying [-, R, D]
Gnome Helicopter	Gnome Helicopter	Gnome Helicopter
Movement slow flying [-, L, D]	Movement slow flying [A[fast], F, F]	Movement slow flying [F, B[still], 360 ⁰]
Gnome Helicopter	Gnome Helicopter	Gnome Helicopter

 $\begin{array}{c} \text{Gnome Helicopter} \\ \text{Movement} \end{array}$

Gnome Helicopter Movement Gnome Helicopter Movement

 $\begin{array}{c} {\rm Gnome\ Helicopter} \\ {\rm Movement} \end{array}$

Gnome Helicopter Movement Gnome Helicopter Movement

 $\begin{array}{c} \text{Gnome Helicopter} \\ \text{Movement} \end{array}$

Gnome Helicopter Movement $\begin{array}{c} \text{Gnome Helicopter} \\ \text{Movement} \end{array}$

Fire	Fire	Fire
	all [-, Load]	all flying [-, Fire]
	an [, zeaa]	, , , , , , , , , , , , , , , , , , ,
Gnome Helicopter	Gnome Helicopter	Gnome Helicopter
Fire	Fire	Gnome Hencopter
still flying [Aim, Fire]	still flying [Fire, Aim]	
Gnome Helicopter	Gnome Helicopter	

Gnome Helicopter Fire $\begin{array}{c} \text{Gnome Helicopter} \\ \text{Fire} \end{array}$

 $\begin{array}{c} \text{Gnome Helicopter} \\ \text{Fire} \end{array}$

 $\begin{array}{c} \text{Gnome Helicopter} \\ \text{Fire} \end{array}$

Gnome Helicopter Fire