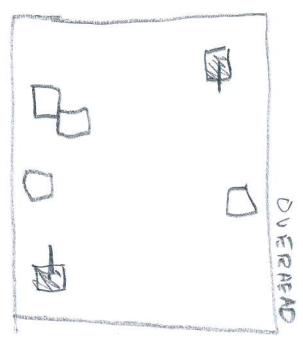
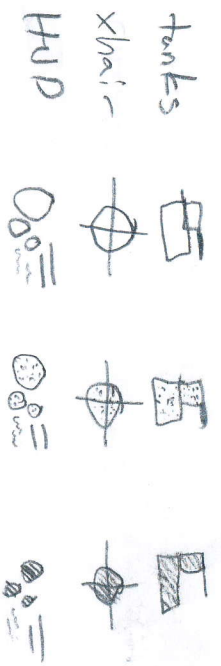


can follows in horizontal rail, vertical pitch-tracking



primary
(click to switch?)
disallows?

player tanks



all matching color-coded for easy identification



= player stats

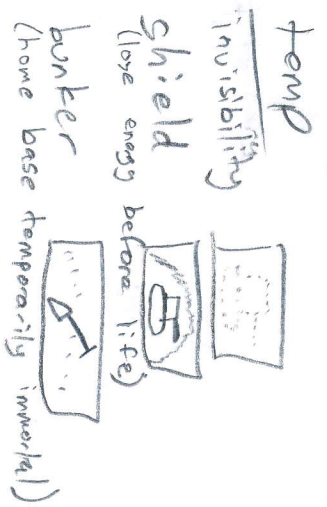
COMMANDER
SPD ///
ARM ///
HEA //

TANK
SPD //
ARM //
HEA /

Speed 5
armor 4
health 3
cannon 3
mortar 1
laser 1

Powerups

- +1 life
- +1 speed
- +1 armor
- +1 health
- +1 weapon
- (upgrades equipped at time)
- +1 energy



temp
invisibility
shield (lose energy before life)
bunker (home base temporarily immortal)

terrain



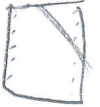
grass (no effect)



road (+ speed)



bricks (break from cannon
cannot drive/shoot through)



steel (cannot break (except cannon)
reflects lasers
cannot drive/shoot through)



water (see/shoot over
cannot drive over)



sand (-speed)



Forest (-speed
protect vs. laser, mortar
invisible inside it)