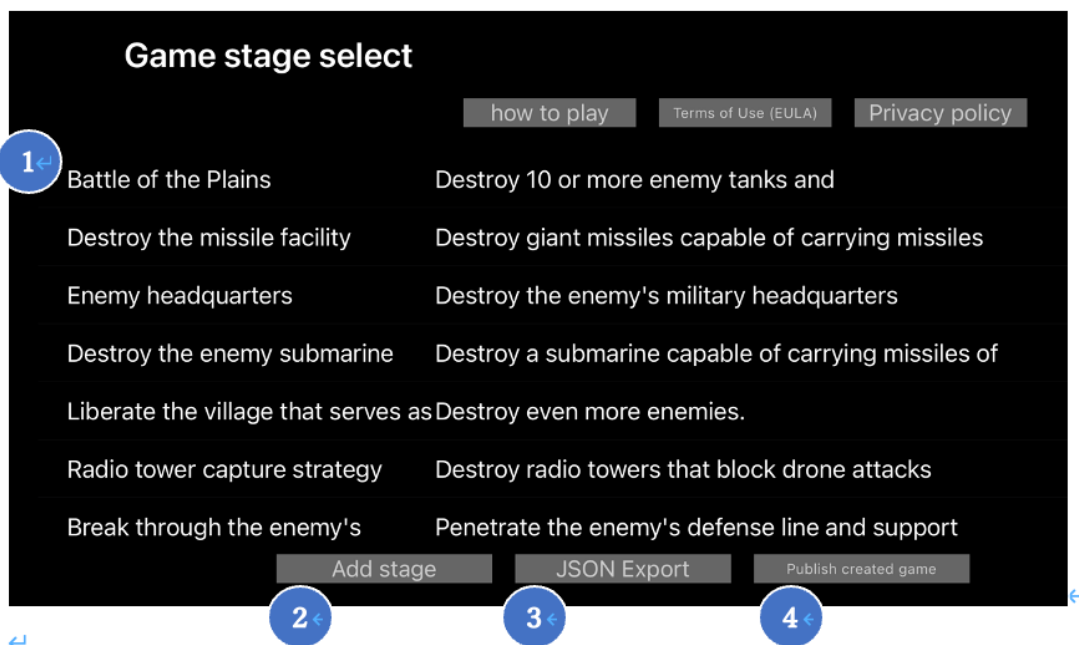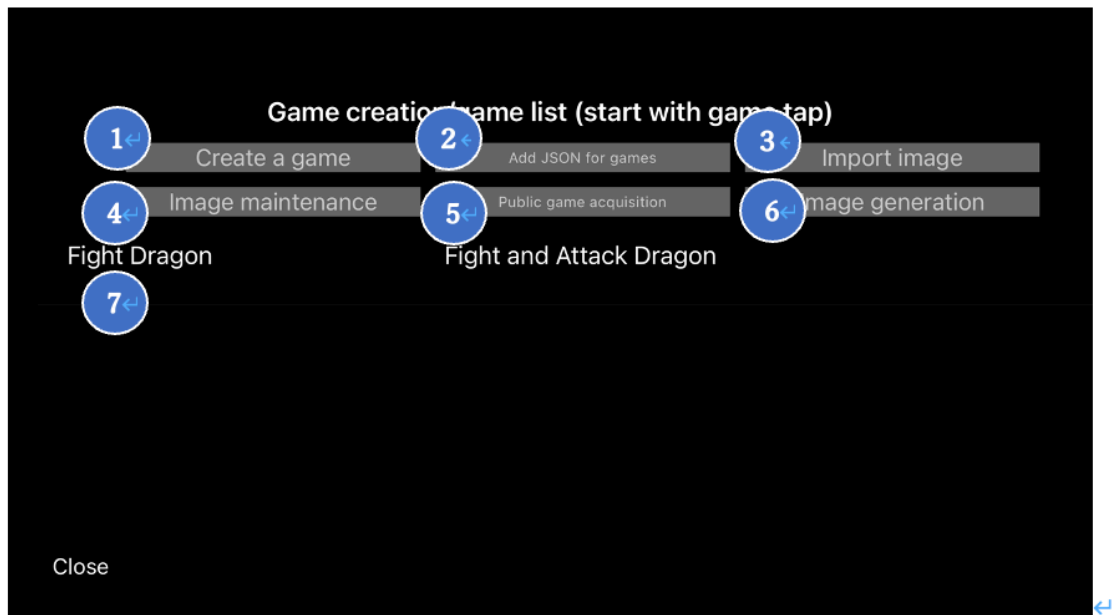# How to play the game

● About the game stage

There are two stages of the game. One is usually a stage, and the other is a custom stage. Usually, the stage is a game that can be played when installing the app. Custom stages allow you to make and play games yourself, or download and play other users' stages.

● Usually stage.

① It is usually a list of stages. Tap to start the game
② Moves to the screen for adding a custom stage.
③ Output a custom JSON file to iCloud (you can edit the json for the game to make more detailed settings).
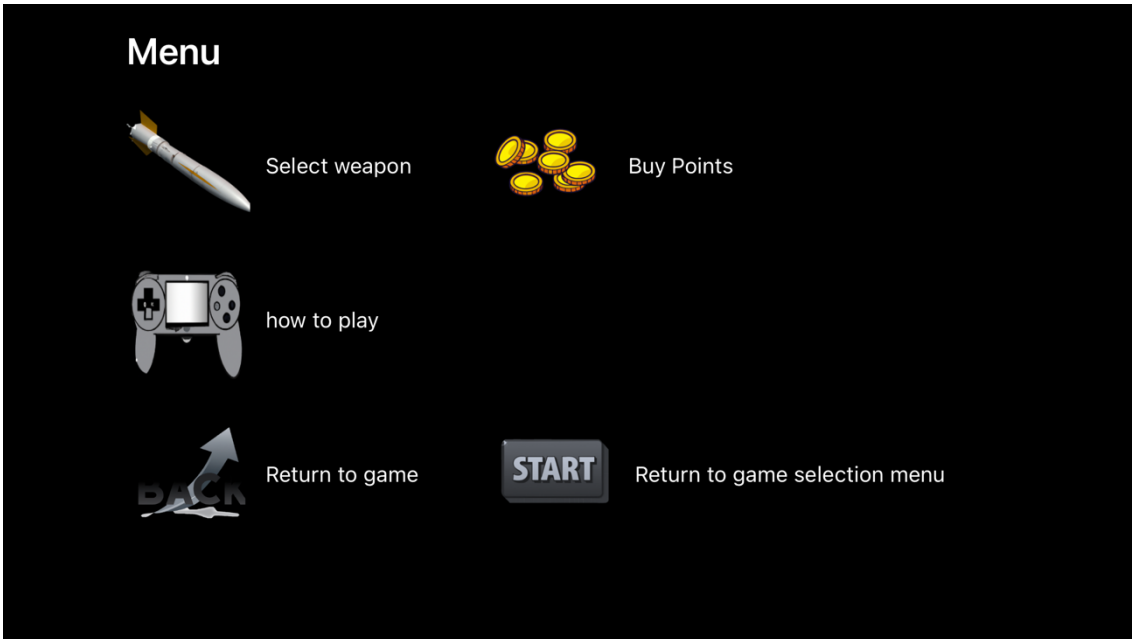④ We will publish the game we created to the world.
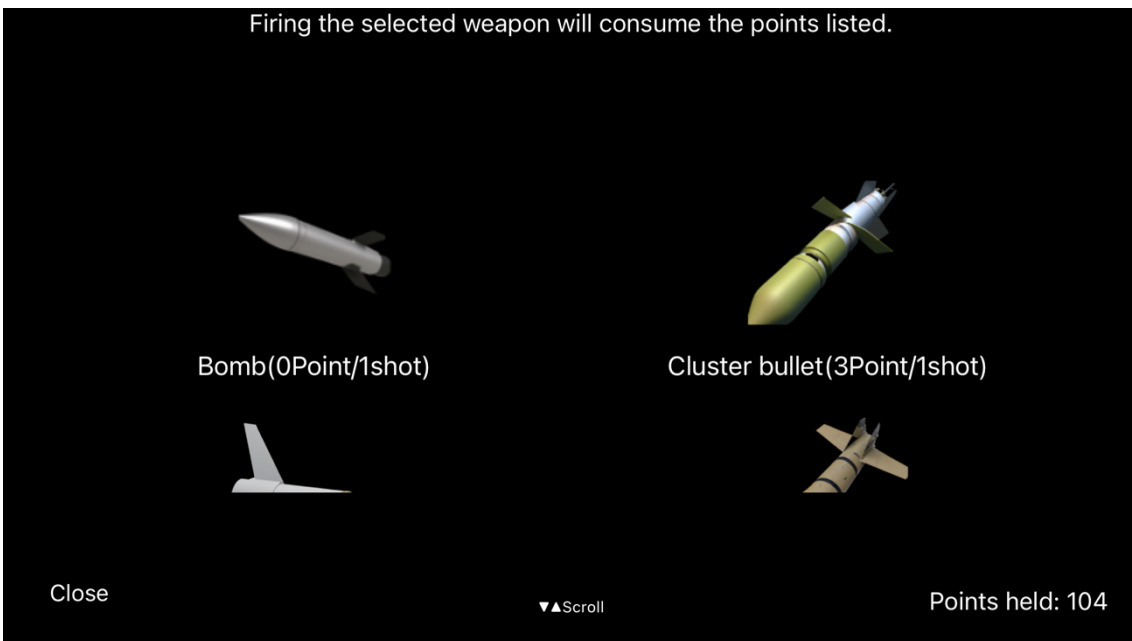
● Custom stage creation and management

① Open the game creation screen.
② Import the created games from iCloud.
③ Import the created image from iCloud.
④ You can edit the list of created and generated images, parameters as enemies, and delete images.
⑤ Incorporates games published by others
⑥ Generates images of enemies and weapons
⑦ A list of imported custom games will be displayed, and tap to start the game.
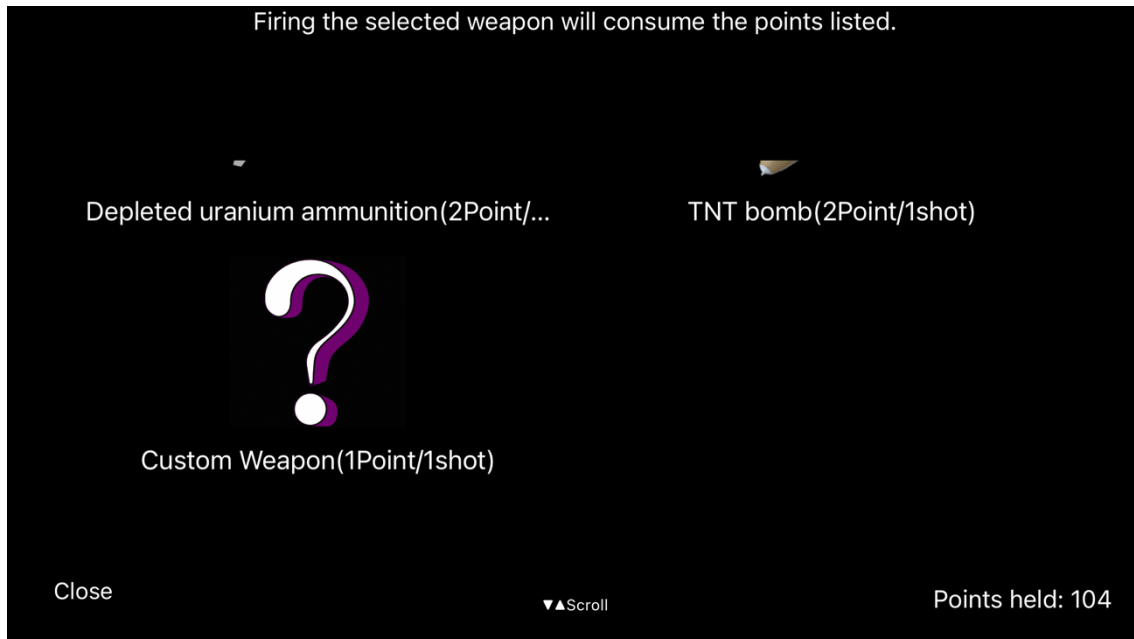

● About the game screen

① It is an enlarged camera. Please aim with this camera
② Earned score and remaining time of the game.
③ Displays the direction and distance of the enemy
④ Opens the menu screen
⑤ It is a holding point. Used when firing weapons, but if points are not enough, return to normal weapons that do not consume points
⑥ Displays the altitude. At high altitude, it is not targeted by the enemy, but it is difficult to aim at the target.
⑦ The attack button. Press the button to fire the weapon. 一度発車すると、次の準備のために一定時間、ボタンを押下できなくなります
⑧ When operating the left joystick, tilt it to the left and right to turn. Left is counterclockwise, right is clockwise. Tilt the joystick upwards to move forward and backwards to back.
⑨ When operating the joystick on the right, tilt it to the left or right to move it in the tilted direction. If you tilt it upward, it will rise. If you tilt it downward, it will descend.

● About the game menu button

Menu

Select weapon

Buy Points

how to play

Return to game

Return to game selection menu

By pressing the menu button, you can select weapons and purchase points.

Firing the selected weapon will consume the points listed.

Bomb(0Point/1shot)

Cluster bullet(3Point/1shot)

Close

▼▲Scroll

Points held: 104

Powerful weapons consume more points.

Firing the selected weapon will consume the points listed.

Depleted uranium ammunition(2Point/...   TNT bomb(2Point/1shot)

Custom Weapon(1Point/1shot)

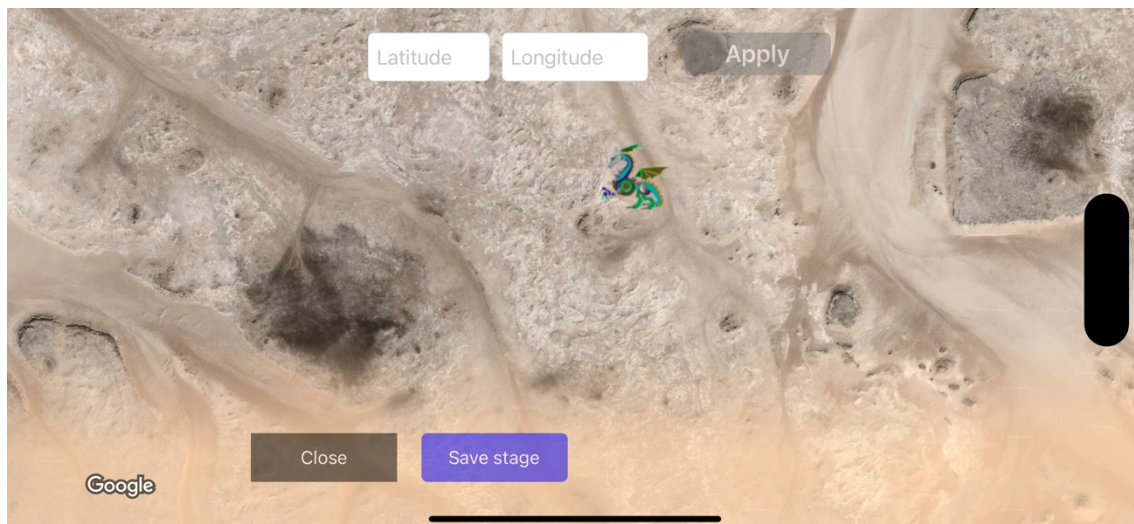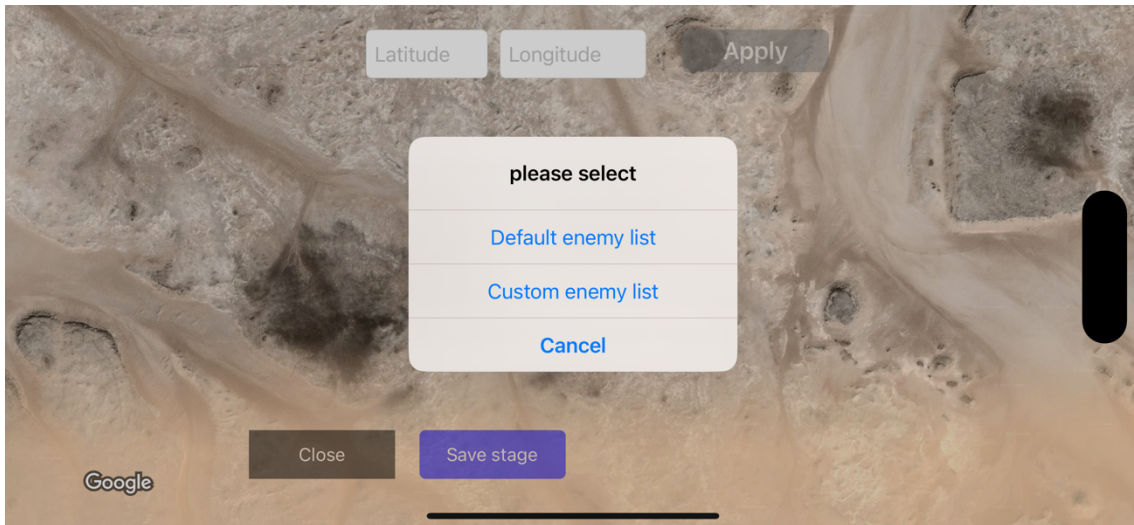Close   ▼▲Scroll   Points held: 104

You can also use custom images to launch your original weapon.
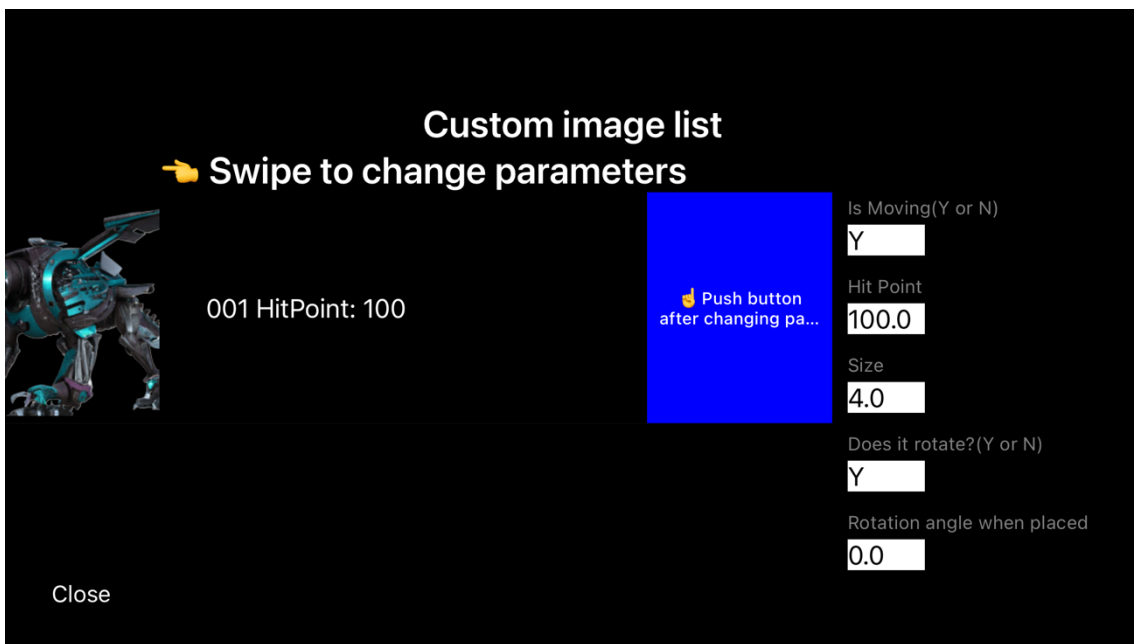
- About game creation screen

On the game creation screen, you can switch the position by specifying the latitude at the top and mild. Even if the screen is shifted, the position is shifted.

When you touch the screen, the following screen will appear and you can place enemies.

You can place not only the enemies originally in the game, but also the characters you created yourself.

Custom enemies can change the parameters when placing by swiping sideways.
Specify Y and N whether the enemy moves.
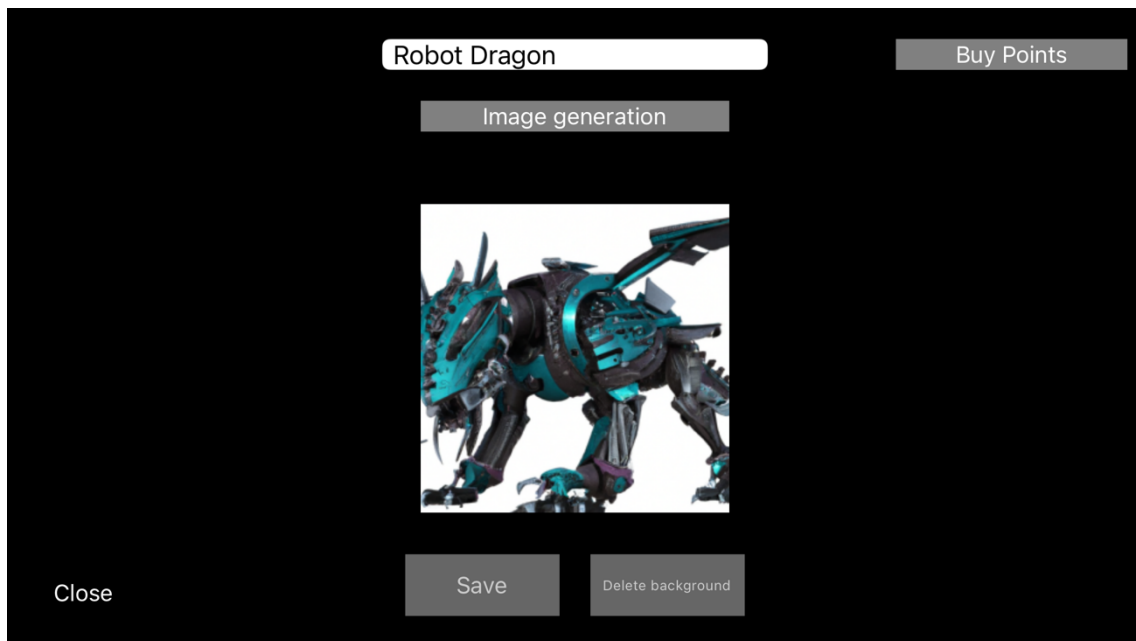The enemy's hit point will not be defeated until the enemy receives the damage of this number.
Please specify the size of the image. 1.0 is the size of the tank, but a number

within 10 is recommended.

Select whether the image continues to be in the same orientation as the drone turns. If the image is not taken from the sky, if you do not set this to Y, the image will look like bamboo when turning. On the other hand, the image taken from the sky is more suitable for N when turning, so you can experience a more realistic game.
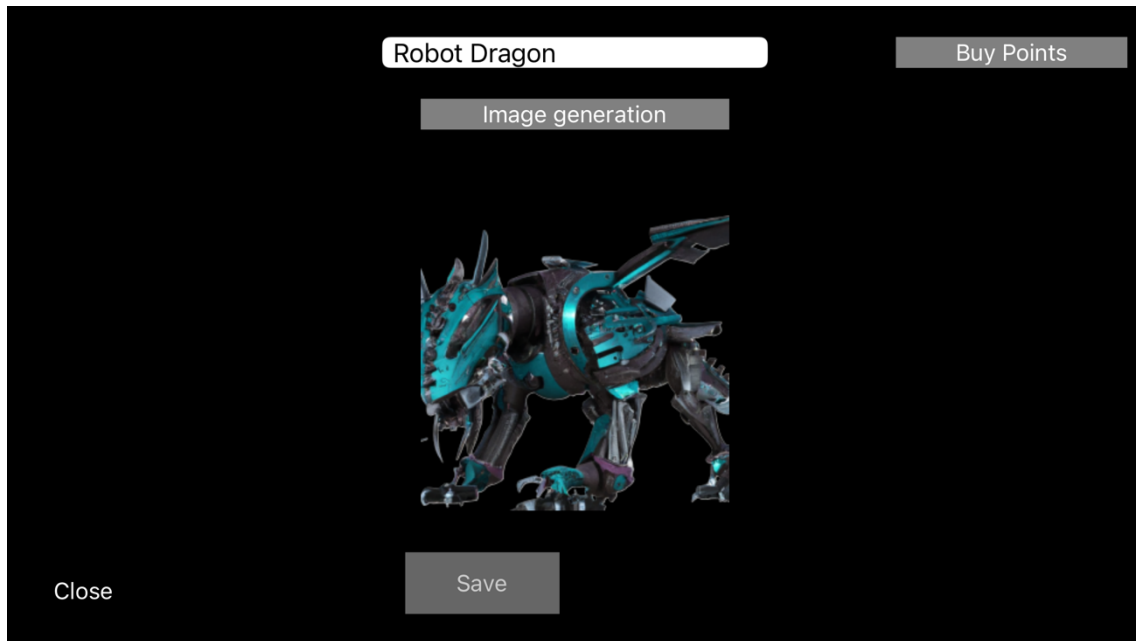
The last rotation specifies the angle of rotation of the image at the beginning of the game. At the initial value, the top of the image faces north.

● About image generation

An image will be generated when you press the generate button with your favorite wording.

If you want to enjoy a more realistic game, remove the background.

Be sure to press the save button after completion. If you press the close button without saving, the image will not return. Please generate again.

If you have any problems or would like a feature like this, please let us know: cengwobuyaming@gmail.com