

# Available Items

Icon:



**Item Name:** Rogue Wave  
**Area of Effect:** multiple opponents  
**Range:** 80 meters  
**Progress Modifier:** -50 meters, -20% water  
**Water Cost:** 40%  
**Water on Discard:** 60%  
**Puddle on use:** none  
**Puddle on discard:** p.ch.: 40%, w. gain: 30%  
**Pickup Condition:** Third place or worse

Icon:



**Item Name:** Water Bomb  
**Area of Effect:** multiple opponents  
within 20m of nearest  
target  
**Range:** -80 to +30m  
**Progress Modifier:** -30 meters, -20% water  
**Water Cost:** 30%  
**Water on Discard:** 50%  
**Puddle on use:** p.ch.: 40%, w.gain: 30%  
for vehicles behind target  
**Puddle on discard:** p.ch.: 30%, w. gain: 20%  
**Pickup Condition:** fifth place or better

# Available Items

Icon:



**Item Name:** Water shield  
**Area of Effect:** self  
**Range:** -  
**Progress Modifier:** no negative effects from items or puddles for 3 turns  
**Water Cost:** 20%  
**Water on Discard:** 40%  
**Puddle on use:** p.ch.: 30%, w. gain: 30%  
**Puddle on discard:** p.ch.: 40%, w. gain: 30%  
**Pickup Condition:** -

Icon:



**Item Name:** Water Boost  
**Area of Effect:** self  
**Range:** -  
**Progress Modifier:** +50 meters  
**Water Cost:** 20%  
**Water on Discard:** 40%  
**Puddle on use:** p.ch.: 50%, w.gain: 20%  
**Puddle on discard:** p.ch.: 30%, w. gain: 40%  
**Pickup Condition:** second place or worse

# Available Items

Icon:



**Item Name:** Freeze Mine/Freeze spray  
**Area of Effect:** single opponent  
**Range:** -infinity to +20m  
**Progress Modifier:** -20m  
(if used backwards: 50% chance to miss target until a target is hit or all have passed)  
**Water Cost:** 20%  
**Water on Discard:** 30%  
**Puddle on use:** -  
**Puddle on discard:** p.ch.: 40%, w. gain: 30%  
**Pickup Condition:** third place or better

Item availability:

1st:

bomb, shield, freeze

2nd:

bomb, shield, boost, freeze

3rd:

Wave, bomb, shield, boost, freeze

4th/5th:

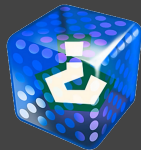
Wave, bomb, shield, boost

6th:

Wave, shield, boost

# Event Descriptions

Item Box  
Icon:



**Effect:** Player receives a random item  
**Effect Chance:** 100%

Waterfall  
Icon:



**Effect:** Player Receives 20% water  
**Effect Chance:** 100%

Puddle  
Icon:



**Effect:** Player Receives 40% water  
Luck speed decrease  
**Effect Chance:** 50%

River  
Icon:



**Effect:** Player Receives 60% water  
Luck speed decrease x2  
**Effect Chance:** 100%

### Player 1

Speed (+Skill): 32  
Luck-Speed: 12  
Tank Fill: 80%  
Curr. Velocity: -  
Held Item: -  
Shield Turns: -  
Progress (m): 0

### Player 2

Speed (+Skill): 34  
Luck-Speed: 6  
Tank Fill: 80%  
Curr. Velocity: -  
Held Item: -  
Shield Turns: -  
Progress (m): -5

### Player 3

Speed (+Skill): 30  
Luck-Speed: 8  
Tank Fill: 80%  
Curr. Velocity: -  
Held Item: -  
Shield Turns: -  
Progress (m): -10

### Player 4

Speed (+Skill): 35  
Luck-Speed: 2  
Tank Fill: 80%  
Curr. Velocity: -  
Held Item: -  
Shield Turns: -  
Progress (m): -15

### Player 5

Speed (+Skill): 31  
Luck-Speed: 9  
Tank Fill: 80%  
Curr. Velocity: -  
Held Item: -  
Shield Turns: -  
Progress (m): -20

### Player 6

Speed (+Skill): 33  
Luck-Speed: 4  
Tank Fill: 80%  
Curr. Velocity: -  
Held Item: -  
Shield Turns: -  
Progress (m): -25

### Item Events:

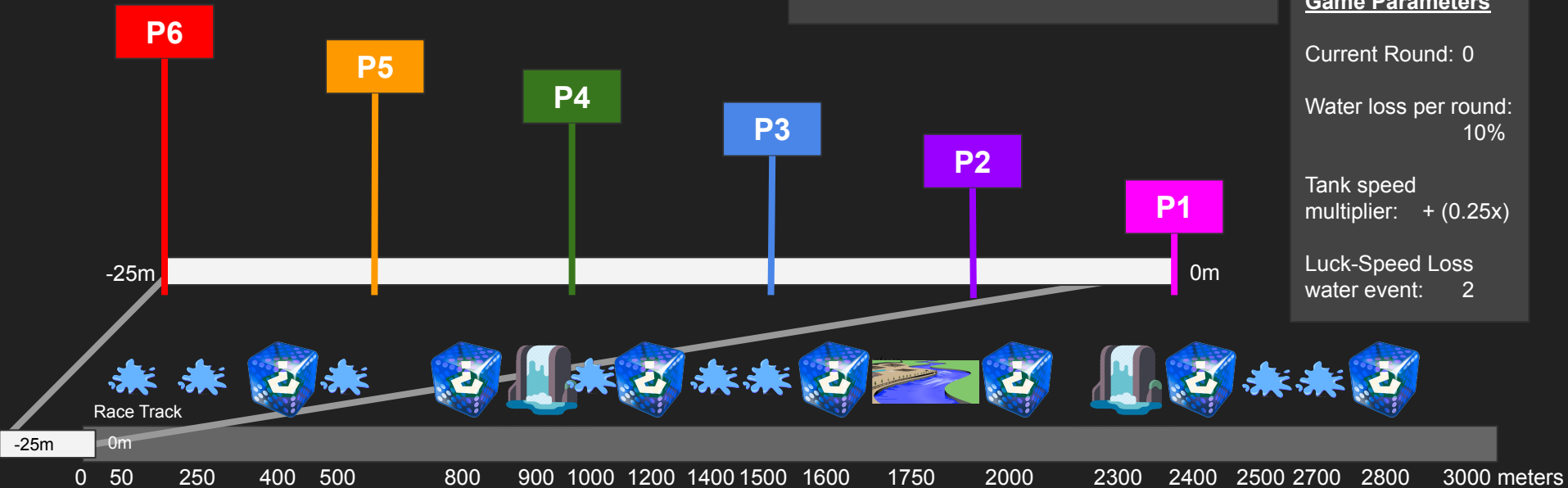
### Game Parameters

Current Round: 0

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 1  
Tank Fill: 70%  
Curr. Velocity: 53  
Held Item:  
-  
Shield Turns: -  
Progress (m): 53

### Player 2

Speed (+Skill): 34  
Luck-Speed: 3  
Tank Fill: 70%  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 43

### Player 3

Speed (+Skill): 30  
Luck-Speed: 13  
Tank Fill: 70%  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 36

### Player 4

Speed (+Skill): 35  
Luck-Speed: 8  
Tank Fill: 70%  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 29

### Player 5

Speed (+Skill): 31  
Luck-Speed: 5  
Tank Fill: 70%  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 28

### Player 6

Speed (+Skill): 33  
Luck-Speed: 6  
Tank Fill: 70%  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 19

### Item Events:

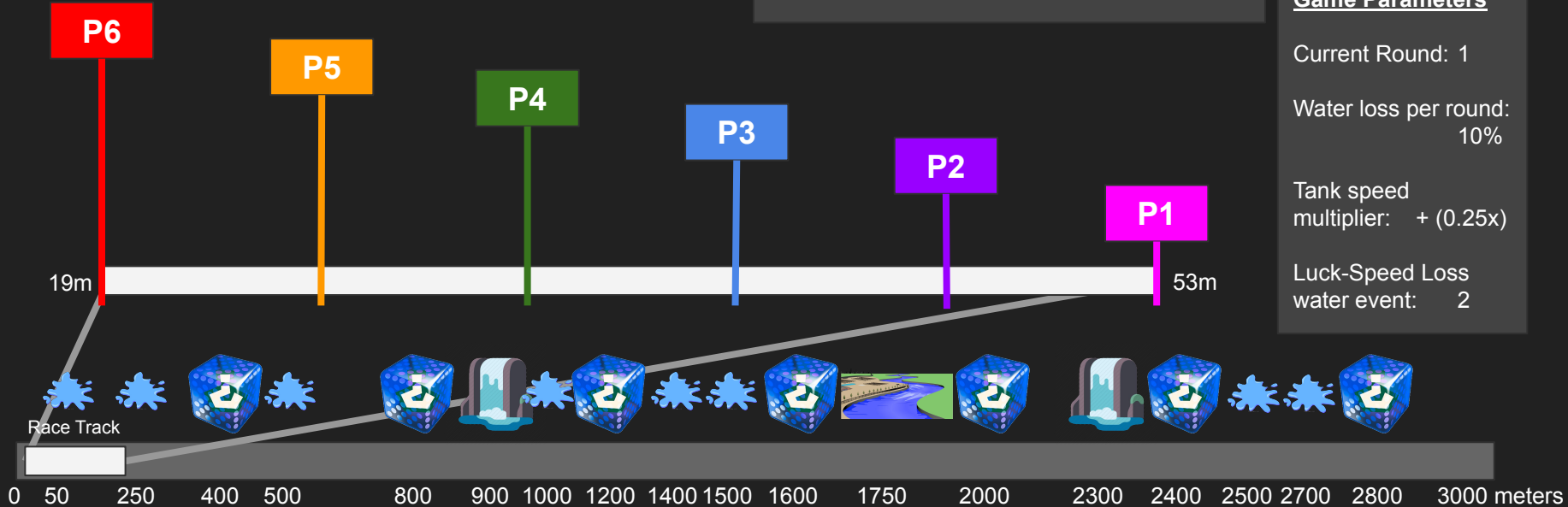
### Game Parameters

Current Round: 1

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 14  
Tank Fill%: 60  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 92

### Player 2

Speed (+Skill): 34  
Luck-Speed: 8  
Tank Fill%: 100  
Curr. Velocity: 43  
Held Item:  
-  
Shield Turns: -  
Progress (m): 86

### Player 3

Speed (+Skill): 30  
Luck-Speed: 5  
Tank Fill%: 100  
Curr. Velocity: 51  
Held Item:  
-  
Shield Turns: -  
Progress (m): 87

### Player 4

Speed (+Skill): 35  
Luck-Speed: 13  
Tank Fill%: 60  
Curr. Velocity: 51  
Held Item:  
-  
Shield Turns: -  
Progress (m): 80

### Player 5

Speed (+Skill): 31  
Luck-Speed: 7  
Tank Fill%: 60  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 70

### Player 6

Speed (+Skill): 33  
Luck-Speed: 8  
Tank Fill%: 60  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 65

### Item Events:

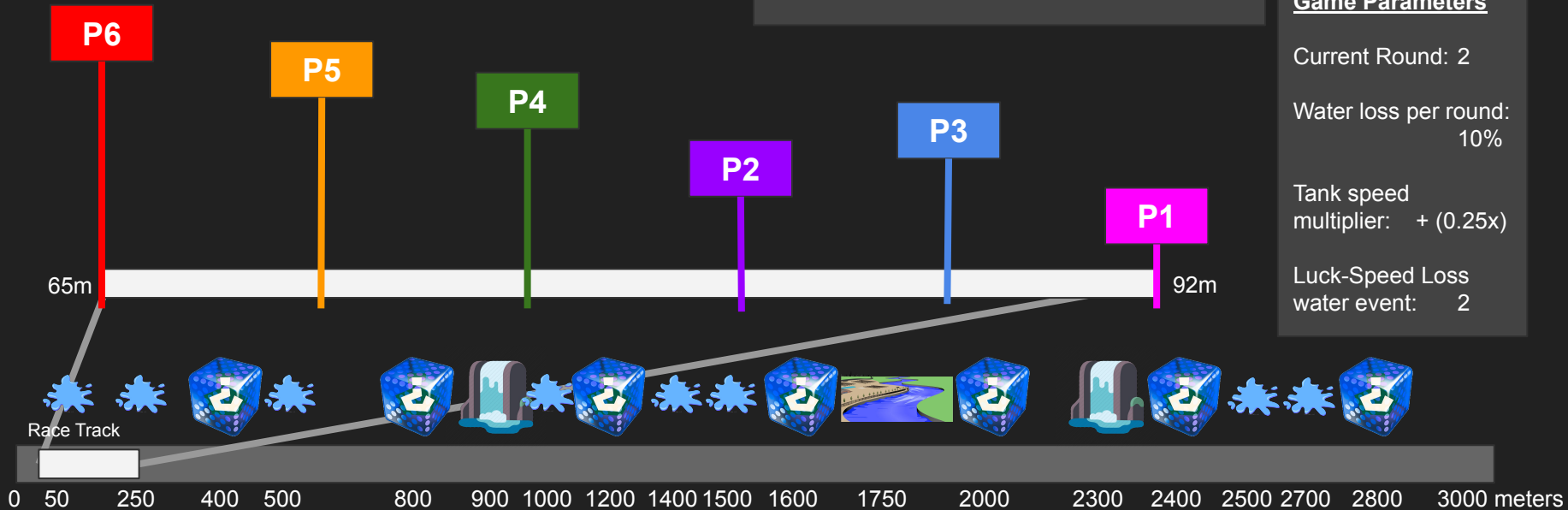
### Game Parameters

Current Round: 2

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 5  
Tank Fill%: 50  
Curr. Velocity: 53  
Held Item:  
-  
Shield Turns: -  
Progress (m): 145

### Player 2

Speed (+Skill): 34  
Luck-Speed: 15  
Tank Fill%: 90  
Curr. Velocity: 50  
Held Item:  
-  
Shield Turns: -  
Progress (m): 136

### Player 3

Speed (+Skill): 30  
Luck-Speed: 8  
Tank Fill%: 90  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 131

### Player 4

Speed (+Skill): 35  
Luck-Speed: 0  
Tank Fill%: 50  
Curr. Velocity: 55  
Held Item:  
-  
Shield Turns: -  
Progress (m): 135

### Player 5

Speed (+Skill): 31  
Luck-Speed: 4  
Tank Fill%: 50  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 114

### Player 6

Speed (+Skill): 33  
Luck-Speed: 10  
Tank Fill%: 50  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 112

### Item Events:

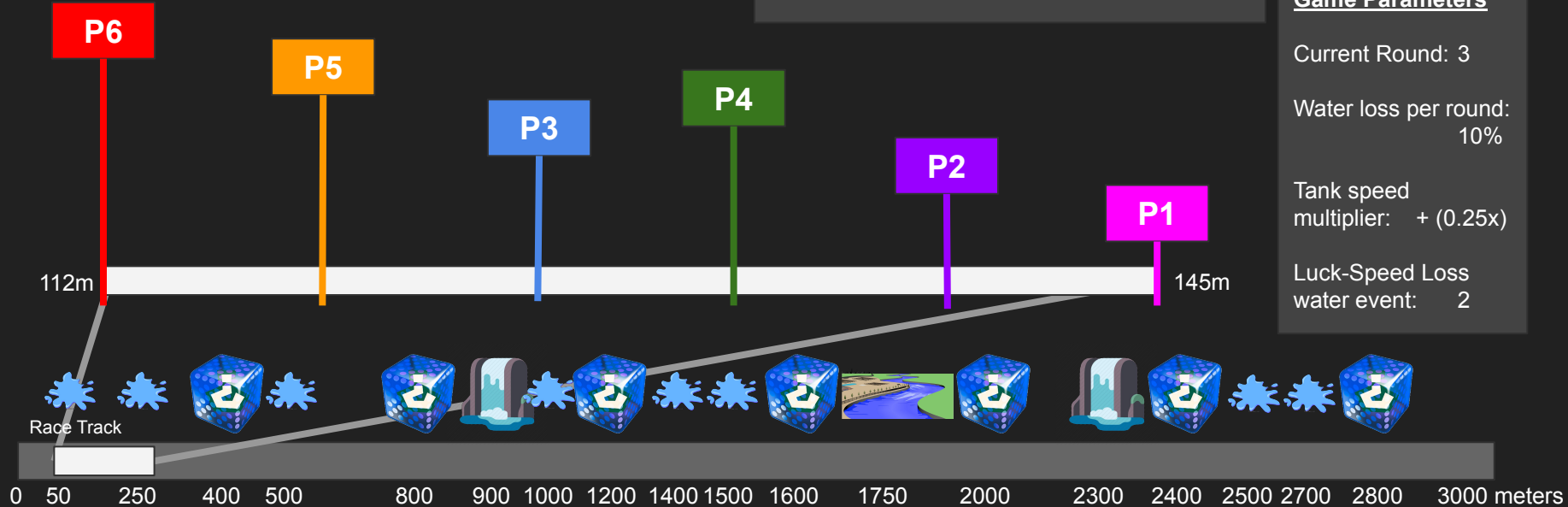
### Game Parameters

Current Round: 3

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2





### Player 1

Speed (+Skill): 32  
Luck-Speed: 10  
Tank Fill%: 40  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 187

### Player 2

Speed (+Skill): 34  
Luck-Speed: 8  
Tank Fill%: 80  
Curr. Velocity: 60  
Held Item:  
-  
Shield Turns: -  
Progress (m): 196

### Player 3

Speed (+Skill): 30  
Luck-Speed: 7  
Tank Fill%: 80  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 178

### Player 4

Speed (+Skill): 35  
Luck-Speed: 2  
Tank Fill%: 40  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 174

### Player 5

Speed (+Skill): 31  
Luck-Speed: 13  
Tank Fill%: 40  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 153

### Player 6

Speed (+Skill): 33  
Luck-Speed: 5  
Tank Fill%: 40  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 160

### Item Events:

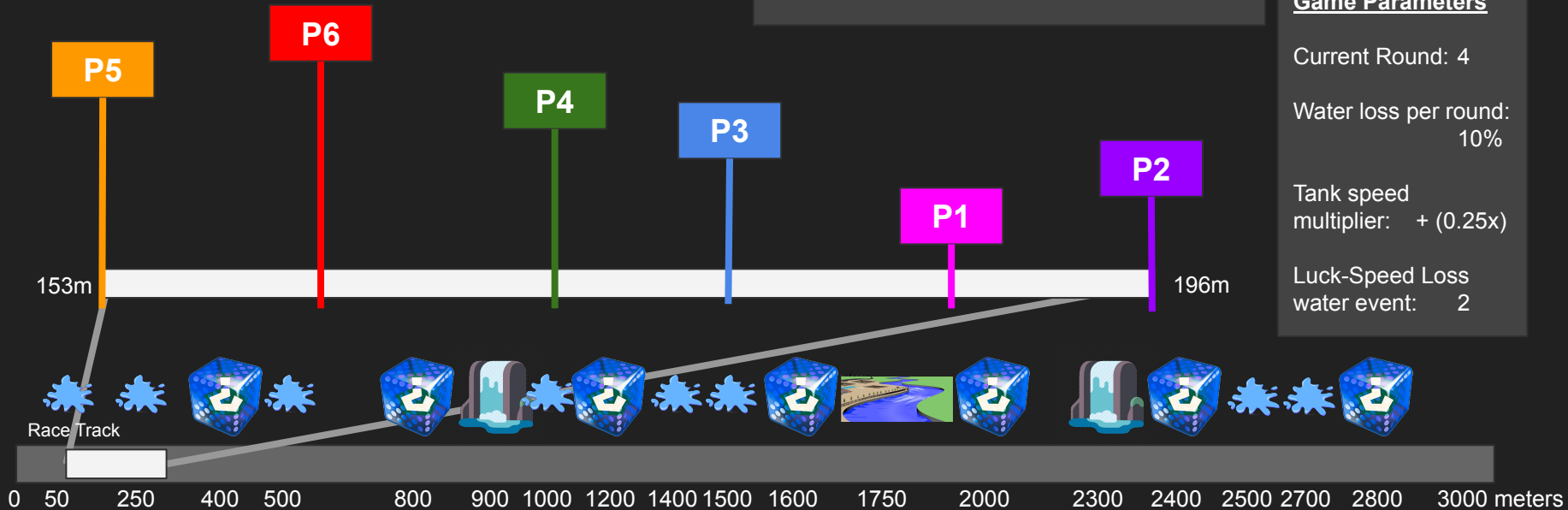
### Game Parameters

Current Round: 4

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 2  
 Tank Fill%: 30  
 Curr. Velocity: 46  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 233

### Player 2

Speed (+Skill): 34  
 Luck-Speed: 0  
 Tank Fill%: 70  
 Curr. Velocity: 50  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 246

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 11  
 Tank Fill%: 70  
 Curr. Velocity: 44  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 222

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 4  
 Tank Fill%: 30  
 Curr. Velocity: 41  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 215

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 13  
 Tank Fill%: 30  
 Curr. Velocity: 48  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 201

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 6  
 Tank Fill%: 30  
 Curr. Velocity: 42  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 202

### Item Events:

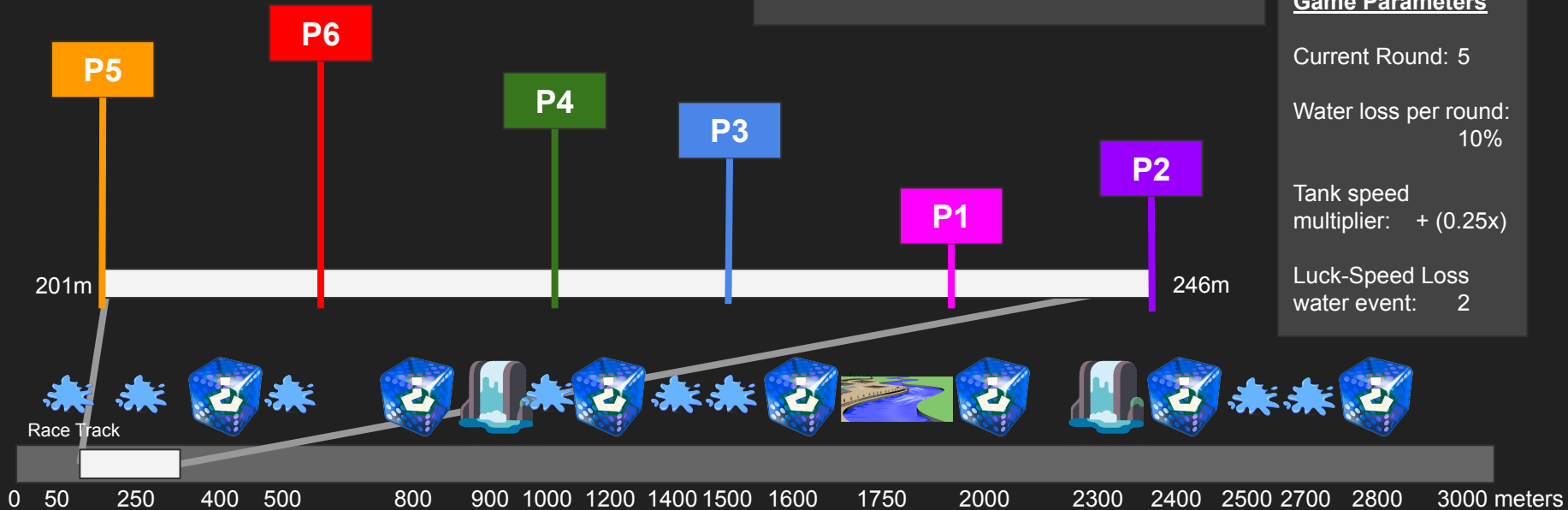
### Game Parameters

Current Round: 5

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 15  
Tank Fill%: 20  
Curr. Velocity: 37  
Held Item:  
-  
Shield Turns: -  
Progress (m): 270

### Player 2

Speed (+Skill): 34  
Luck-Speed: 1  
Tank Fill%: 100  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 286

### Player 3

Speed (+Skill): 30  
Luck-Speed: 9  
Tank Fill%: 100  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 270

### Player 4

Speed (+Skill): 35  
Luck-Speed: 4  
Tank Fill%: 20  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 257

### Player 5

Speed (+Skill): 31  
Luck-Speed: 4  
Tank Fill%: 20  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 248

### Player 6

Speed (+Skill): 33  
Luck-Speed: 13  
Tank Fill%: 20  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 244

### Item Events:

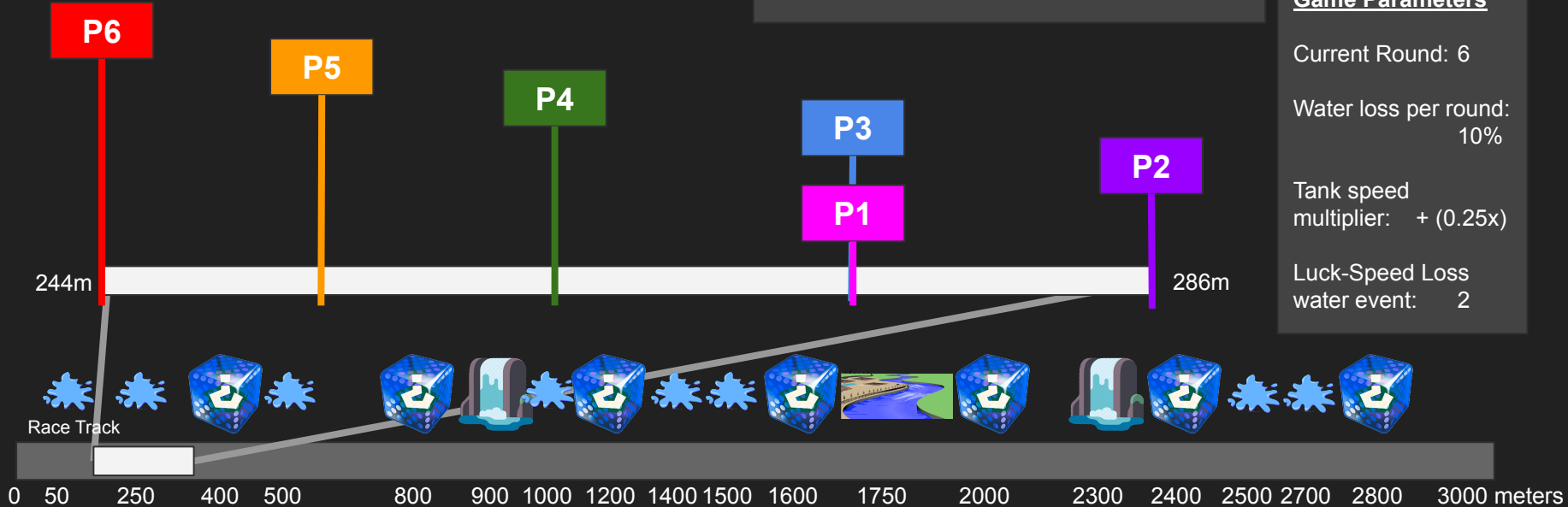
### Game Parameters

Current Round: 6

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 5  
Tank Fill%: 10  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 319

### Player 2

Speed (+Skill): 34  
Luck-Speed: 0  
Tank Fill%: 90  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 330

### Player 3

Speed (+Skill): 30  
Luck-Speed: 10  
Tank Fill%: 90  
Curr. Velocity: 49  
Held Item:  
-  
Shield Turns: -  
Progress (m): 319

### Player 4

Speed (+Skill): 35  
Luck-Speed: 8  
Tank Fill%: 10  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 298

### Player 5

Speed (+Skill): 31  
Luck-Speed: 13  
Tank Fill%: 50  
Curr. Velocity: 37  
Held Item:  
-  
Shield Turns: -  
Progress (m): 285

### Player 6

Speed (+Skill): 33  
Luck-Speed: 6  
Tank Fill%: 50  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 292

### Item Events:

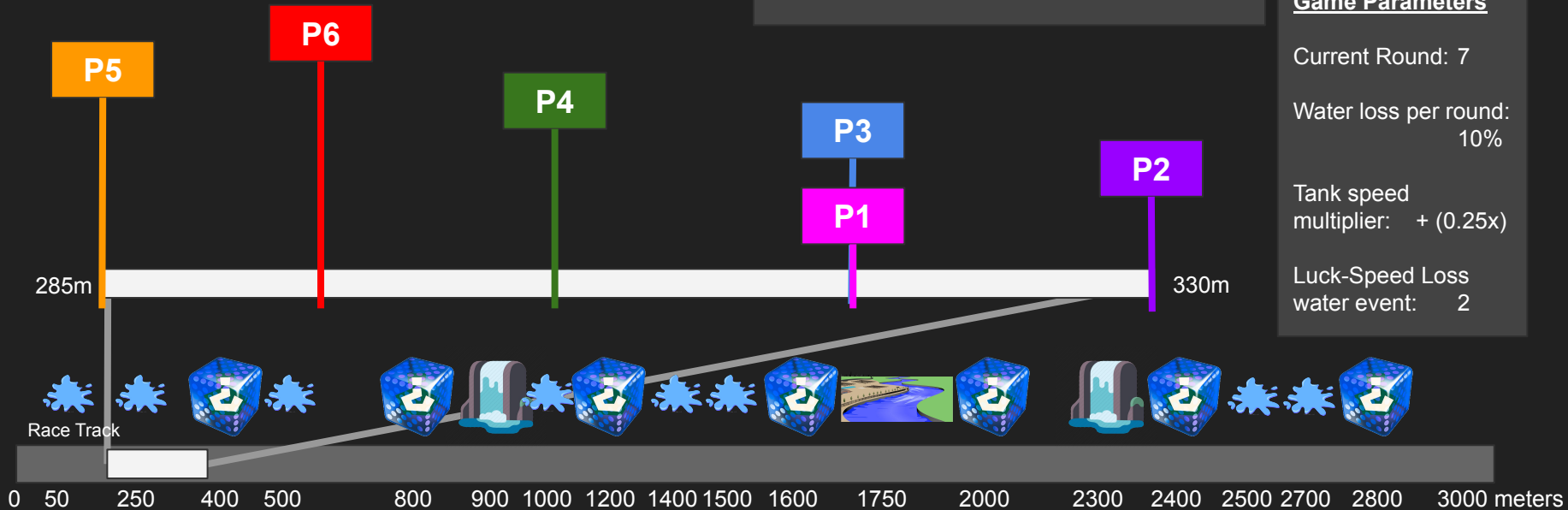
### Game Parameters

Current Round: 7

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 12  
Tank Fill%: 0  
Curr. Velocity: 38  
Held Item:  
-  
Shield Turns: -  
Progress (m): 357

Player 2

Speed (+Skill): 34  
Luck-Speed: 2  
Tank Fill%: 80  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 372

Player 3

Speed (+Skill): 30  
Luck-Speed: 2  
Tank Fill%: 80  
Curr. Velocity: 49  
Held Item:  
-  
Shield Turns: -  
Progress (m): 368

Player 4

Speed (+Skill): 35  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 342

Player 5

Speed (+Skill): 31  
Luck-Speed: 5  
Tank Fill%: 40  
Curr. Velocity: 50  
Held Item:  
-  
Shield Turns: -  
Progress (m): 335

Player 6

Speed (+Skill): 33  
Luck-Speed: 10  
Tank Fill%: 40  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 336

Item Events:

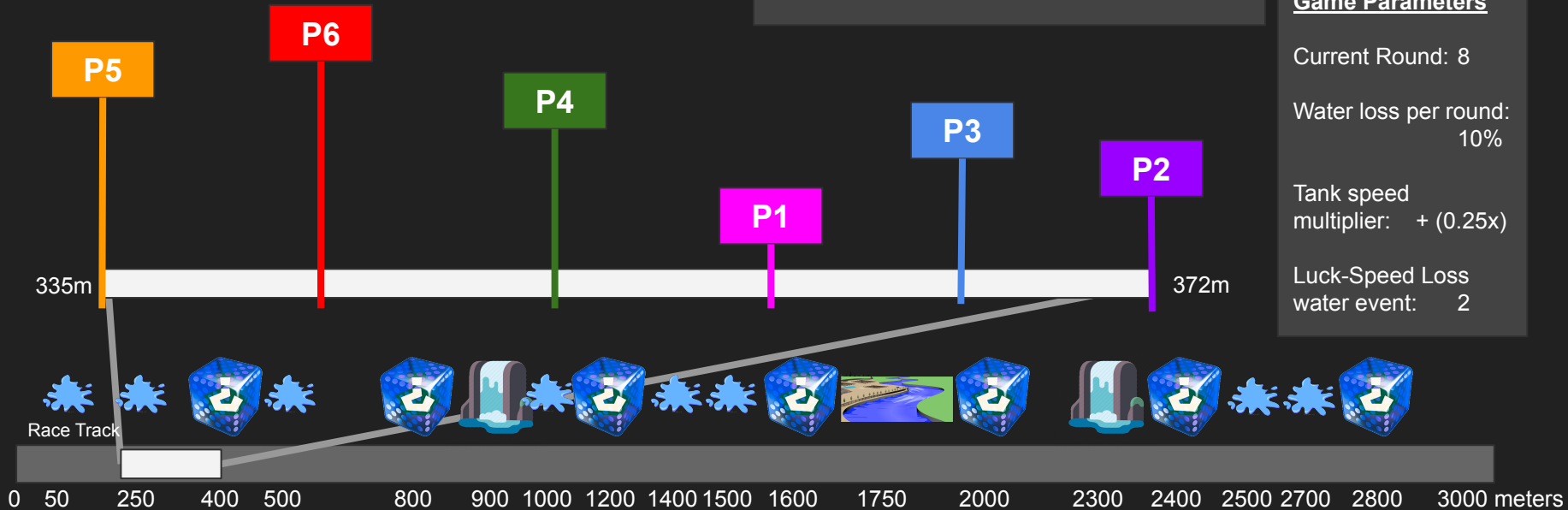
Game Parameters

Current Round: 8


Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)


Luck-Speed Loss  
water event: 2




### Player 1

Speed (+Skill): 32  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 44  
Held Item:  
- Boost   
Shield Turns: -  
Progress (m): 401

### Player 2

Speed (+Skill): 34  
Luck-Speed: 7  
Tank Fill%: 70  
Curr. Velocity: 43  
Held Item:  
- Freeze   
Shield Turns: -  
Progress (m): 415

### Player 3

Speed (+Skill): 30  
Luck-Speed: 11  
Tank Fill%: 70  
Curr. Velocity: 38  
Held Item:  
- Shield   
Shield Turns: -  
Progress (m): 406

### Player 4

Speed (+Skill): 35  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 382

### Player 5

Speed (+Skill): 31  
Luck-Speed: 6  
Tank Fill%: 30  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 375

### Player 6

Speed (+Skill): 33  
Luck-Speed: 4  
Tank Fill%: 30  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 383

### Item Events:

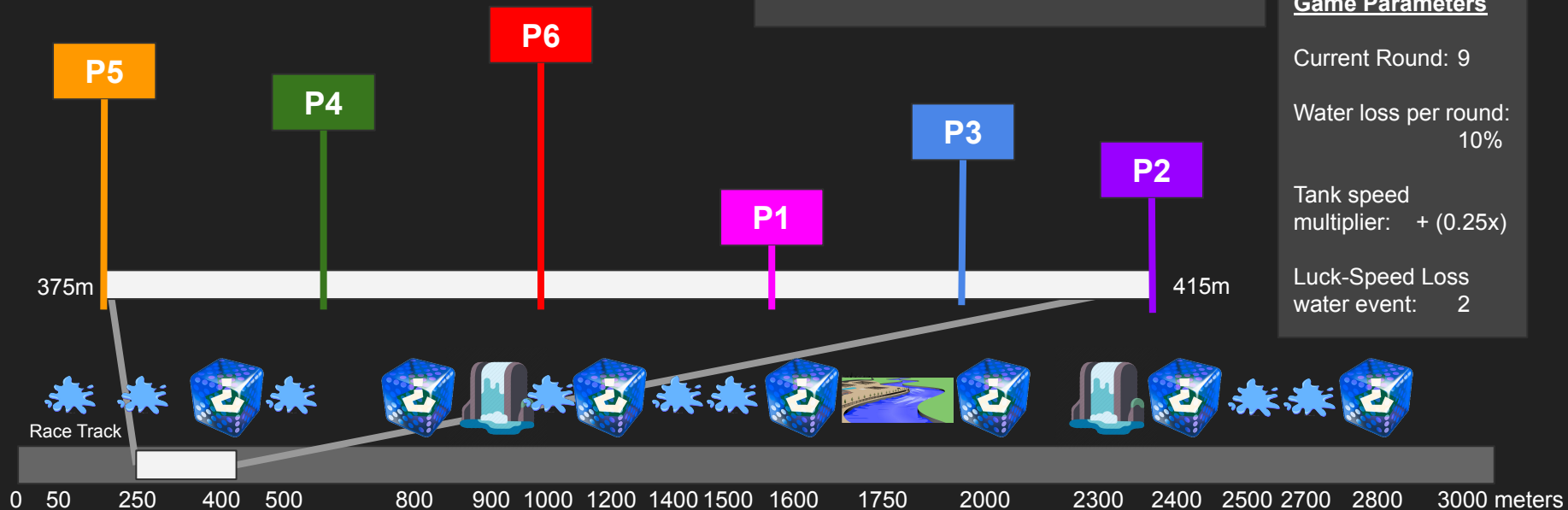
### Game Parameters

Current Round: 9


Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 13  
 Tank Fill%: 0  
 Curr. Velocity: 37  
 Held Item:  
 - Boost   
 Shield Turns: -  
 Progress (m): 438


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 4  
 Tank Fill%: 40  
 Curr. Velocity: 48  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 463


### Player 3

Speed (+Skill): 30  
 Luck-Speed: 14  
 Tank Fill%: 40  
 Curr. Velocity: 48  
 Held Item:  
 -  
 Shield Turns: 3  
 Progress (m): 454


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 7  
 Tank Fill%: 0  
 Curr. Velocity: 40  
 Held Item:  
 - Wave   
 Shield Turns: -  
 Progress (m): 422

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 1  
 Tank Fill%: 20  
 Curr. Velocity: 40  
 Held Item:  
 - Wave   
 Shield Turns: -  
 Progress (m): 415

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 11  
 Tank Fill%: 20  
 Curr. Velocity: 40  
 Held Item:  
 - Bomb   
 Shield Turns: -  
 Progress (m): 423

### Item Events:

P3 used shield  
 P2 used freeze, hit P2 (shielded)

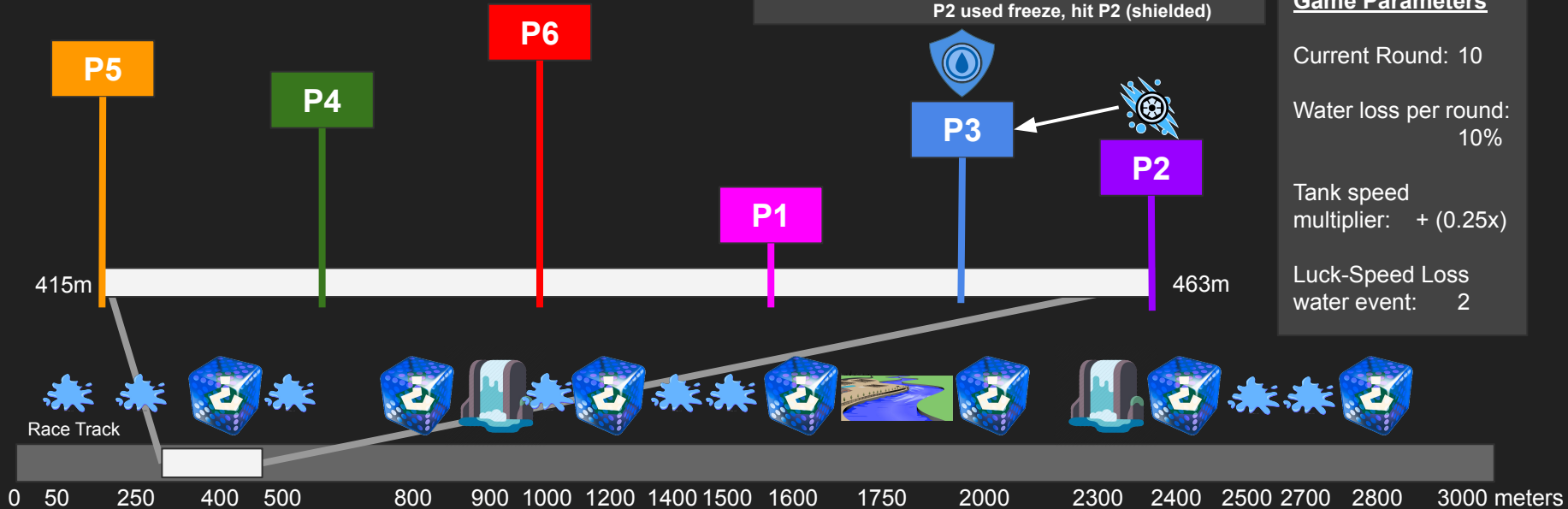
### Game Parameters

Current Round: 10


Water loss per round:  
 10%

Tank speed  
 multiplier: + (0.25x)

Luck-Speed Loss  
 water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 5  
 Tank Fill%: 0  
 Curr. Velocity: 45  
 Held Item:   
 - Boost  
 Shield Turns: -  
 Progress (m): 483

### Player 2

Speed (+Skill): 34  
 Luck-Speed: 14  
 Tank Fill%: 30  
 Curr. Velocity: 42  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 505


### Player 3

Speed (+Skill): 30  
 Luck-Speed: 2  
 Tank Fill%: 30  
 Curr. Velocity: 48  
 Held Item: -  
 Shield Turns: 2  
 Progress (m): 502


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 5  
 Tank Fill%: 50  
 Curr. Velocity: 42  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 464

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 8  
 Tank Fill%: 10  
 Curr. Velocity: 34  
 Held Item:   
 - Wave  
 Shield Turns: -  
 Progress (m): 449

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 7  
 Tank Fill%: 10  
 Curr. Velocity: 46  
 Held Item:   
 - Bomb  
 Shield Turns: -  
 Progress (m): 469

Item Events:

P4 Discarded Wave

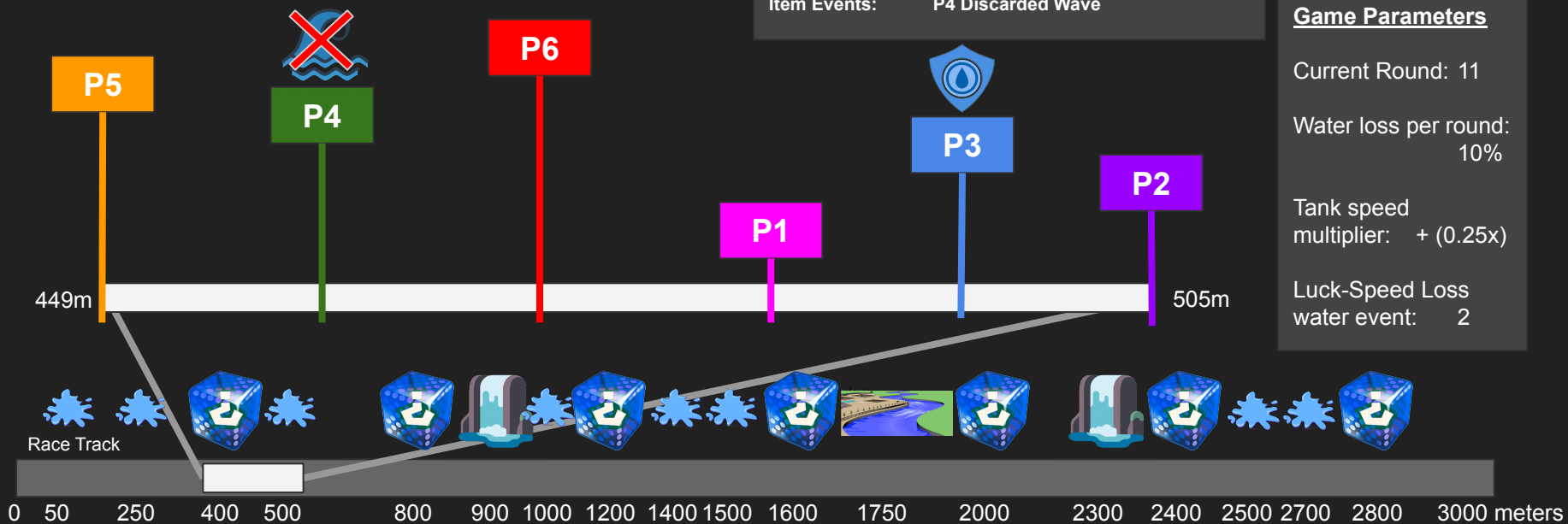
### Game Parameters

Current Round: 11

Water loss per round:  
10%


Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2





### Player 1

Speed (+Skill): 32  
 Luck-Speed: 9  
 Tank Fill%: 40  
 Curr. Velocity: 37  
 Held Item:   
 - Boost  
 Shield Turns: -  
 Progress (m): 520

### Player 2

Speed (+Skill): 34  
 Luck-Speed: 10  
 Tank Fill%: 20  
 Curr. Velocity: 52  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 557


### Player 3

Speed (+Skill): 30  
 Luck-Speed: 5  
 Tank Fill%: 20  
 Curr. Velocity: 34  
 Held Item: -  
 Shield Turns: 1  
 Progress (m): 536


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 13  
 Tank Fill%: 80  
 Curr. Velocity: 45  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 509

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 9  
 Tank Fill%: 0  
 Curr. Velocity: 40  
 Held Item:   
 - Wave  
 Shield Turns: -  
 Progress (m): 489

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 13  
 Tank Fill%: 40  
 Curr. Velocity: 41  
 Held Item:   
 - Bomb  
 Shield Turns: -  
 Progress (m): 510

### Item Events:

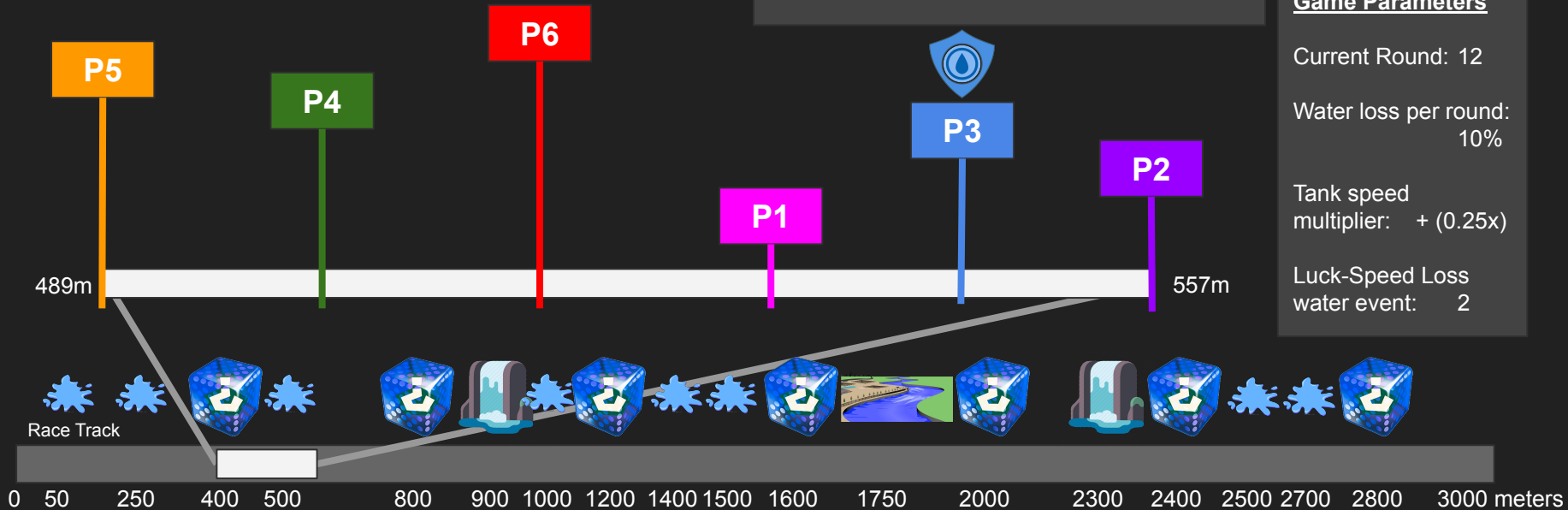
### Game Parameters

Current Round: 12


Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 1  
Tank Fill%: 10  
Curr. Velocity: 45  
Held Item:   
- Boost  
Shield Turns: -  
Progress (m): 535

Player 2

Speed (+Skill): 34  
Luck-Speed: 15  
Tank Fill%: 10  
Curr. Velocity: 46  
Held Item: -  
Shield Turns: -  
Progress (m): 603


Player 3

Speed (+Skill): 30  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 37  
Held Item: -  
Shield Turns: -  
Progress (m): 543

Player 4

Speed (+Skill): 35  
Luck-Speed: 11  
Tank Fill%: 50  
Curr. Velocity: 58  
Held Item: -  
Shield Turns: -  
Progress (m): 537

Player 5

Speed (+Skill): 31  
Luck-Speed: 10  
Tank Fill%: 0  
Curr. Velocity: 40  
Held Item:   
- Wave  
Shield Turns: -  
Progress (m): 529

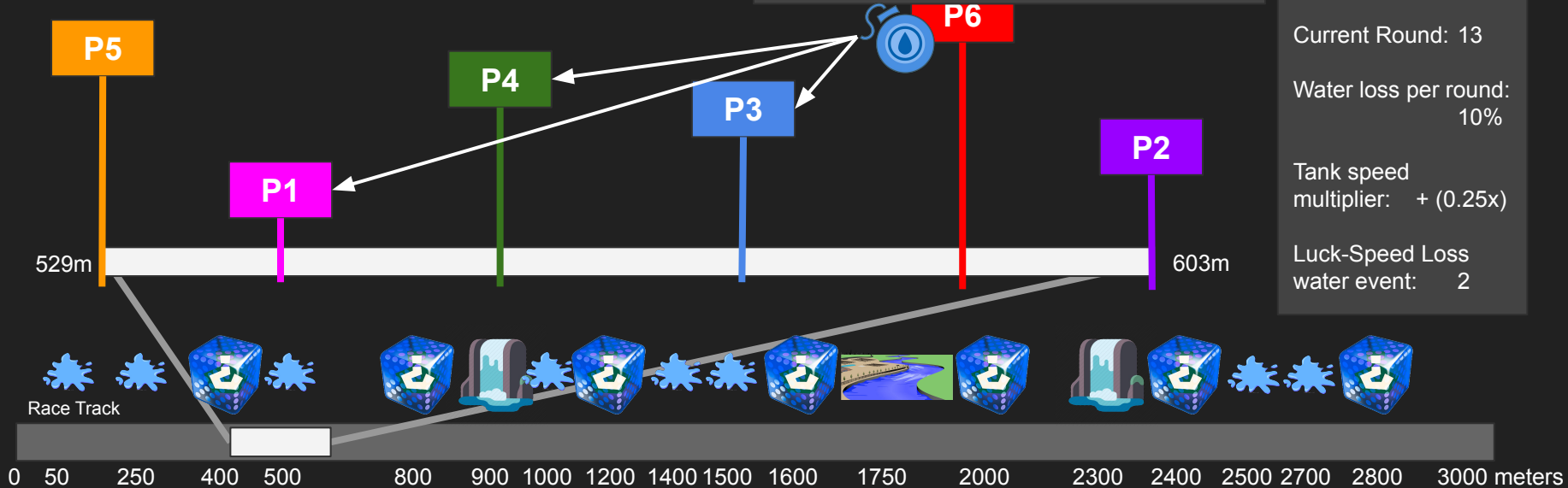
Player 6

Speed (+Skill): 33  
Luck-Speed: 1  
Tank Fill%: 30  
Curr. Velocity: 51  
Held Item: -  
Shield Turns: -  
Progress (m): 551

Item Events: P6 uses bomb, hits P1, 3, 4

Game Parameters

Current Round: 13  
Water loss per round: 10%  
Tank speed multiplier: + (0.25x)  
Luck-Speed Loss water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 4  
Tank Fill%: 40%  
Curr. Velocity: 34  
Held Item:  
-  
Shield Turns: -  
Progress (m): 569

### Player 2

Speed (+Skill): 34  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 50  
Held Item:  
-  
Shield Turns: -  
Progress (m): 653

### Player 3

Speed (+Skill): 30  
Luck-Speed: 13  
Tank Fill%: 0  
Curr. Velocity: 35  
Held Item:  
-  
Shield Turns: -  
Progress (m): 578

### Player 4

Speed (+Skill): 35  
Luck-Speed: 8  
Tank Fill%: 40  
Curr. Velocity: 52  
Held Item:  
-  
Shield Turns: -  
Progress (m): 589

### Player 5

Speed (+Skill): 31  
Luck-Speed: 15  
Tank Fill%: 50  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 570

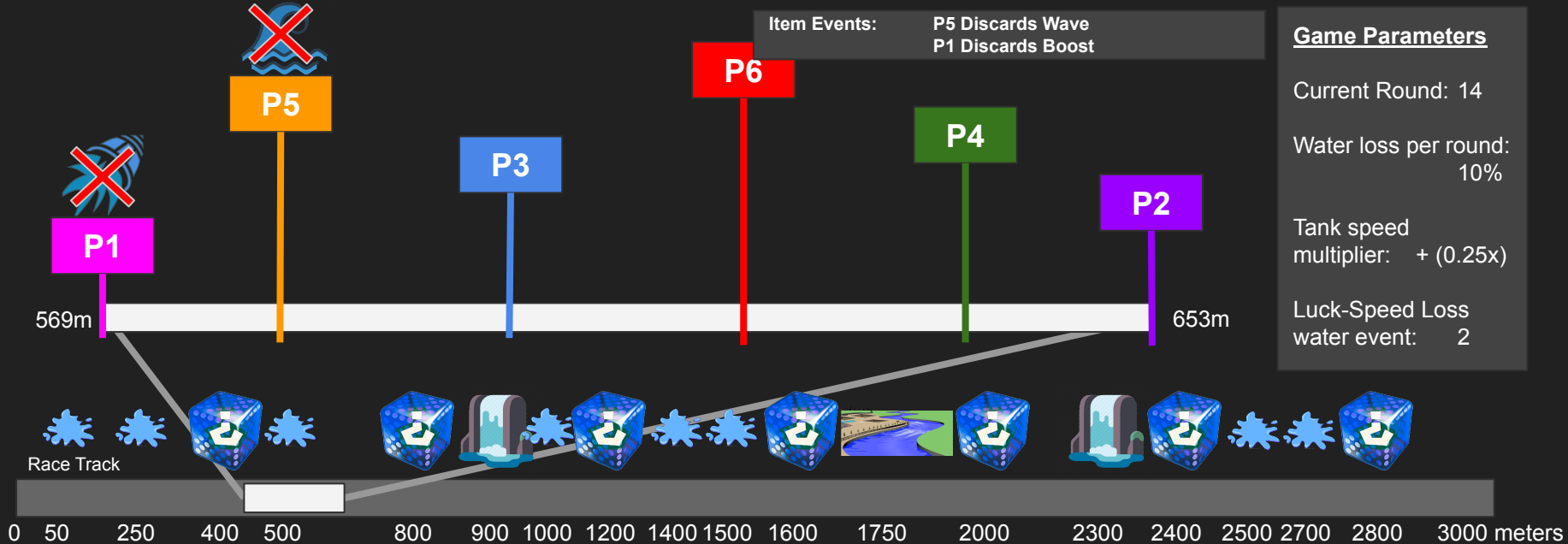
### Player 6

Speed (+Skill): 33  
Luck-Speed: 6  
Tank Fill%: 20  
Curr. Velocity: 37  
Held Item:  
-  
Shield Turns: -  
Progress (m): 588

Item Events:  
P5 Discards Wave  
P1 Discards Boost

### Game Parameters

Current Round: 14  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 7  
Tank Fill%: 30%  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 609

### Player 2

Speed (+Skill): 34  
Luck-Speed: 15  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 692

### Player 3

Speed (+Skill): 30  
Luck-Speed: 14  
Tank Fill%: 0  
Curr. Velocity: 43  
Held Item:  
-  
Shield Turns: -  
Progress (m): 621

### Player 4

Speed (+Skill): 35  
Luck-Speed: 10  
Tank Fill%: 30  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 636

### Player 5

Speed (+Skill): 31  
Luck-Speed: 5  
Tank Fill%: 40  
Curr. Velocity: 52  
Held Item:  
-  
Shield Turns: -  
Progress (m): 622

### Player 6

Speed (+Skill): 33  
Luck-Speed: 12  
Tank Fill%: 10  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 629

### Item Events:

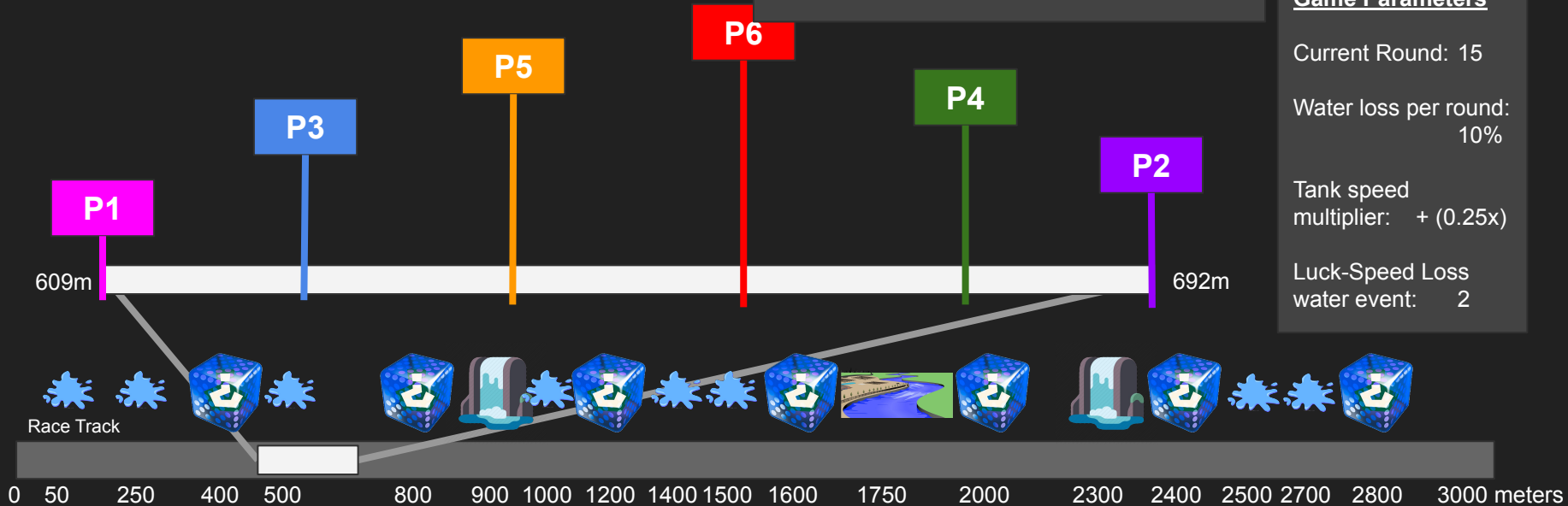
### Game Parameters

Current Round: 15

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 7  
Tank Fill%: 20%  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 651

### Player 2

Speed (+Skill): 34  
Luck-Speed: 2  
Tank Fill%: 0  
Curr. Velocity: 49  
Held Item:  
-  
Shield Turns: -  
Progress (m): 741

### Player 3

Speed (+Skill): 30  
Luck-Speed: 14  
Tank Fill%: 0  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 665

### Player 4

Speed (+Skill): 35  
Luck-Speed: 9  
Tank Fill%: 20  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 684

### Player 5

Speed (+Skill): 31  
Luck-Speed: 9  
Tank Fill%: 30  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 662

### Player 6

Speed (+Skill): 33  
Luck-Speed: 12  
Tank Fill%: 0  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 675

### Item Events:

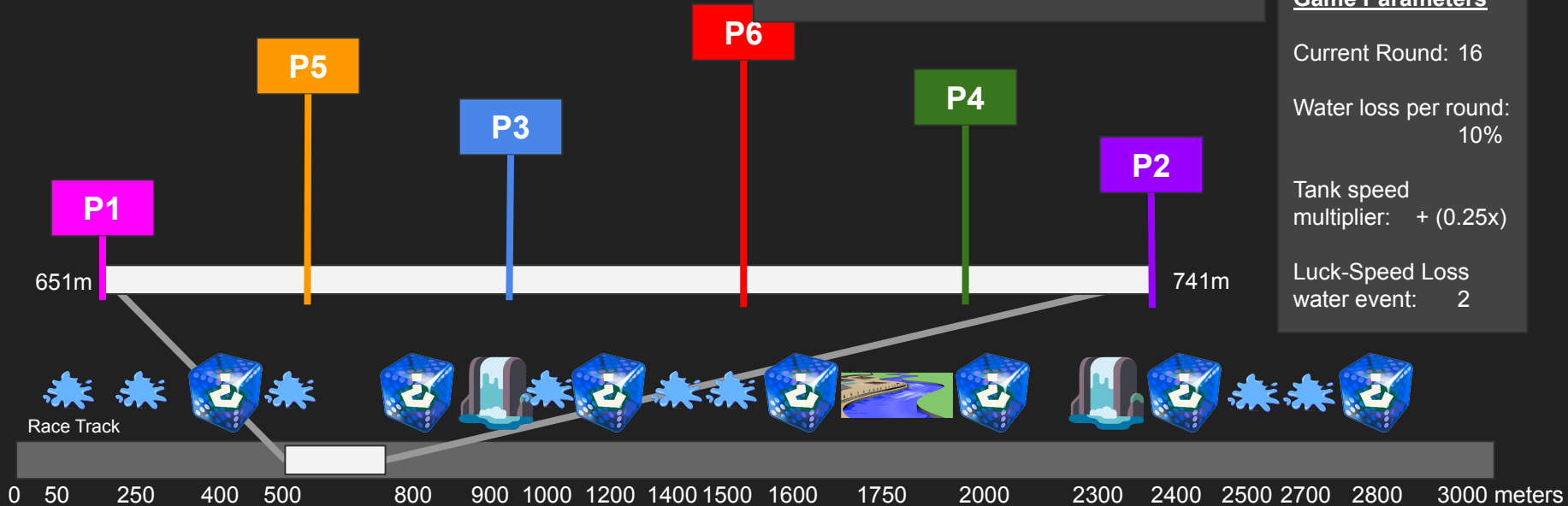
### Game Parameters

Current Round: 16

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 4  
Tank Fill%: 10%  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 690

Player 2

Speed (+Skill): 34  
Luck-Speed: 8  
Tank Fill%: 0  
Curr. Velocity: 36  
Held Item:  
-  
Shield Turns: -  
Progress (m): 777

Player 3

Speed (+Skill): 30  
Luck-Speed: 2  
Tank Fill%: 0  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 709

Player 4

Speed (+Skill): 35  
Luck-Speed: 2  
Tank Fill%: 10  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 730

Player 5

Speed (+Skill): 31  
Luck-Speed: 11  
Tank Fill%: 20  
Curr. Velocity: 43  
Held Item:  
-  
Shield Turns: -  
Progress (m): 705

Player 6

Speed (+Skill): 33  
Luck-Speed: 8  
Tank Fill%: 0  
Curr. Velocity: 45  
Held Item:  
-  
Shield Turns: -  
Progress (m): 720

Item Events:

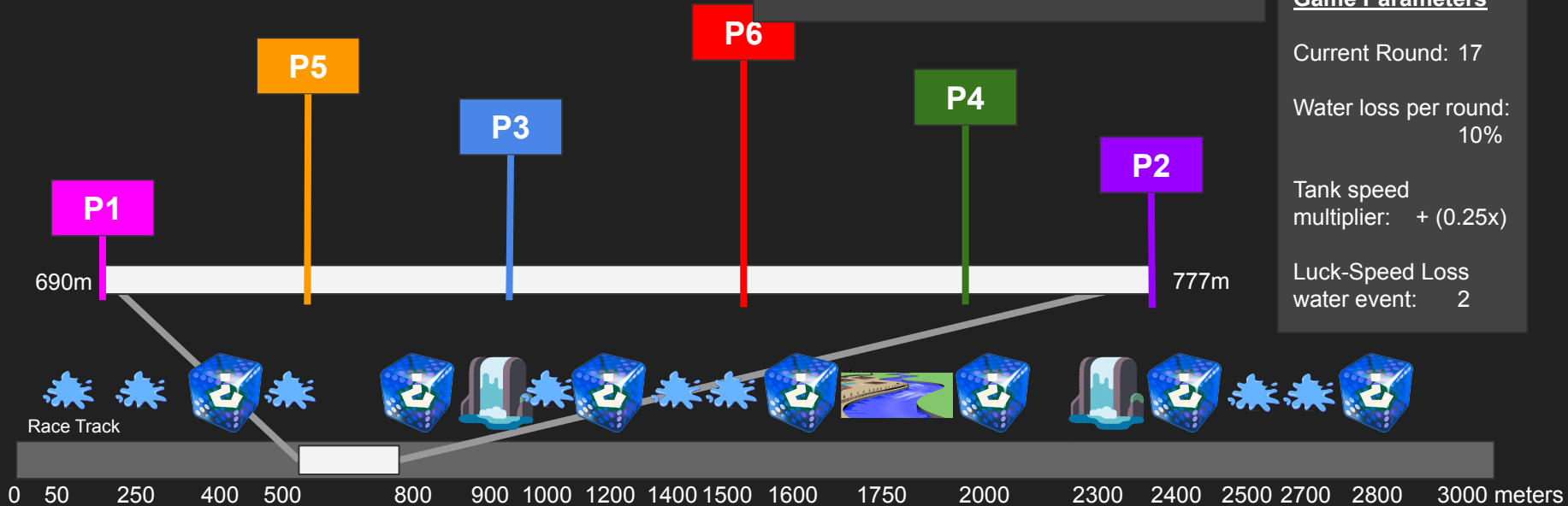
Game Parameters

Current Round: 17

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)


Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 10  
 Tank Fill%: 0  
 Curr. Velocity: 37  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 727

### Player 2

Speed (+Skill): 34  
 Luck-Speed: 6  
 Tank Fill%: 0  
 Curr. Velocity: 42  
 Held Item:   
 - Shield  
 Shield Turns: -  
 Progress (m): 819

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 2  
 Tank Fill%: 0  
 Curr. Velocity: 32  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 741

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 4  
 Tank Fill%: 0  
 Curr. Velocity: 38  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 768

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 2  
 Tank Fill%: 10  
 Curr. Velocity: 44  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 749

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 8  
 Tank Fill%: 0  
 Curr. Velocity: 41  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 761

### Item Events:

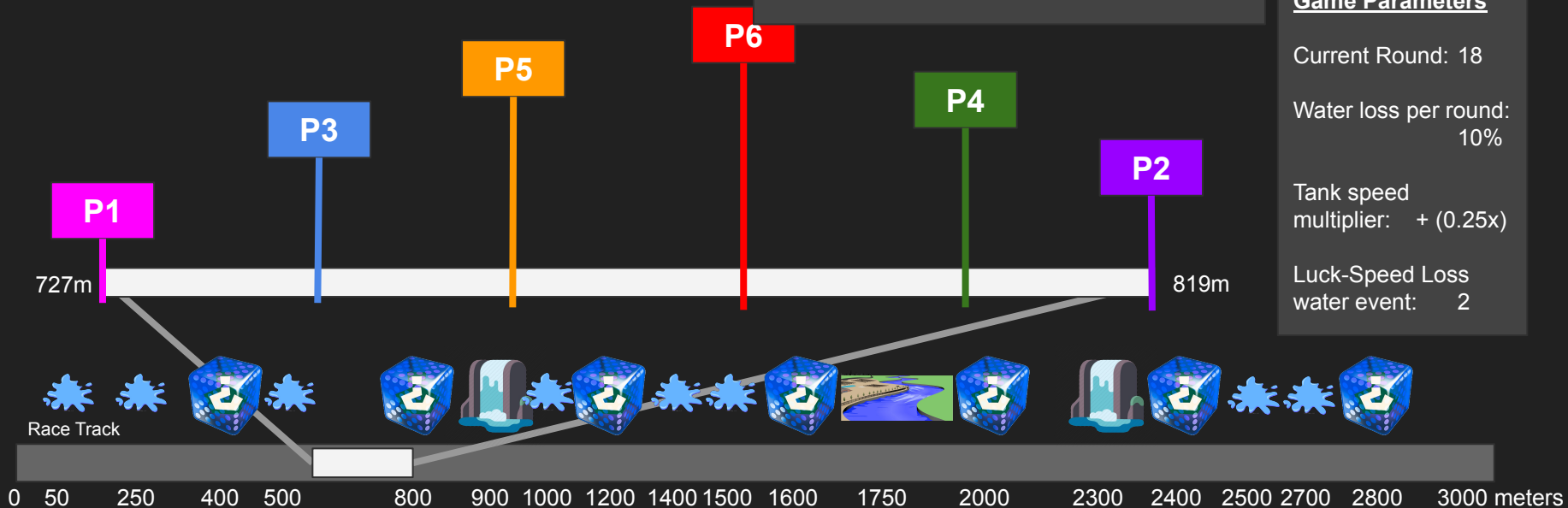
### Game Parameters

Current Round: 18

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 9  
 Tank Fill%: 20  
 Curr. Velocity: 42  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 769


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 5  
 Tank Fill%: 30  
 Curr. Velocity: 40  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 859

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 14  
 Tank Fill%: 20  
 Curr. Velocity: 32  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 773


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 1  
 Tank Fill%: 20  
 Curr. Velocity: 39  
 Held Item:   
 - bomb  
 Shield Turns: -  
 Progress (m): 807

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 14  
 Tank Fill%: 0  
 Curr. Velocity: 34  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 783

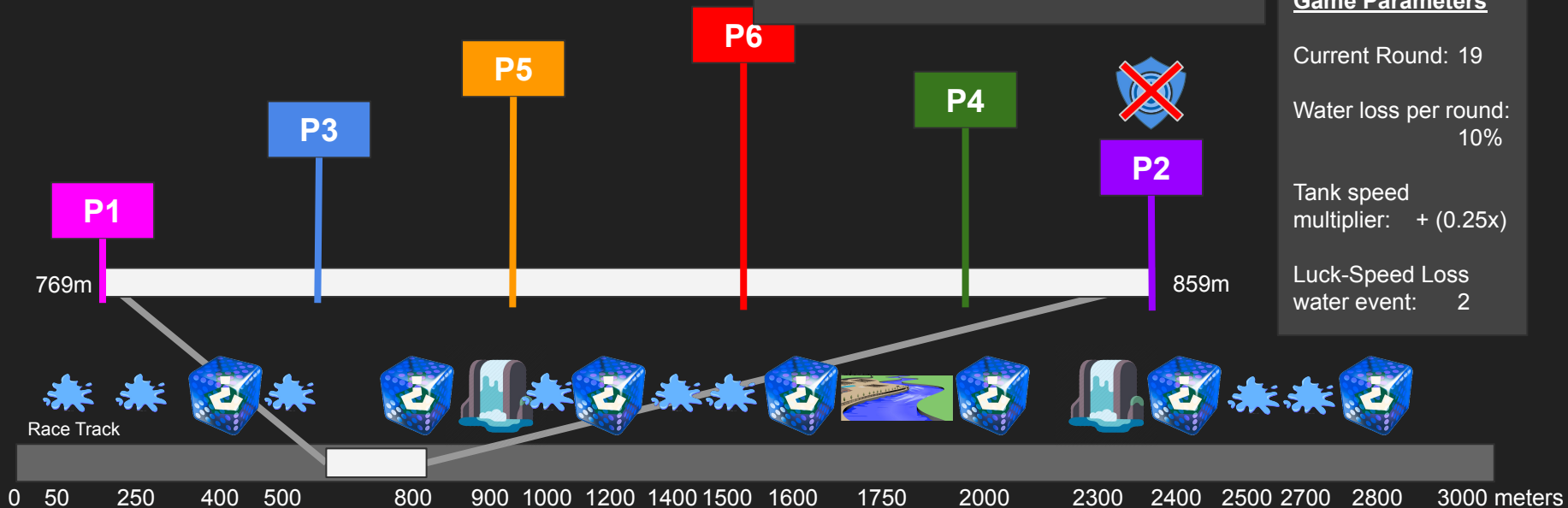
### Player 6

Speed (+Skill): 33  
 Luck-Speed: 14  
 Tank Fill%: 0  
 Curr. Velocity: 41  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 802

Item Events: P2 Discards Shield


### Game Parameters

Current Round: 19  
 Water loss per round:  
 10%  
 Tank speed  
 multiplier: + (0.25x)  
 Luck-Speed Loss  
 water event: 2






### Player 1

Speed (+Skill): 32  
 Luck-Speed: 0  
 Tank Fill%: 10  
 Curr. Velocity: 43  
 Held Item:  
 - Wave   
 Shield Turns: -  
 Progress (m): 812


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 6  
 Tank Fill%: 40  
 Curr. Velocity: 42  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 901

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 9  
 Tank Fill%: 10  
 Curr. Velocity: 46  
 Held Item:  
 - bomb   
 Shield Turns: -  
 Progress (m): 819


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 3  
 Tank Fill%: 10  
 Curr. Velocity: 38  
 Held Item:  
 - bomb   
 Shield Turns: -  
 Progress (m): 845

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 7  
 Tank Fill%: 0  
 Curr. Velocity: 45  
 Held Item:  
 - shield   
 Shield Turns: -  
 Progress (m): 828

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 9  
 Tank Fill%: 0  
 Curr. Velocity: 47  
 Held Item:  
 - boost   
 Shield Turns: -  
 Progress (m): 849

### Item Events:

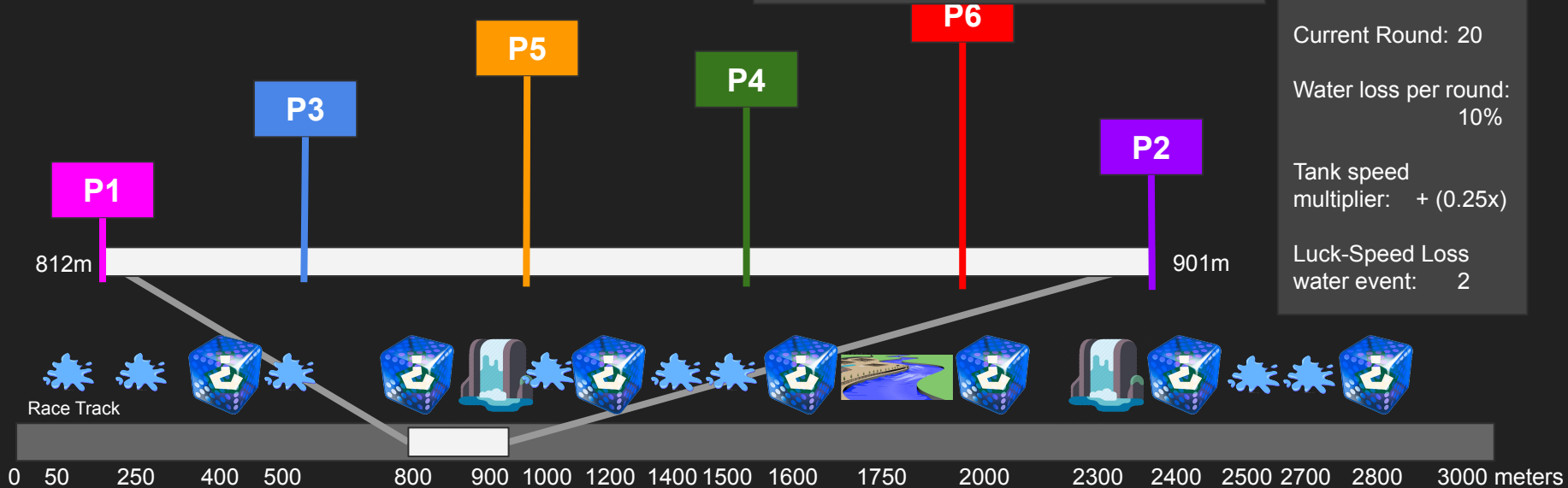
### Game Parameters

Current Round: 20

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 9  
 Tank Fill%: 90  
 Curr. Velocity: 33  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 845


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 2  
 Tank Fill%: 30  
 Curr. Velocity: 44  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 945

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 6  
 Tank Fill%: 80  
 Curr. Velocity: 40  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 859

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 4  
 Tank Fill%: 0  
 Curr. Velocity: 39  
 Held Item:   
 - bomb  
 Shield Turns: -  
 Progress (m): 884

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 3  
 Tank Fill%: 30  
 Curr. Velocity: 38  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 866

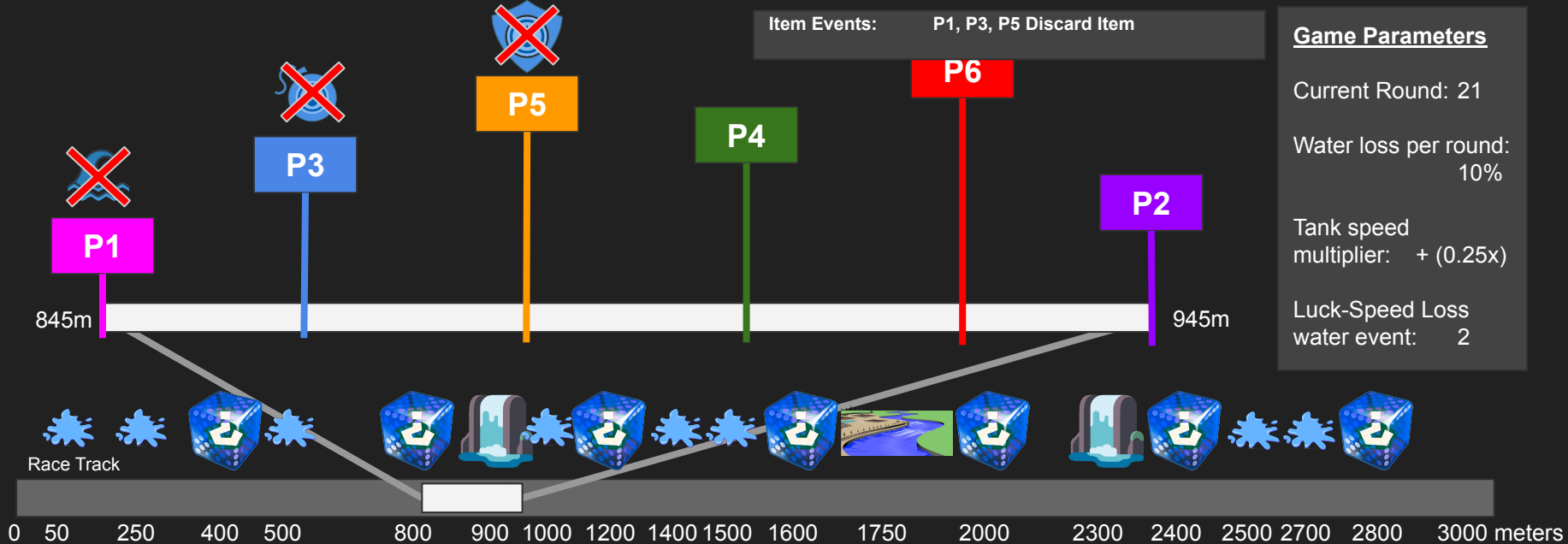
### Player 6

Speed (+Skill): 33  
 Luck-Speed: 10  
 Tank Fill%: 0  
 Curr. Velocity: 42  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 891

Item Events: P1, P3, P5 Discard Item

### Game Parameters

Current Round: 21  
 Water loss per round:  
 10%  
 Tank speed  
 multiplier: + (0.25x)  
 Luck-Speed Loss  
 water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 14  
 Tank Fill%: 80  
 Curr. Velocity: 50  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 895


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 11  
 Tank Fill%: 20  
 Curr. Velocity: 39  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 984

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 3  
 Tank Fill%: 90  
 Curr. Velocity: 43  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 902


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 9  
 Tank Fill%: 20  
 Curr. Velocity: 39  
 Held Item:   
 - bomb  
 Shield Turns: -  
 Progress (m): 923

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 4  
 Tank Fill%: 40  
 Curr. Velocity: 37  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 909

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 10  
 Tank Fill%: 20  
 Curr. Velocity: 43  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 934

### Item Events:

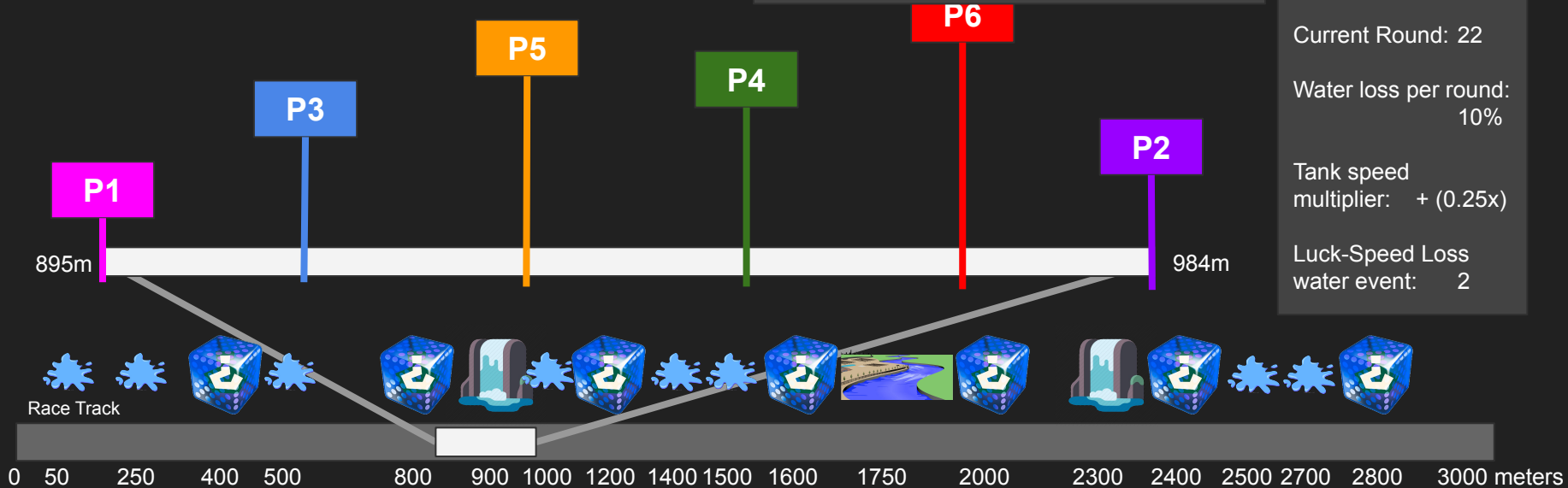
### Game Parameters

Current Round: 22

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 3  
Tank Fill%: 90  
Curr. Velocity: 55  
Held Item:  
-  
Shield Turns: -  
Progress (m): 950


### Player 2

Speed (+Skill): 34  
Luck-Speed: 11  
Tank Fill%: 10  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1031

### Player 3

Speed (+Skill): 30  
Luck-Speed: 10  
Tank Fill%: 80  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 942

### Player 4

Speed (+Skill): 35  
Luck-Speed: 11  
Tank Fill%: 10  
Curr. Velocity: 46  
Held Item:  
- bomb   
Shield Turns: -  
Progress (m): 969

### Player 5

Speed (+Skill): 31  
Luck-Speed: 11  
Tank Fill%: 30  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 948

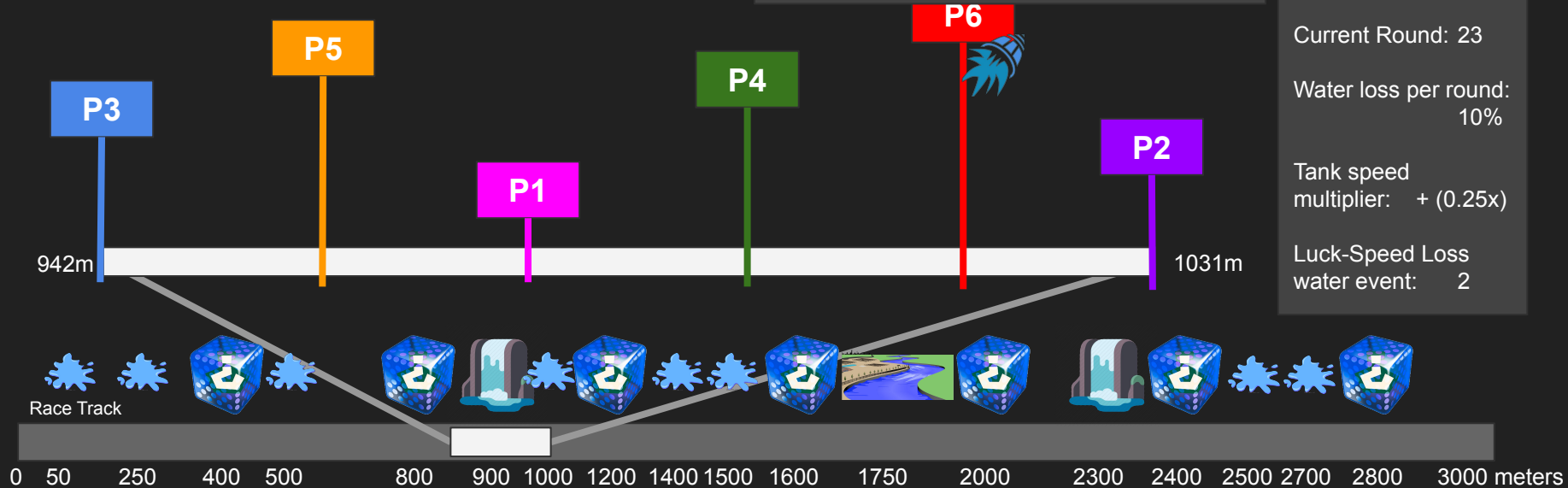
### Player 6

Speed (+Skill): 33  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 45  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1029

Item Events: P6 uses boost

### Game Parameters

Current Round: 23  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 4  
Tank Fill%: 80  
Curr. Velocity: 43  
Held Item:  
-  
Shield Turns: -  
Progress (m): 993


### Player 2

Speed (+Skill): 34  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1077

### Player 3

Speed (+Skill): 30  
Luck-Speed: 11  
Tank Fill%: 70  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 990

### Player 4

Speed (+Skill): 35  
Luck-Speed: 15  
Tank Fill%: 0  
Curr. Velocity: 47  
Held Item:  
- bomb   
Shield Turns: -  
Progress (m): 1016

### Player 5

Speed (+Skill): 31  
Luck-Speed: 6  
Tank Fill%: 20  
Curr. Velocity: 45  
Held Item:  
-  
Shield Turns: -  
Progress (m): 993

### Player 6

Speed (+Skill): 33  
Luck-Speed: 7  
Tank Fill%: 0  
Curr. Velocity: 38  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1067

### Item Events:

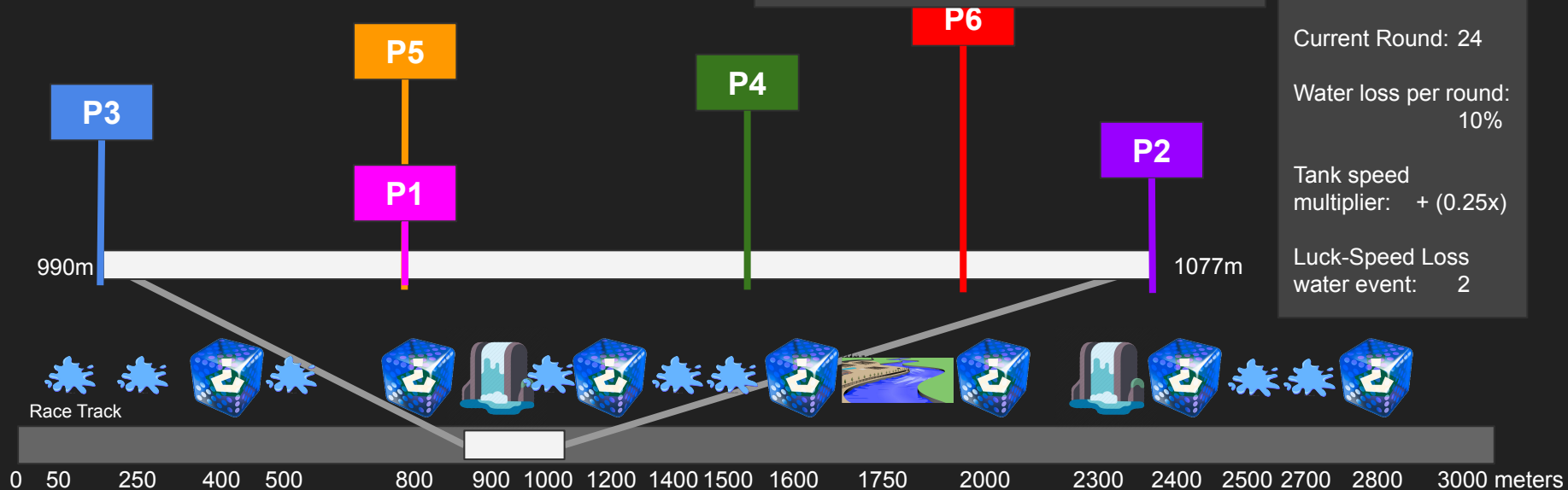
### Game Parameters

Current Round: 24

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 5  
Tank Fill%: 100  
Curr. Velocity: 43  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1036


### Player 2

Speed (+Skill): 34  
Luck-Speed: 1  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1116

### Player 3

Speed (+Skill): 30  
Luck-Speed: 13  
Tank Fill%: 100  
Curr. Velocity: 48  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1038

### Player 4

Speed (+Skill): 35  
Luck-Speed: 10  
Tank Fill%: 0  
Curr. Velocity: 50  
Held Item:  
- bomb   
Shield Turns: -  
Progress (m): 1066

### Player 5

Speed (+Skill): 31  
Luck-Speed: 13  
Tank Fill%: 50  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1033

### Player 6

Speed (+Skill): 33  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1107

### Item Events:

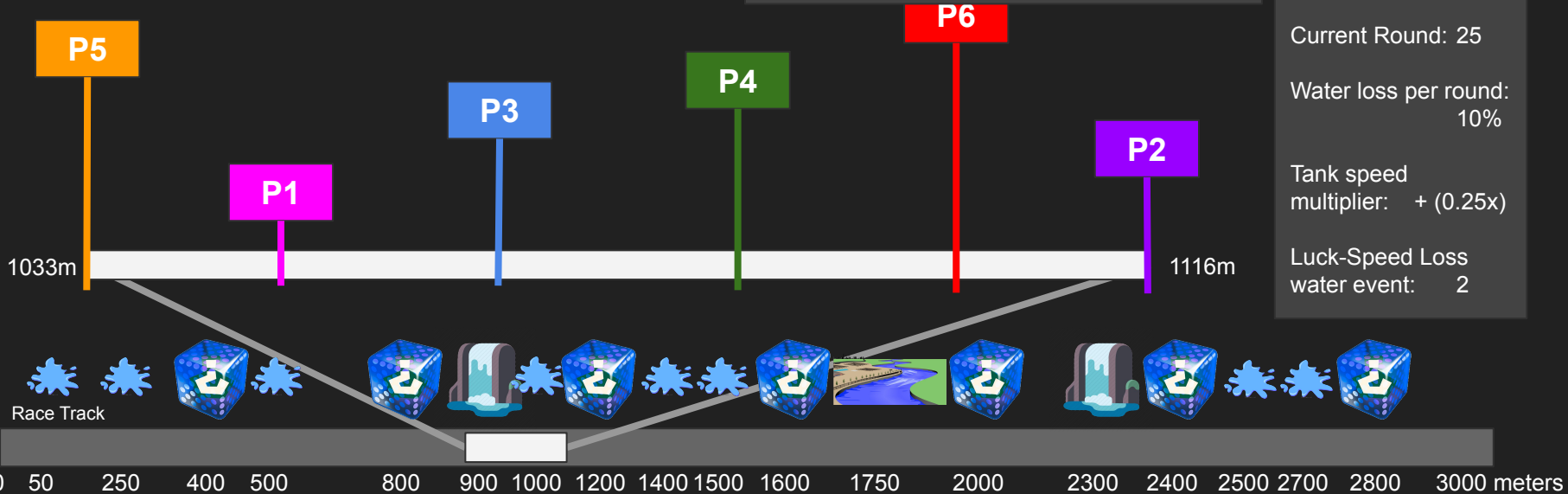
### Game Parameters

Current Round: 25

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 5  
Tank Fill%: 90  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1082


Player 2

Speed (+Skill): 34  
Luck-Speed: 12  
Tank Fill%: 0  
Curr. Velocity: 35  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1151

Player 3

Speed (+Skill): 30  
Luck-Speed: 14  
Tank Fill%: 90  
Curr. Velocity: 54  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1092

Player 4

Speed (+Skill): 35  
Luck-Speed: 12  
Tank Fill%: 0  
Curr. Velocity: 45  
Held Item:  
- bomb   
Shield Turns: -  
Progress (m): 1111

Player 5

Speed (+Skill): 31  
Luck-Speed: 14  
Tank Fill%: 40  
Curr. Velocity: 50  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1083

Player 6

Speed (+Skill): 33  
Luck-Speed: 6  
Tank Fill%: 0  
Curr. Velocity: 38  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1145

Item Events:

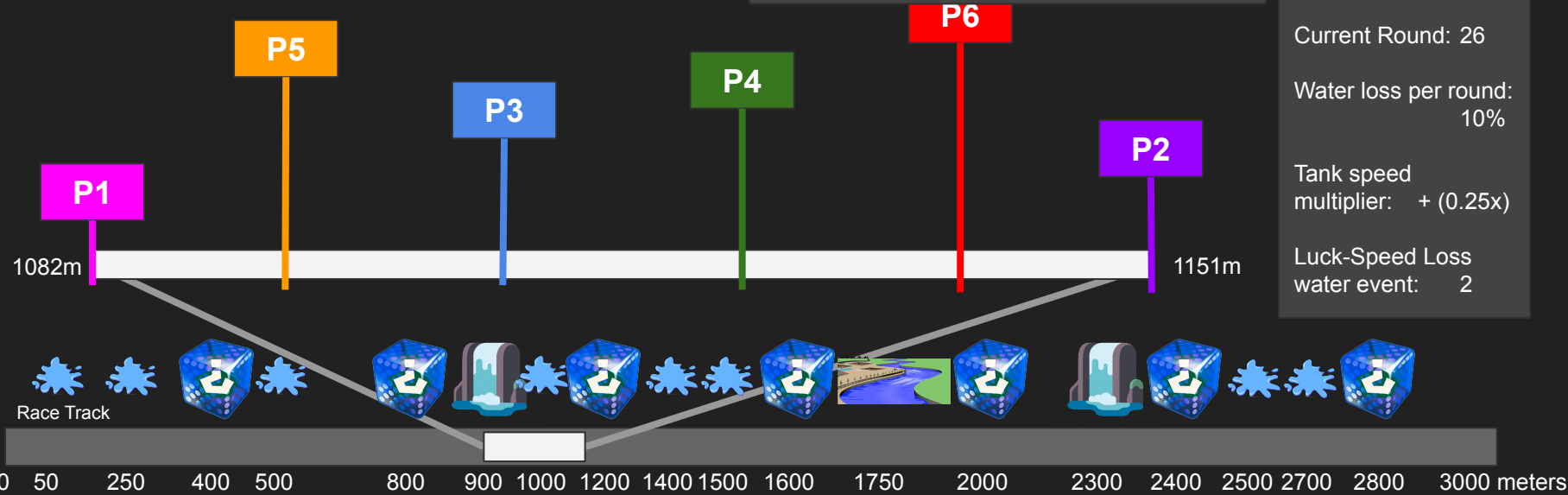
Game Parameters

Current Round: 26

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 2  
Tank Fill%: 80  
Curr. Velocity: 45  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1127


Player 2

Speed (+Skill): 34  
Luck-Speed: 14  
Tank Fill%: 0  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1197

Player 3

Speed (+Skill): 30  
Luck-Speed: 8  
Tank Fill%: 80  
Curr. Velocity: 54  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1146

Player 4

Speed (+Skill): 35  
Luck-Speed: 0  
Tank Fill%: 0  
Curr. Velocity: 47  
Held Item:  
- bomb   
Shield Turns: -  
Progress (m): 1158

Player 5

Speed (+Skill): 31  
Luck-Speed: 9  
Tank Fill%: 30  
Curr. Velocity: 50  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1133

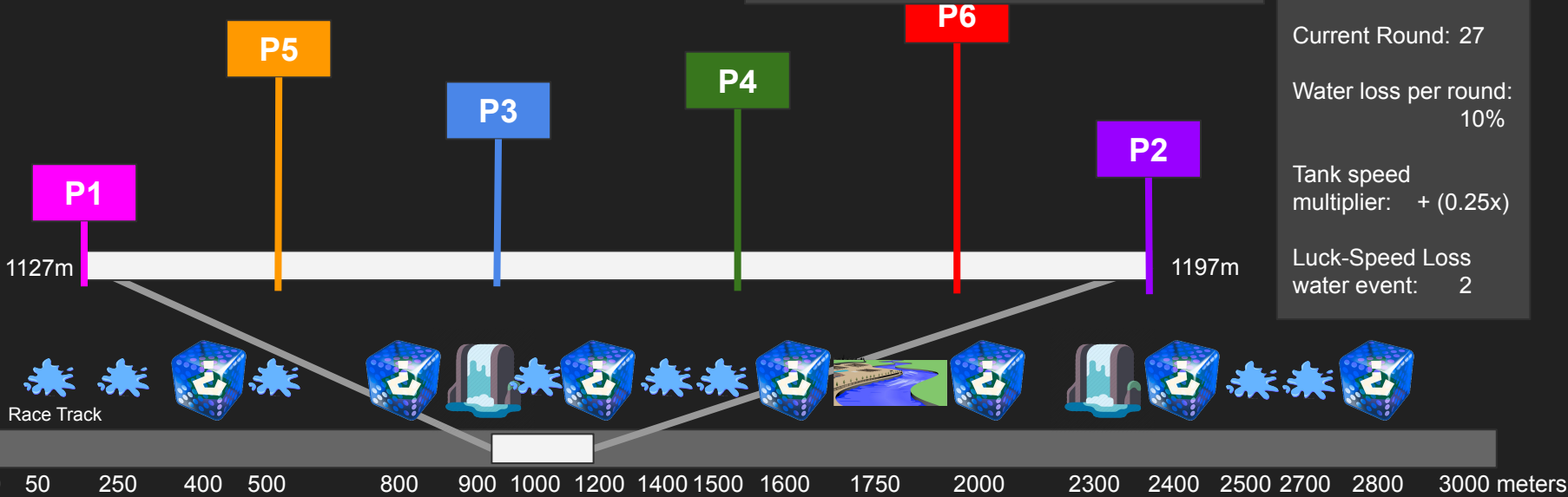
Player 6

Speed (+Skill): 33  
Luck-Speed: 4  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1184

Item Events:

Game Parameters

Current Round: 27  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2




0 50 250 400 500 800 900 1000 1200 1400 1500 1600 1750 2000 2300 2400 2500 2700 2800 3000 meters



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 11  
 Tank Fill%: 70  
 Curr. Velocity: 41  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 1168

### Player 2

Speed (+Skill): 34  
 Luck-Speed: 13  
 Tank Fill%: 0  
 Curr. Velocity: 48  
 Held Item:  -Bomb  
 Shield Turns: -  
 Progress (m): 1245

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 7  
 Tank Fill%: 70  
 Curr. Velocity: 46  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 1192

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 7  
 Tank Fill%: 40  
 Curr. Velocity: 35  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 1193

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 7  
 Tank Fill%: 20  
 Curr. Velocity: 43  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 1176

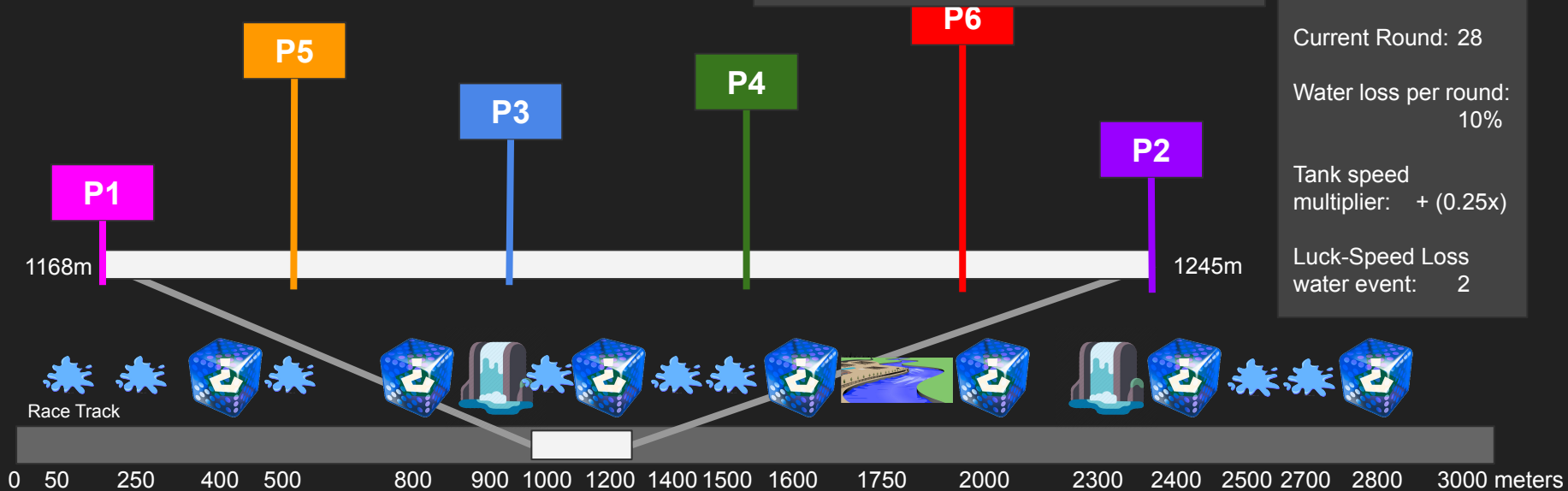
### Player 6

Speed (+Skill): 33  
 Luck-Speed: 14  
 Tank Fill%: 0  
 Curr. Velocity: 37  
 Held Item:  -boost  
 Shield Turns: -  
 Progress (m): 1231


Item Events: P4 Discards Bomb

### Game Parameters


Current Round: 28  
 Water loss per round: 10%  
 Tank speed multiplier: + (0.25x)  
 Luck-Speed Loss water event: 2




### Player 1

Speed (+Skill): 32  
 Luck-Speed: 14  
 Tank Fill%: 60  
 Curr. Velocity: 51  
 Held Item:  
 - Wave   
 Shield Turns: -  
 Progress (m): 1219


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 7  
 Tank Fill%: 0  
 Curr. Velocity: 47  
 Held Item:  
 - Bomb   
 Shield Turns: -  
 Progress (m): 1292

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 2  
 Tank Fill%: 60  
 Curr. Velocity: 43  
 Held Item:  
 - wave   
 Shield Turns: -  
 Progress (m): 1235

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 2  
 Tank Fill%: 30  
 Curr. Velocity: 46  
 Held Item:  
 - Bomb   
 Shield Turns: -  
 Progress (m): 1239

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 5  
 Tank Fill%: 10  
 Curr. Velocity: 40  
 Held Item:  
 - boost   
 Shield Turns: -  
 Progress (m): 1236

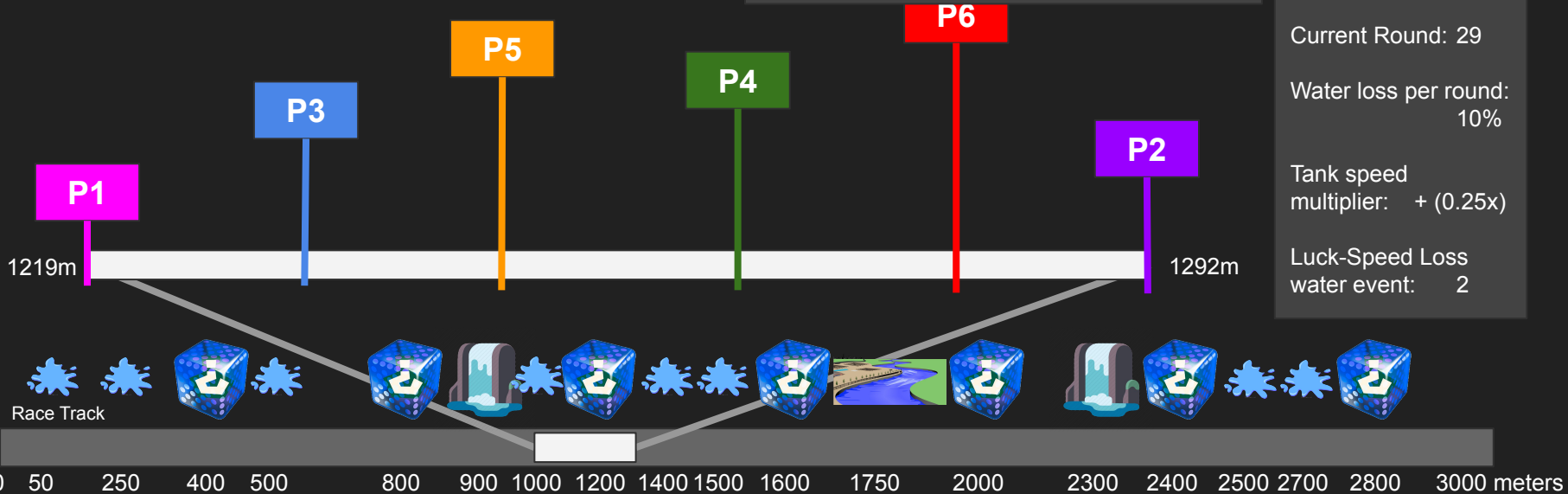
### Player 6

Speed (+Skill): 33  
 Luck-Speed: 10  
 Tank Fill%: 0  
 Curr. Velocity: 47  
 Held Item:  
 - boost   
 Shield Turns: -  
 Progress (m): 1278

### Item Events:

### Game Parameters


Current Round: 29  
 Water loss per round:  
 10%  
 Tank speed  
 multiplier: + (0.25x)  
 Luck-Speed Loss  
 water event: 2




Player 1

Speed (+Skill): 32  
Luck-Speed: 8  
Tank Fill%: 50  
Curr. Velocity: 53  
Held Item:  
- Wave   
Shield Turns: -  
Progress (m): 1272


Player 2

Speed (+Skill): 34  
Luck-Speed: 1  
Tank Fill%: 0  
Curr. Velocity: 41  
Held Item:   
- Bomb  
Shield Turns: -  
Progress (m): 1333

Player 3

Speed (+Skill): 30  
Luck-Speed: 6  
Tank Fill%: 50  
Curr. Velocity: 37  
Held Item:  
- wave   
Shield Turns: -  
Progress (m): 1272

Player 4

Speed (+Skill): 35  
Luck-Speed: 4  
Tank Fill%: 20  
Curr. Velocity: 40  
Held Item:   
- Bomb  
Shield Turns: -  
Progress (m): 1279

Player 5

Speed (+Skill): 31  
Luck-Speed: 8  
Tank Fill%: 0  
Curr. Velocity: 37  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1273

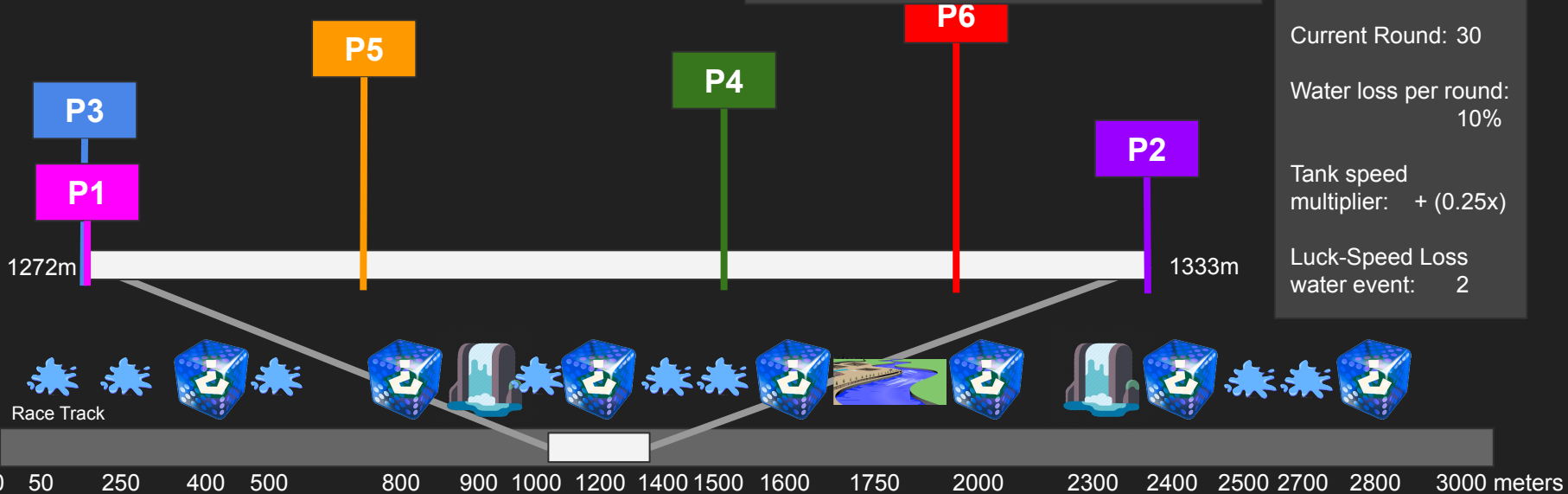
Player 6

Speed (+Skill): 33  
Luck-Speed: 1  
Tank Fill%: 0  
Curr. Velocity: 43  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1321

Item Events:

Game Parameters


Current Round: 30  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2




### Player 1

Speed (+Skill): 32  
 Luck-Speed: 8  
 Tank Fill%: 10  
 Curr. Velocity: 53  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 1272


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 1  
 Tank Fill%: 0  
 Curr. Velocity: 41  
 Held Item:   
 -Bomb  
 Shield Turns: -  
 Progress (m): 1283

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 6  
 Tank Fill%: 50  
 Curr. Velocity: 37  
 Held Item:   
 - wave  
 Shield Turns: -  
 Progress (m): 1272

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 4  
 Tank Fill%: 0  
 Curr. Velocity: 40  
 Held Item:   
 - Bomb  
 Shield Turns: -  
 Progress (m): 1229

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 8  
 Tank Fill%: 0  
 Curr. Velocity: 37  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 1223

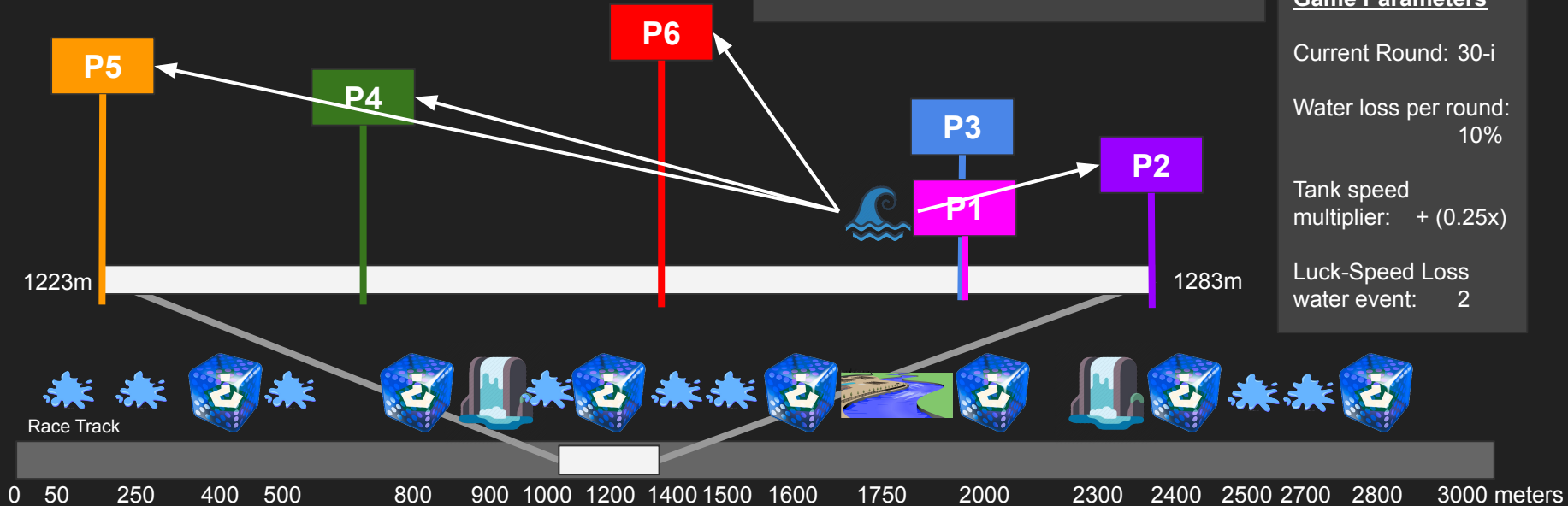
### Player 6

Speed (+Skill): 33  
 Luck-Speed: 1  
 Tank Fill%: 0  
 Curr. Velocity: 43  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 1271

Item Events: P1 hits P5, P4, P6, P2 with wave

### Game Parameters


Current Round: 30-i  
 Water loss per round: 10%  
 Tank speed multiplier: + (0.25x)  
 Luck-Speed Loss water event: 2




Player 1

Speed (+Skill): 32  
Luck-Speed: 7  
Tank Fill%: 0  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1313


Player 2

Speed (+Skill): 34  
Luck-Speed: 0  
Tank Fill%: 0  
Curr. Velocity: 35  
Held Item:  
-Bomb   
Shield Turns: -  
Progress (m): 1318

Player 3

Speed (+Skill): 30  
Luck-Speed: 3  
Tank Fill%: 40  
Curr. Velocity: 41  
Held Item:  
- wave   
Shield Turns: -  
Progress (m): 1311

Player 4

Speed (+Skill): 35  
Luck-Speed: 4  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
- Bomb   
Shield Turns: -  
Progress (m): 1268

Player 5

Speed (+Skill): 31  
Luck-Speed: 9  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
- boost   
Shield Turns: -  
Progress (m): 1262

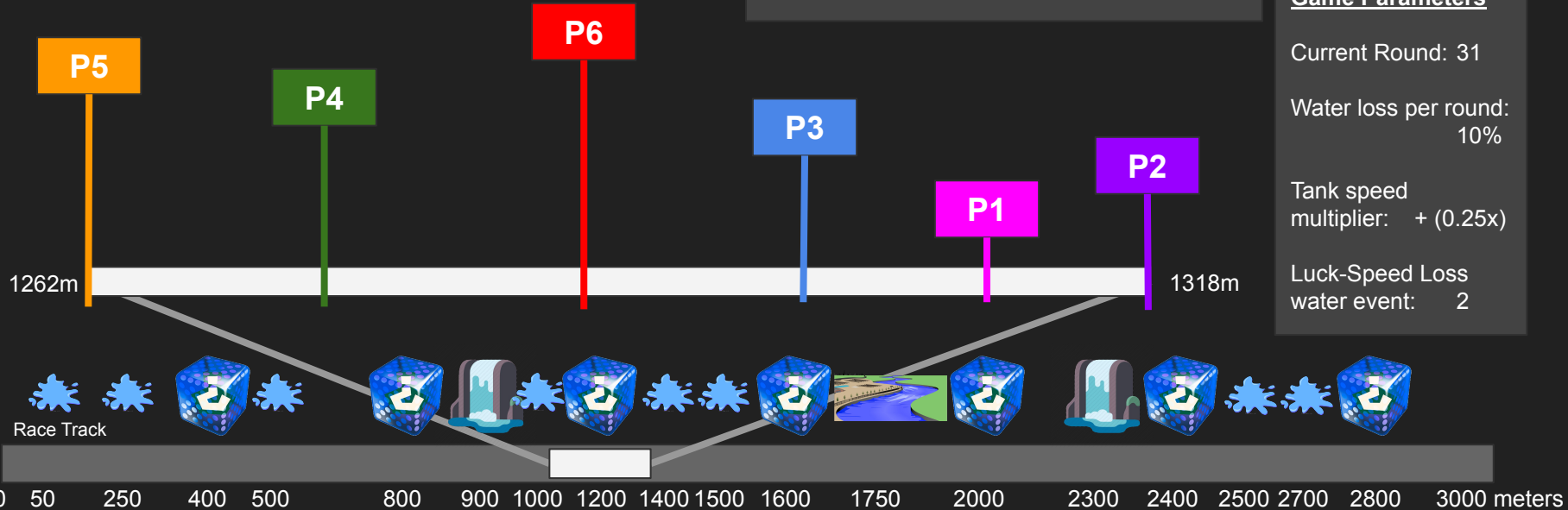
Player 6

Speed (+Skill): 33  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 34  
Held Item:  
- boost   
Shield Turns: -  
Progress (m): 1305

Item Events:

Game Parameters


Current Round: 31  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 7  
Tank Fill%: 0  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1263


Player 2

Speed (+Skill): 34  
Luck-Speed: 0  
Tank Fill%: 0  
Curr. Velocity: 35  
Held Item:   
-Bomb  
Shield Turns: -  
Progress (m): 1268

Player 3

Speed (+Skill): 30  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1311

Player 4

Speed (+Skill): 35  
Luck-Speed: 4  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:   
- Bomb  
Shield Turns: -  
Progress (m): 1268

Player 5

Speed (+Skill): 31  
Luck-Speed: 9  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1262

Player 6

Speed (+Skill): 33  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 34  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1305

Item Events: P3 hits P1, P2 with wave

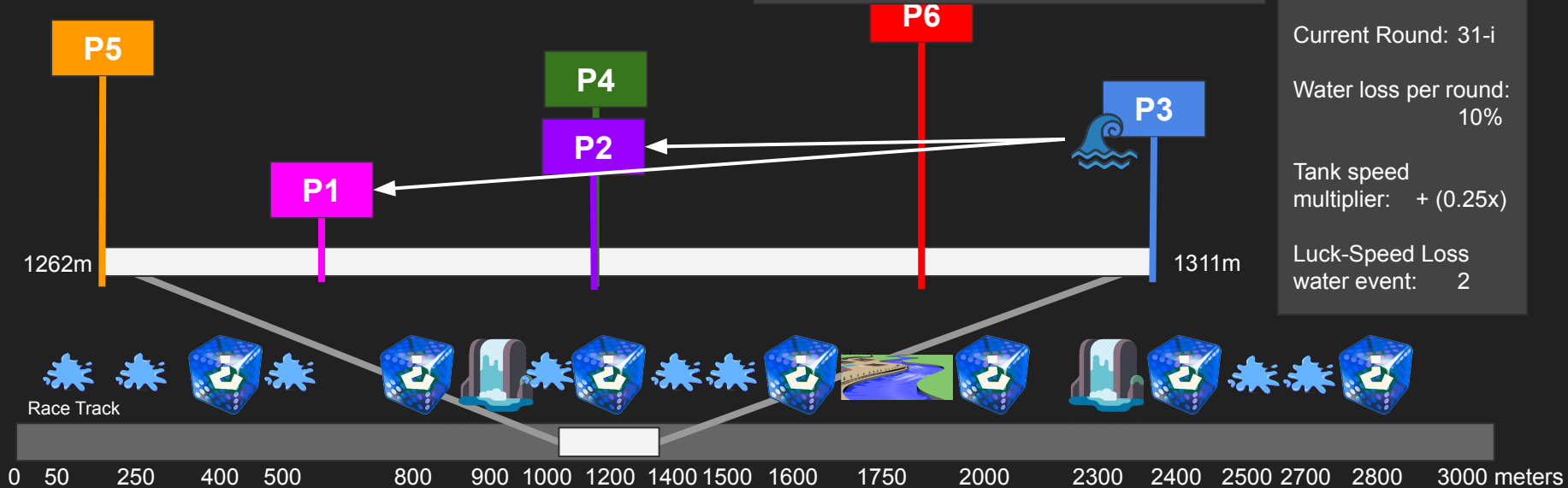
Game Parameters

Current Round: 31-i

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)


Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 8  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1300


Player 2

Speed (+Skill): 34  
Luck-Speed: 10  
Tank Fill%: 0  
Curr. Velocity: 34  
Held Item:   
-Bomb  
Shield Turns: -  
Progress (m): 1302

Player 3

Speed (+Skill): 30  
Luck-Speed: 6  
Tank Fill%: 0  
Curr. Velocity: 33  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1344

Player 4

Speed (+Skill): 35  
Luck-Speed: 15  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:   
- Bomb  
Shield Turns: -  
Progress (m): 1307

Player 5

Speed (+Skill): 31  
Luck-Speed: 2  
Tank Fill%: 0  
Curr. Velocity: 40  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1302

Player 6

Speed (+Skill): 33  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 36  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1341

Item Events:

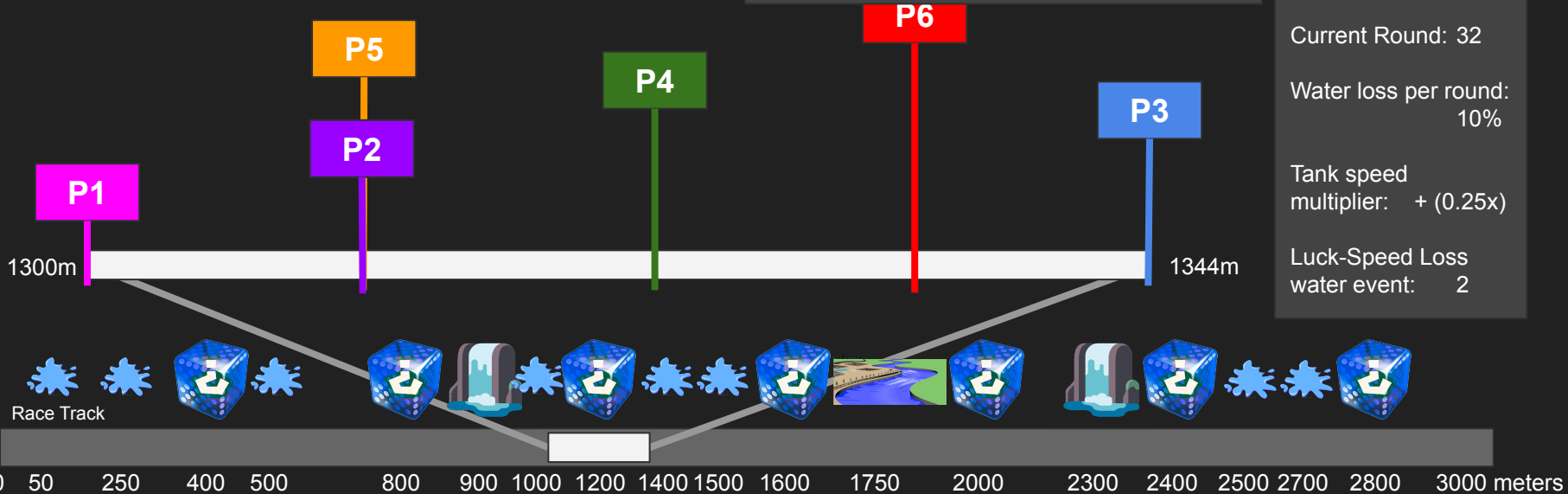
Game Parameters

Current Round: 32

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)


Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 8  
Tank Fill%: 0  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1340


### Player 2

Speed (+Skill): 34  
Luck-Speed: 11  
Tank Fill%: 0  
Curr. Velocity: 44  
Held Item:   
-Bomb  
Shield Turns: -  
Progress (m): 1346

### Player 3

Speed (+Skill): 30  
Luck-Speed: 4  
Tank Fill%: 0  
Curr. Velocity: 36  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1380

### Player 4

Speed (+Skill): 35  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 50  
Held Item:   
- Bomb  
Shield Turns: -  
Progress (m): 1357

### Player 5

Speed (+Skill): 31  
Luck-Speed: 6  
Tank Fill%: 0  
Curr. Velocity: 33  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1335

### Player 6

Speed (+Skill): 33  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 36  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1377

### Item Events:

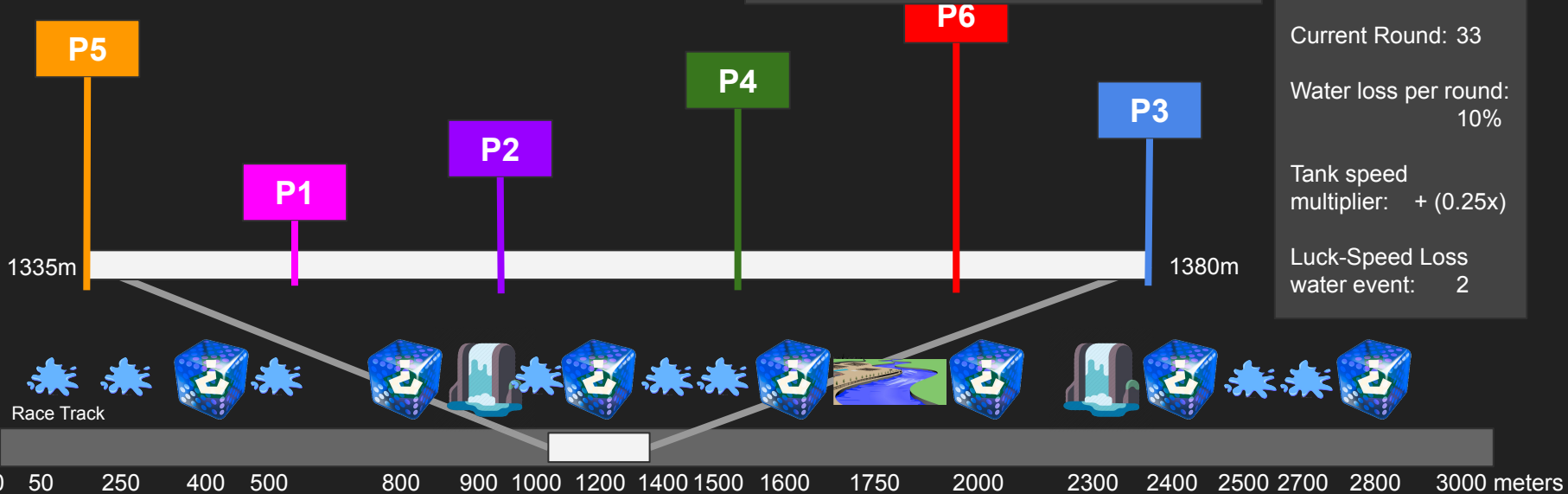
### Game Parameters

Current Round: 33

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2






### Player 1

Speed (+Skill): 32  
 Luck-Speed: 3  
 Tank Fill%: 0  
 Curr. Velocity: 40  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 1380


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 15  
 Tank Fill%: 0  
 Curr. Velocity: 45  
 Held Item:  -Bomb  
 Shield Turns: -  
 Progress (m): 1391

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 9  
 Tank Fill%: 0  
 Curr. Velocity: 34  
 Held Item: -  
 Shield Turns: -  
 Progress (m): 1414


### Player 4

Speed (+Skill): 35  
 Luck-Speed: 14  
 Tank Fill%: 0  
 Curr. Velocity: 38  
 Held Item:  - Bomb  
 Shield Turns: -  
 Progress (m): 1395

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 9  
 Tank Fill%: 0  
 Curr. Velocity: 37  
 Held Item:  - boost  
 Shield Turns: -  
 Progress (m): 1372

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 2  
 Tank Fill%: 0  
 Curr. Velocity: 38  
 Held Item:  - boost  
 Shield Turns: -  
 Progress (m): 1415

### Item Events:

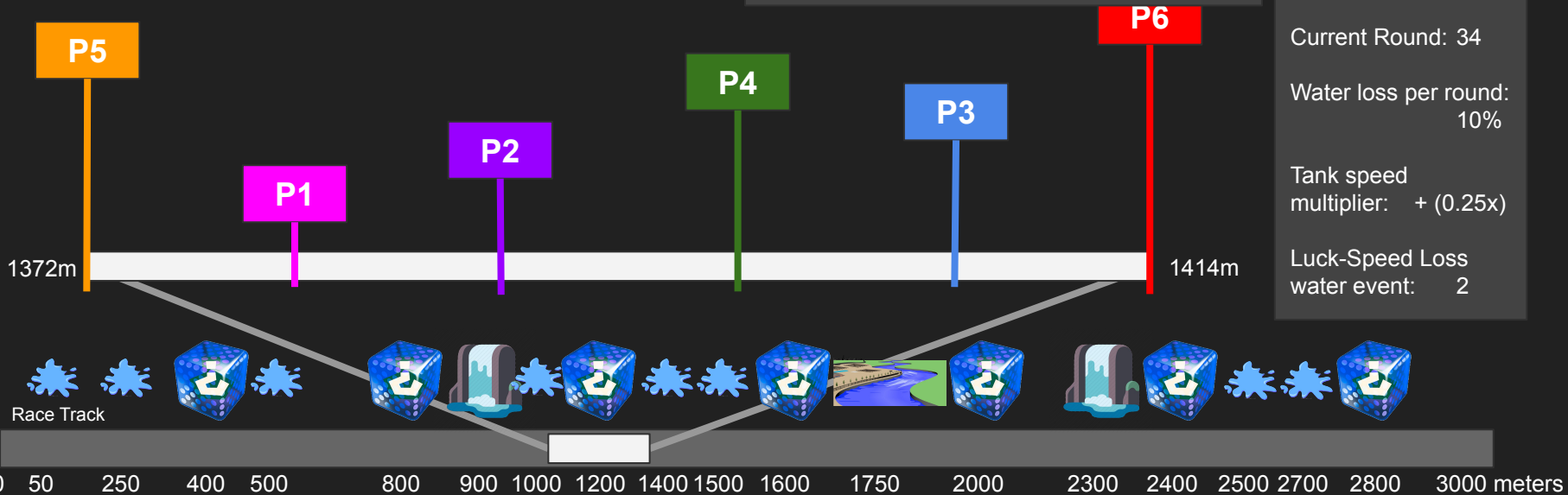
### Game Parameters

Current Round: 34

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)


Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
 Luck-Speed: 8  
 Tank Fill%: 0  
 Curr. Velocity: 35  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 1415


### Player 2

Speed (+Skill): 34  
 Luck-Speed: 1  
 Tank Fill%: 40  
 Curr. Velocity: 49  
 Held Item:   
 -Bomb  
 Shield Turns: -  
 Progress (m): 1440

### Player 3

Speed (+Skill): 30  
 Luck-Speed: 2  
 Tank Fill%: 0  
 Curr. Velocity: 39  
 Held Item:  
 -  
 Shield Turns: -  
 Progress (m): 1453

### Player 4

Speed (+Skill): 35  
 Luck-Speed: 11  
 Tank Fill%: 40  
 Curr. Velocity: 49  
 Held Item:   
 - Bomb  
 Shield Turns: -  
 Progress (m): 1444

### Player 5

Speed (+Skill): 31  
 Luck-Speed: 2  
 Tank Fill%: 40  
 Curr. Velocity: 40  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 1412

### Player 6

Speed (+Skill): 33  
 Luck-Speed: 10  
 Tank Fill%: 0  
 Curr. Velocity: 35  
 Held Item:   
 - boost  
 Shield Turns: -  
 Progress (m): 1450

### Item Events:

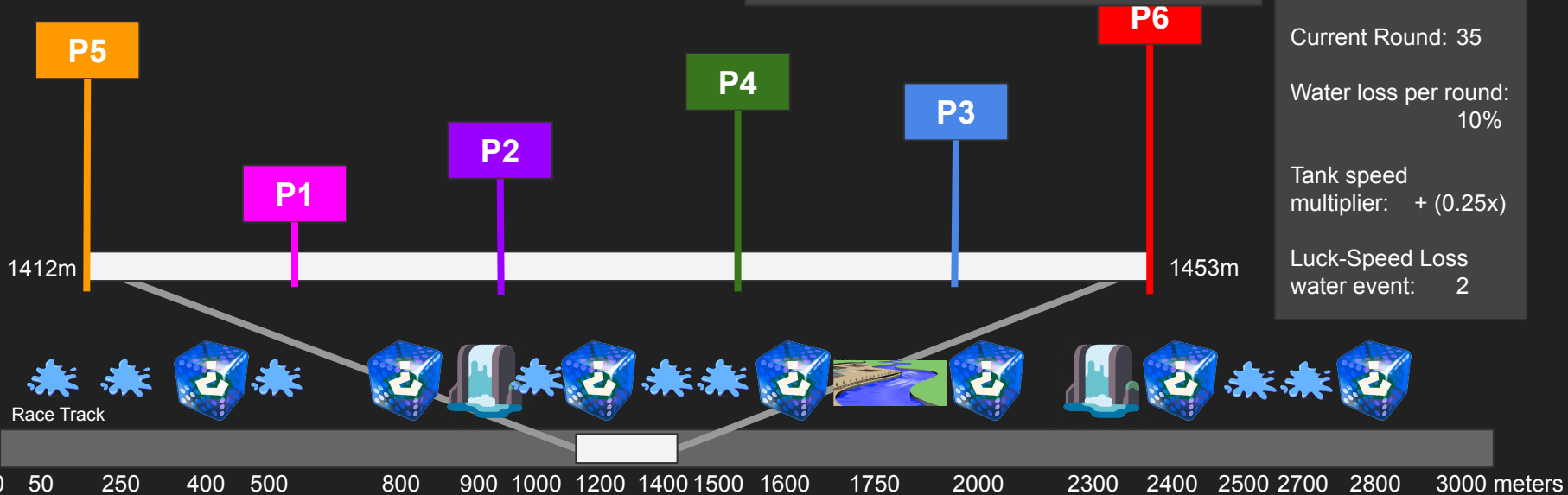
### Game Parameters

Current Round: 35

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)


Luck-Speed Loss  
water event: 2



### Player 1

Speed (+Skill): 32  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1455


### Player 2

Speed (+Skill): 34  
Luck-Speed: 0  
Tank Fill%: 30  
Curr. Velocity: 39  
Held Item:   
-Bomb  
Shield Turns: -  
Progress (m): 1479

### Player 3

Speed (+Skill): 30  
Luck-Speed: 11  
Tank Fill%: 0  
Curr. Velocity: 32  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1485

### Player 4

Speed (+Skill): 35  
Luck-Speed: 9  
Tank Fill%: 30  
Curr. Velocity: 51  
Held Item:   
- Bomb  
Shield Turns: -  
Progress (m): 1495

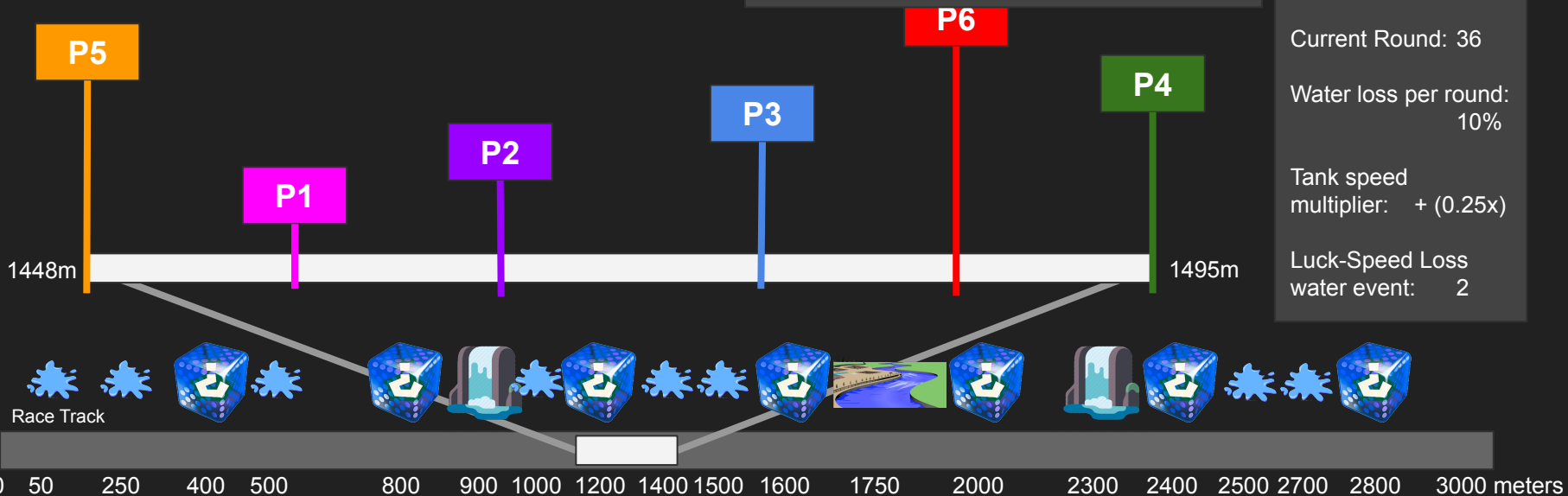
### Player 5

Speed (+Skill): 31  
Luck-Speed: 4  
Tank Fill%: 30  
Curr. Velocity: 36  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1448

### Player 6

Speed (+Skill): 33  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 43  
Held Item:   
- boost  
Shield Turns: -  
Progress (m): 1493

### Item Events:



### Game Parameters

Current Round: 36

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2

Player 1

Speed (+Skill): 32  
Luck-Speed: 3  
Tank Fill%: 30  
Curr. Velocity: 40  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1455

Player 2

Speed (+Skill): 34  
Luck-Speed: 0  
Tank Fill%: 30  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1449

Player 3

Speed (+Skill): 30  
Luck-Speed: 11  
Tank Fill%: 0  
Curr. Velocity: 32  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1455

Player 4

Speed (+Skill): 35  
Luck-Speed: 9  
Tank Fill%: 0  
Curr. Velocity: 51  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1465

Player 5

Speed (+Skill): 31  
Luck-Speed: 4  
Tank Fill%: 40  
Curr. Velocity: 36  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1498

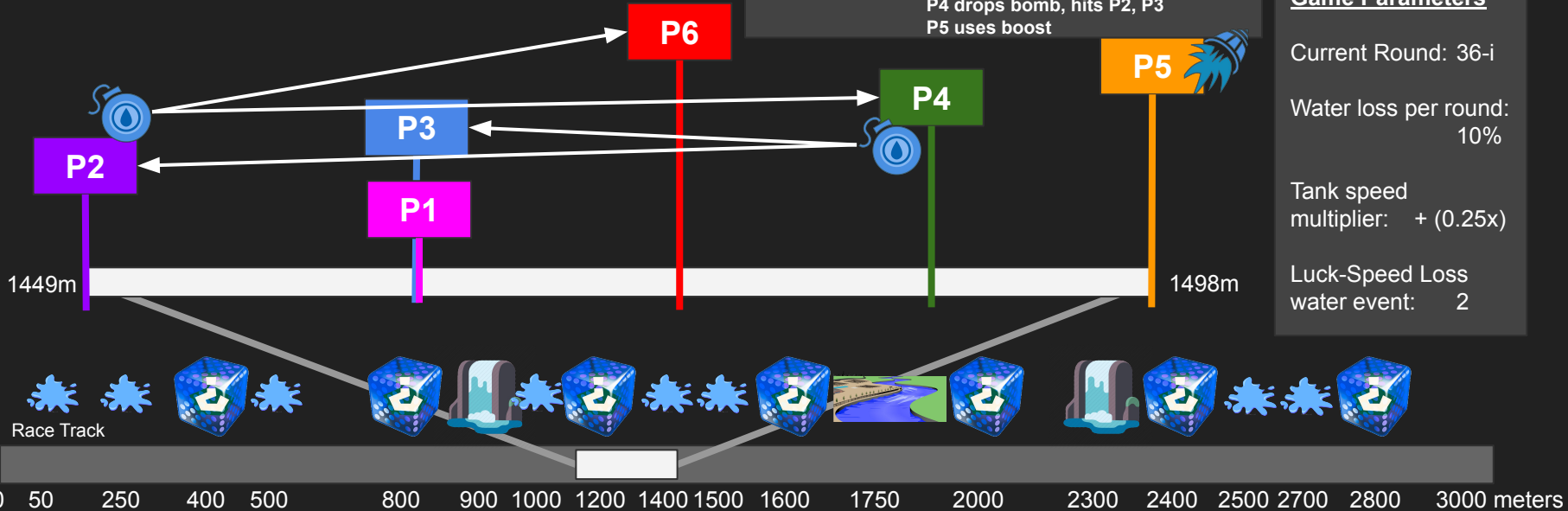
Player 6

Speed (+Skill): 33  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 43  
Held Item:  
- boost   
Shield Turns: -  
Progress (m): 1463

Item Events:  
P2 throws bomb, hits P6, P4  
P4 drops bomb, hits P2, P3  
P5 uses boost

Game Parameters

Current Round: 36-i  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 15  
Tank Fill%: 20  
Curr. Velocity: 38  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1493

Player 2

Speed (+Skill): 34  
Luck-Speed: 10  
Tank Fill%: 20  
Curr. Velocity: 37  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1486

Player 3

Speed (+Skill): 30  
Luck-Speed: 3  
Tank Fill%: 0  
Curr. Velocity: 41  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1496

Player 4

Speed (+Skill): 35  
Luck-Speed: 14  
Tank Fill%: 0  
Curr. Velocity: 44  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1509

Player 5

Speed (+Skill): 31  
Luck-Speed: 8  
Tank Fill%: 30  
Curr. Velocity: 38  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1536

Player 6

Speed (+Skill): 33  
Luck-Speed: 5  
Tank Fill%: 0  
Curr. Velocity: 36  
Held Item:  
- boost   
Shield Turns: -  
Progress (m): 1499

Item Events:

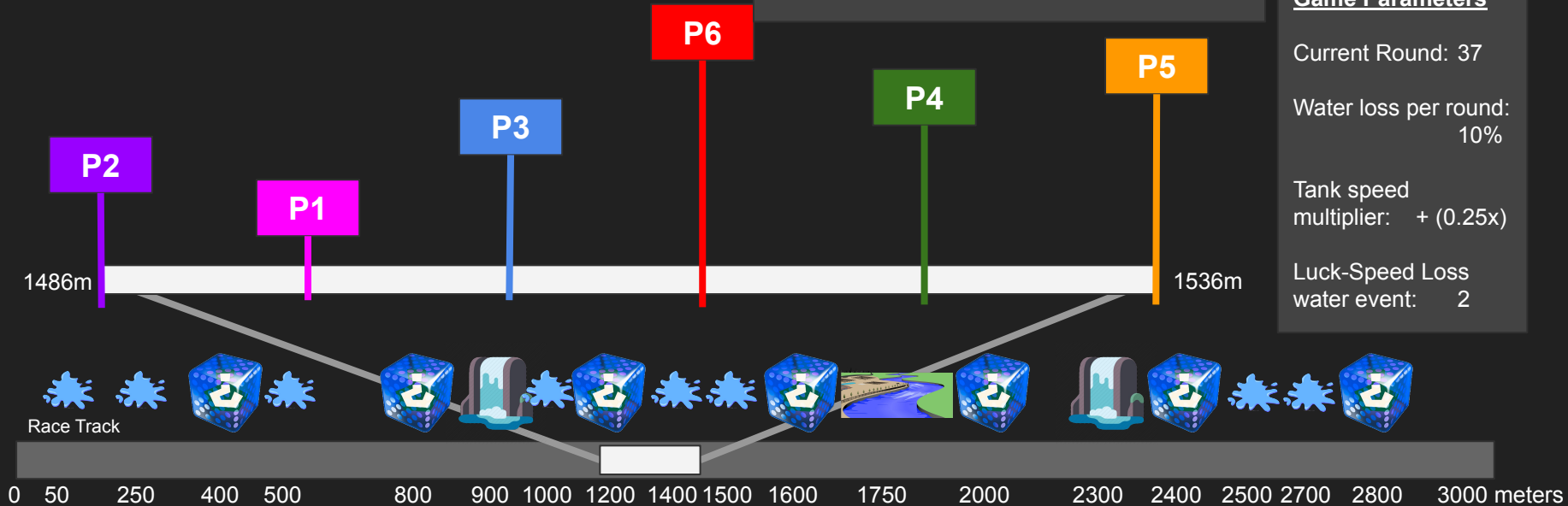
Game Parameters

Current Round: 37

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



Player 1

Speed (+Skill): 32  
Luck-Speed: 10  
Tank Fill%: 50  
Curr. Velocity: 49  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1542

Player 2

Speed (+Skill): 34  
Luck-Speed: 15  
Tank Fill%: 10  
Curr. Velocity: 46  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1532

Player 3

Speed (+Skill): 30  
Luck-Speed: 8  
Tank Fill%: 40  
Curr. Velocity: 33  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1529


Player 4

Speed (+Skill): 35  
Luck-Speed: 4  
Tank Fill%: 0  
Curr. Velocity: 49  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1558

Player 5

Speed (+Skill): 31  
Luck-Speed: 6  
Tank Fill%: 20  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1578

Player 6

Speed (+Skill): 33  
Luck-Speed: 4  
Tank Fill%: 40  
Curr. Velocity: 38  
Held Item:  
- boost   
Shield Turns: -  
Progress (m): 1537

Item Events:

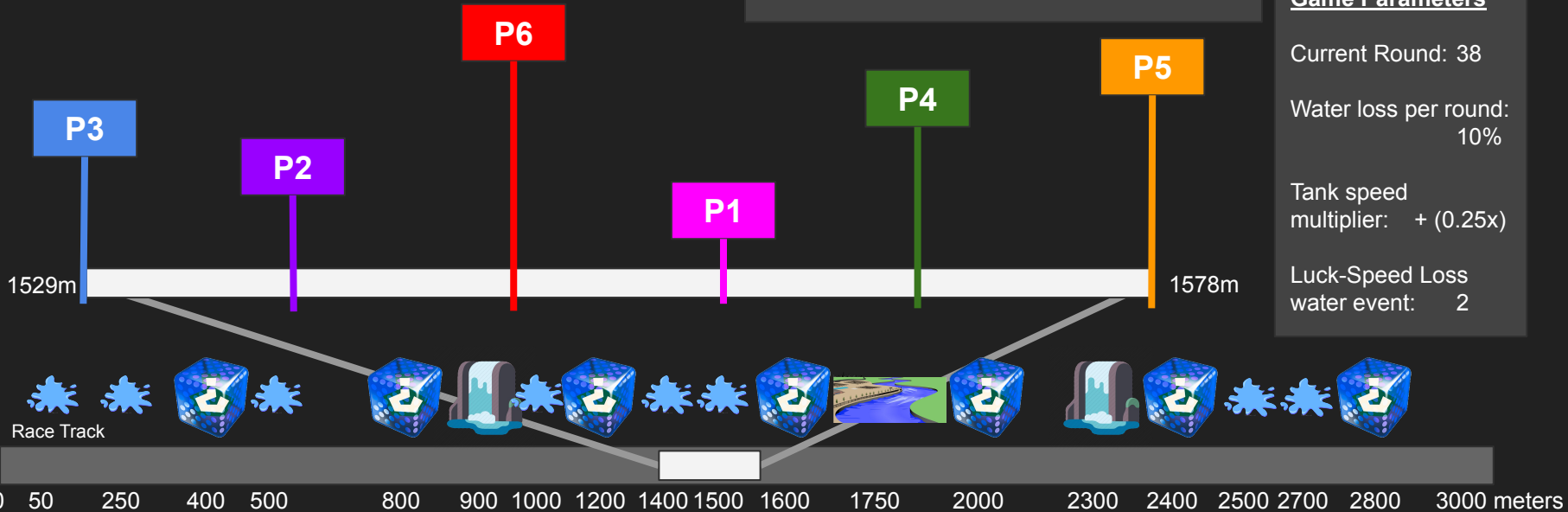
Game Parameters

Current Round: 38

Water loss per round:  
10%

Tank speed  
multiplier: + (0.25x)

Luck-Speed Loss  
water event: 2



0 50 250 400 500 800 900 1000 1200 1400 1500 1600 1750 2000 2300 2400 2500 2700 2800 3000 meters

### Player 1

Speed (+Skill): 32  
Luck-Speed: 9  
Tank Fill%: 40  
Curr. Velocity: 47  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1589

### Player 2

Speed (+Skill): 34  
Luck-Speed: 15  
Tank Fill%: 0  
Curr. Velocity: 50  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1582

### Player 3

Speed (+Skill): 30  
Luck-Speed: 4  
Tank Fill%: 30  
Curr. Velocity: 42  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1571


### Player 4

Speed (+Skill): 35  
Luck-Speed: 14  
Tank Fill%: 0  
Curr. Velocity: 39  
Held Item:  
-  
Shield Turns: -  
Progress (m): 1597

### Player 5

Speed (+Skill): 31  
Luck-Speed: 6  
Tank Fill%: 10  
Curr. Velocity: 39  
Held Item:  
- Boost   
Shield Turns: -  
Progress (m): 1617

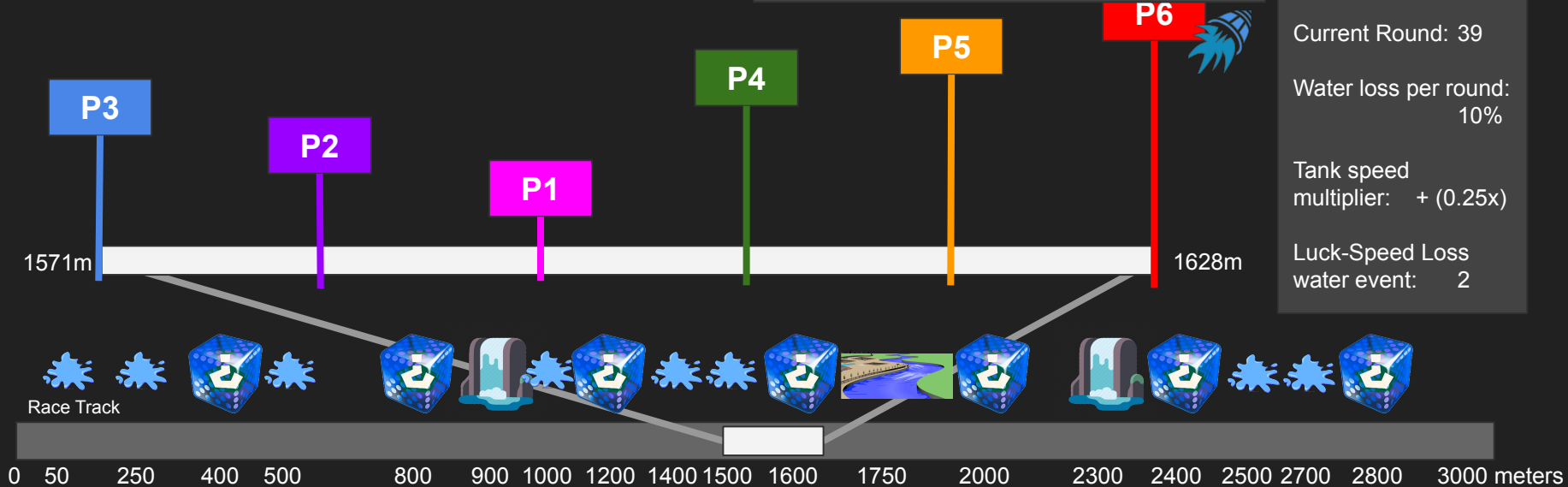
### Player 6







Speed (+Skill): 33  
Luck-Speed: 4  
Tank Fill%: 10  
Curr. Velocity: 41  
Held Item:  
- Bomb   
Shield Turns: -  
Progress (m): 1628

Item Events: P6 uses boost

### Game Parameters

Current Round: 39  
Water loss per round:  
10%  
Tank speed  
multiplier: + (0.25x)  
Luck-Speed Loss  
water event: 2



<u>Player 1</u>	<u>Player 2</u>	<u>Player 3</u>	<u>Player 4</u>	<u>Player 5</u>	<u>Player 6</u>
Speed (+Skill): 32	Speed (+Skill): 34	Speed (+Skill): 30	Speed (+Skill): 35	Speed (+Skill): 31	Speed (+Skill): 33
Luck-Speed: 11	Luck-Speed: 5	Luck-Speed: 11	Luck-Speed: 11	Luck-Speed: 2	Luck-Speed: 6
Tank Fill%: 30	Tank Fill%: 0	Tank Fill%: 20	Tank Fill%: 0	Tank Fill%: 0	Tank Fill%: 0
Curr. Velocity: 45	Curr. Velocity: 49	Curr. Velocity: 37	Curr. Velocity: 49	Curr. Velocity: 38	Curr. Velocity: 38
Held Item: 	Held Item: 	Held Item: 	Held Item: 	Held Item: 	Held Item: 
- Shield	- Bomb	-	-	- Boost	- Bomb
Shield Turns: -	Shield Turns: -	Shield Turns: -	Shield Turns: -	Shield Turns: -	Shield Turns: -
Progress (m): 1634	Progress (m): 1631	Progress (m): 1608	Progress (m): 1646	Progress (m): 1655	Progress (m): 1666

Item Events:

Game Parameters  
 Current Round: 40  
 Water loss per round: 10%  
 Tank speed multiplier: + (0.25x)  
 Luck-Speed Loss water event: 2

