



ACCELERATE

.....

— — —



DECELERATE



TURN RIGHT

— — —



TURN LEFT



LOOP

2. 1



BOOST

— — —



HELL TURN RIGHT



HELL TURN LEFT



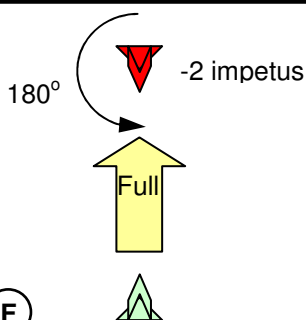
POWER LOOP



(F)

ALL STOP

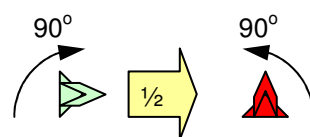
Reduce speed to 0



(F)

FLIPPER

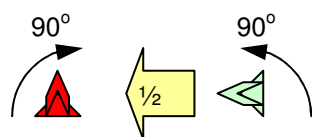
Move forward full speed
Turn 180°
Reduce speed by 2 Impetus



(F)

S TURN RIGHT

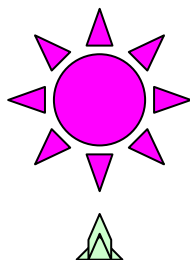
Turn 90° Right
Move forward 1/2 speed
Turn 90° Left
Reduce speed by 1 Impetus



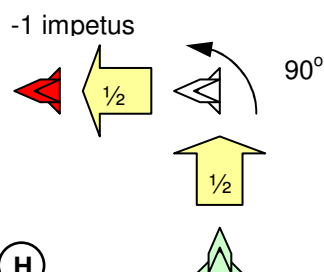
(F)

S TURN LEFT

Turn 90° Left
Move forward 1/2 speed
Turn 90° Right
Reduce speed by 1 Impetus



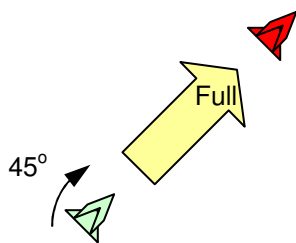
HYPER JUMP



(H)

HARD LEFT

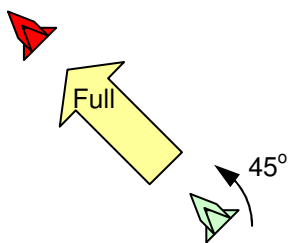
Move forward 1/2 speed
Turn 90° Left
Move forward 1/2 speed
Reduce speed by 1 Impetus



(H)

RAKE RIGHT

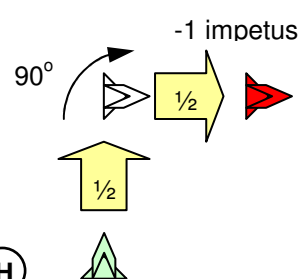
Turn 45° Right
Move forward full speed



(H)

RAKE LEFT

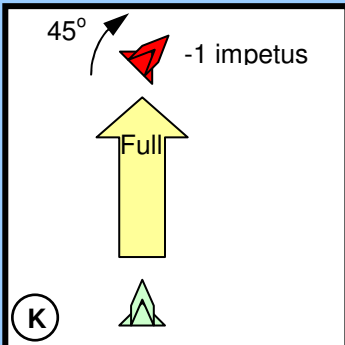
Turn 45° Left
Move forward full speed



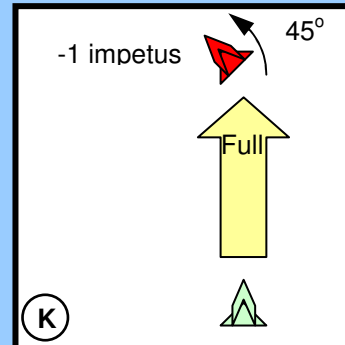
(H)

HARD RIGHT

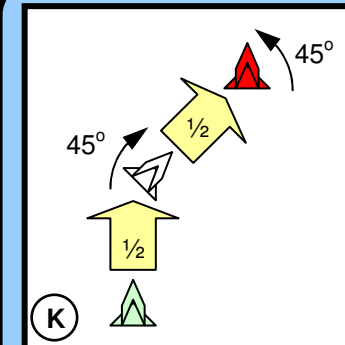
Move forward 1/2 speed
Turn 90° Right
Move forward 1/2 speed
Reduce speed by 1 Impetus



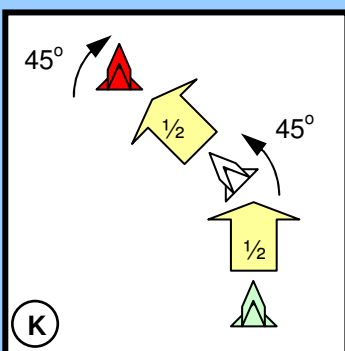
SKID RIGHT
 Move forward full speed
 Turn 45° Right
 Reduce speed by 1 Impetus



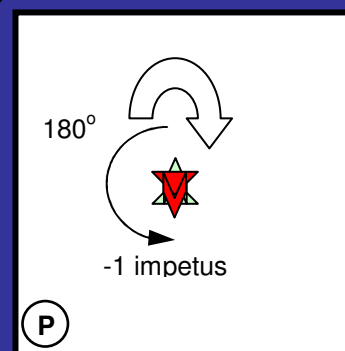
SKID LEFT
 Move forward full speed
 Turn 45° Left
 Reduce speed by 1 Impetus



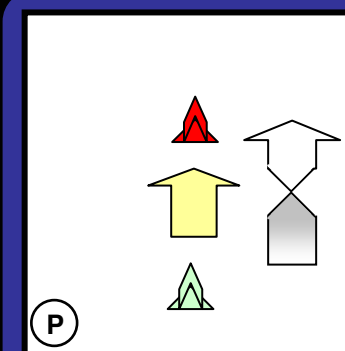
SIDESLIP RIGHT
 Move forward 1/2 speed
 Turn 45° Right
 Move forward 1/2 speed
 Turn 45° Left



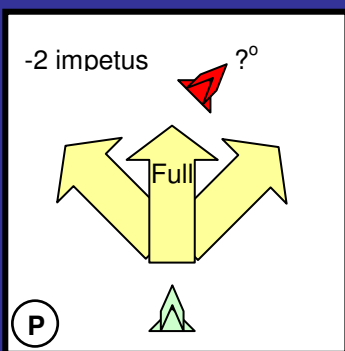
SIDESLIP LEFT
 Move forward 1/2 speed
 Turn 45° Left
 Move forward 1/2 speed
 Turn 45° Right



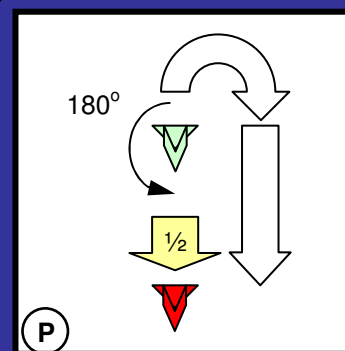
IMMELMAN
 Turn 180°
 Reduce speed by 1 impetus.



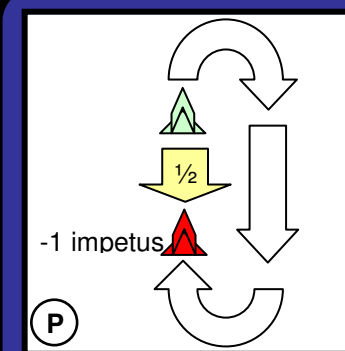
BARREL ROLL
 Move forward 1/2 speed
 Increase speed by 1 impetus



TUMBLE
 Move full speed anywhere
 within your front fire arc,
 facing any direction
 Reduce speed by 2 impetus



1/2 LOOP
 Turn 180°
 Move forward 1/2 speed



LONG LOOP
 Move backward 1/2 speed
 Reduce speed by 1 Impetus

