**Layers (Typed as displayed in GM)**

9 – Sun (moon, stars, background color control/weather control)

8 – Stars, Aurora, background effects

7 –

6 –

5 – Mountain1-3, Pyramids, sea, volcano

4 – Boats, islands

3 -

2 – Environment(Clouds, Rain, Snow, Birds, Jets, Copters, Hot Air Balloons, etc)

1 – Explosions, trees

0 (Default in GM) – Gameplay layer (Ground, Tanks, Weapons)

-5 – GUI Layer/HUD