

DRAFT USER

MANUAL

CHAIN REACTION

INTRODUCTION

Welcome to the game CHAIN REACTION.

DESCRIPTION :

Chain Reaction is a strategy game for 2 to 8 players. But the code we have written is for two players. Basically, it contains a grid (8×6) which has 48 cells. On a particular players' turn,

when he/she clicks on a specific cell, the player places his/her orb (a ball kind of thing which has a specific mass) in the cell. Both the players have their respective colored orbs. The main objective of Chain Reaction is to take control of the board by eliminating your opponents' orbs. Players take it in turns to place their orbs in a cell. Once a cell has reached the critical mass, the orbs explode into the surrounding cells (i.e. the adjacent cells) adding an extra orb and claiming the cell for the player. A player may only place their orbs in a

blank cell or a cell that contains orbs of their own color. As soon as a player loses all their orbs he/she is out of the game. A player wins when all the orbs in the grid are of his/her respective color.

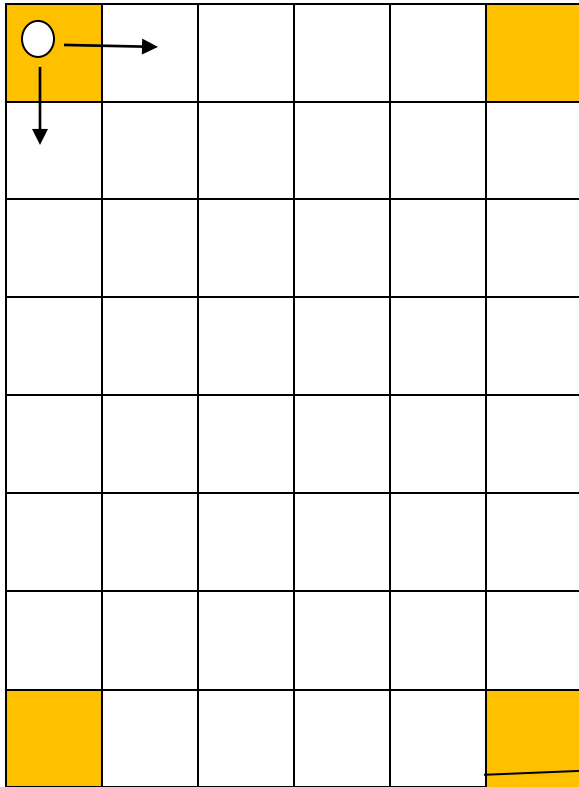
Exploding of orbs :

There are three ways in which the orbs can explode.

1. At the corners:

When an orb is placed at a corner cell (the cells highlighted in the above grid) which already contains an orb

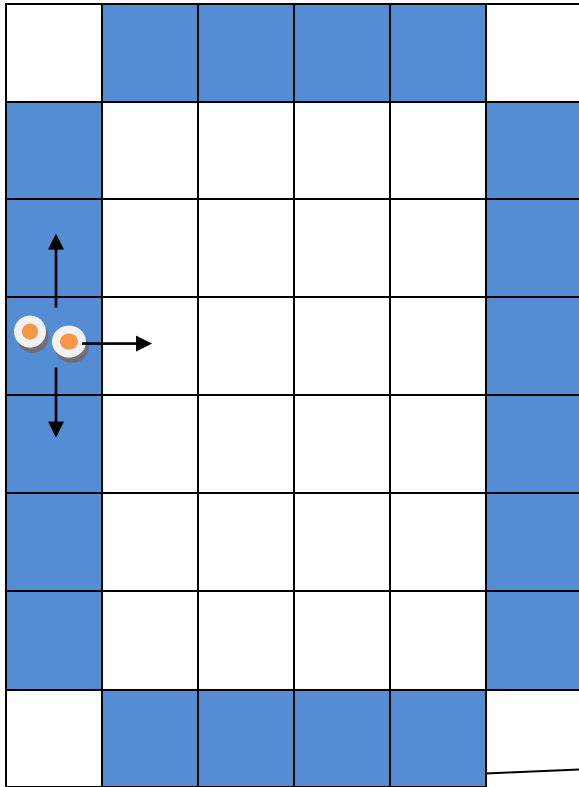
,then the orbs explodes into two in the following way.



2. At the edges excluding corners:

When an orb is placed at the edges excluding the corners which already contains two orbs, then the orbs

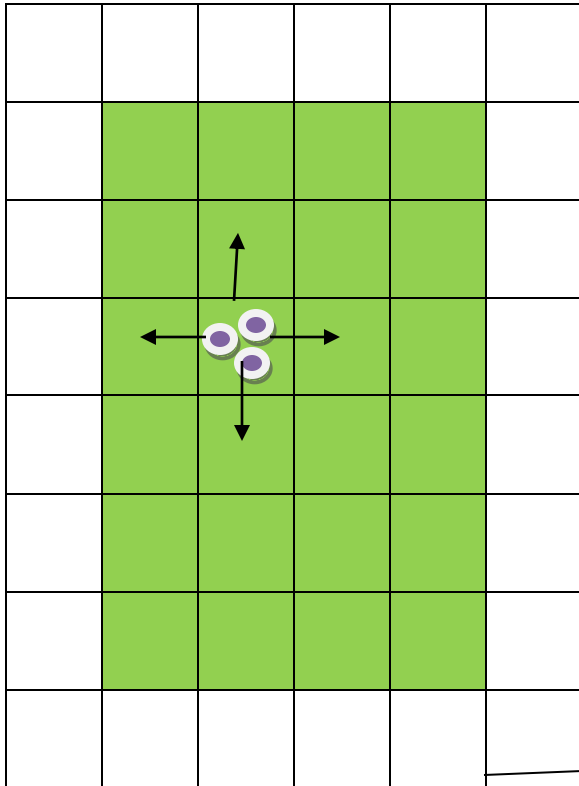
explode into three into the adjacent cells in the following way.



3. At the remaining part of the grid:

When the orb is placed at the center cells (i.e. the remaining part of the

*grid) which already contain three orbs
then the orbs explode into the four
adjacent cells in the following way.*



Taking over the opponents orbs:

*When one of the players' orbs
explode , if the adjacent cells into*

which the orbs explode contain the opponents' orbs, then the opponents' orbs get converted to the players' orbs. In this way a player can take over all the opponents' orbs .And once all the opponents' orbs are converted to color of his/her then he/she wins the game.

Start of the game:

Since the game is made in C++, the user has to run the program to start the game.

Since graphics are used, when the program is compiled, a new canvas

window opens with the window name "CHAIN REACTION". The window shows "Welcome to the game chain reaction" and has three options - new game, instructions and exit.

If new game is clicked then the game starts. If instructions is clicked then a set of lines appear which describe the game and a ' new game ' option will be there at the end. If the new game option is clicked then the game begins. If exit is clicked then the canvas window gets closed (game is closed).

Once the game begins, a grid appears on the screen the player can click on

any cell to place his orb. Player 1's orbs are of red color and player 2's orbs are of green. The grid color also changes with the change of player.

One player cannot place his/her orb in a cell which already contains his/her opponent's orbs. This way, the players should place their orbs alternatively and the orbs explode if they exceed their critical mass. Like this the players should try to eliminate all the opponent's orbs. Once all the opponent's orbs are eliminated then the player wins.