

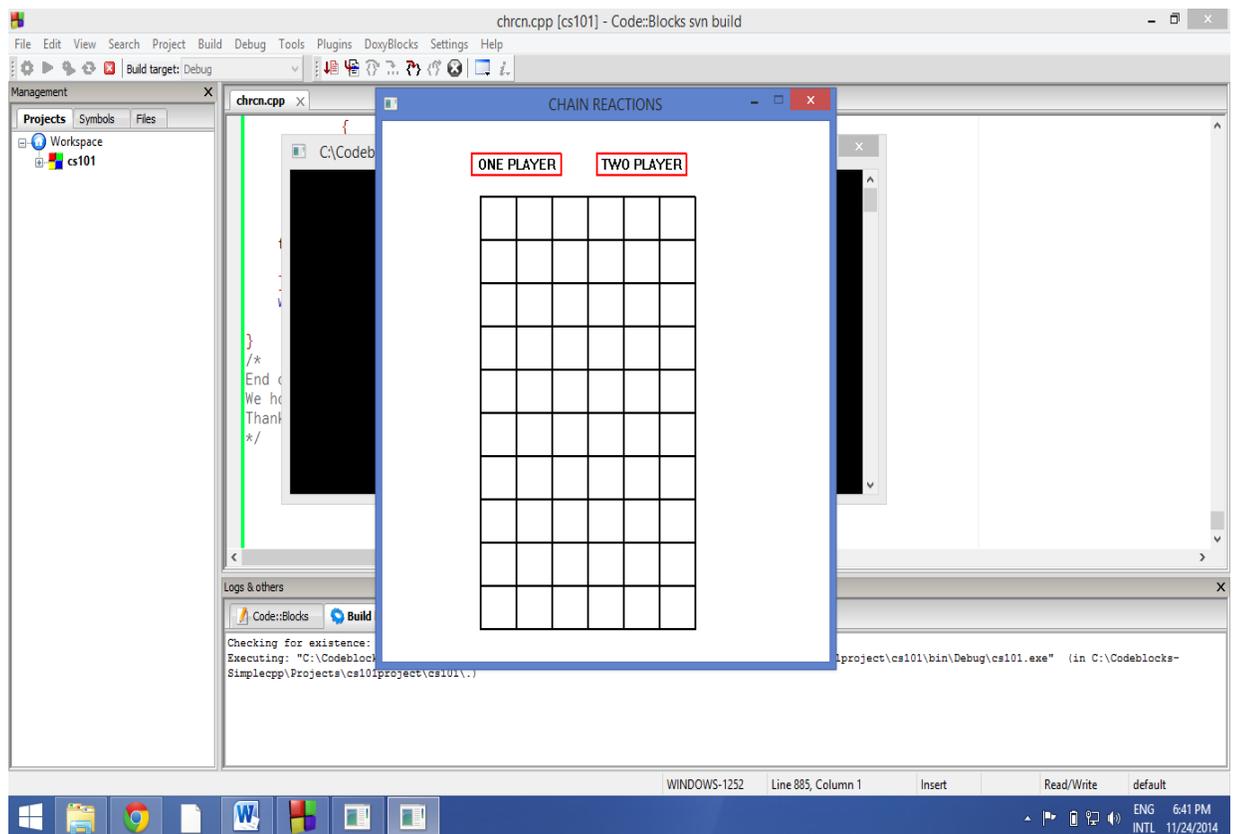
# DRAFT USER MANUAL

## 1: Summary & Objective of the game

- The game is essentially a two-player game.
- Each player plays alternately and is assigned to orbs of different colour.
- The objective is to eliminate the orbs of the opponent while abiding to the rules of the game.

## 2: Initial screen and preliminaries.

- Start screen.



- There are three types of positions of orbs:
  - Type 1: The corner of the grid.
    - This box can occupy maximum 1 orb, otherwise it explodes
  - Type 2: The edges of the grid.
    - This box can occupy maximum 2 orb, otherwise it explodes.

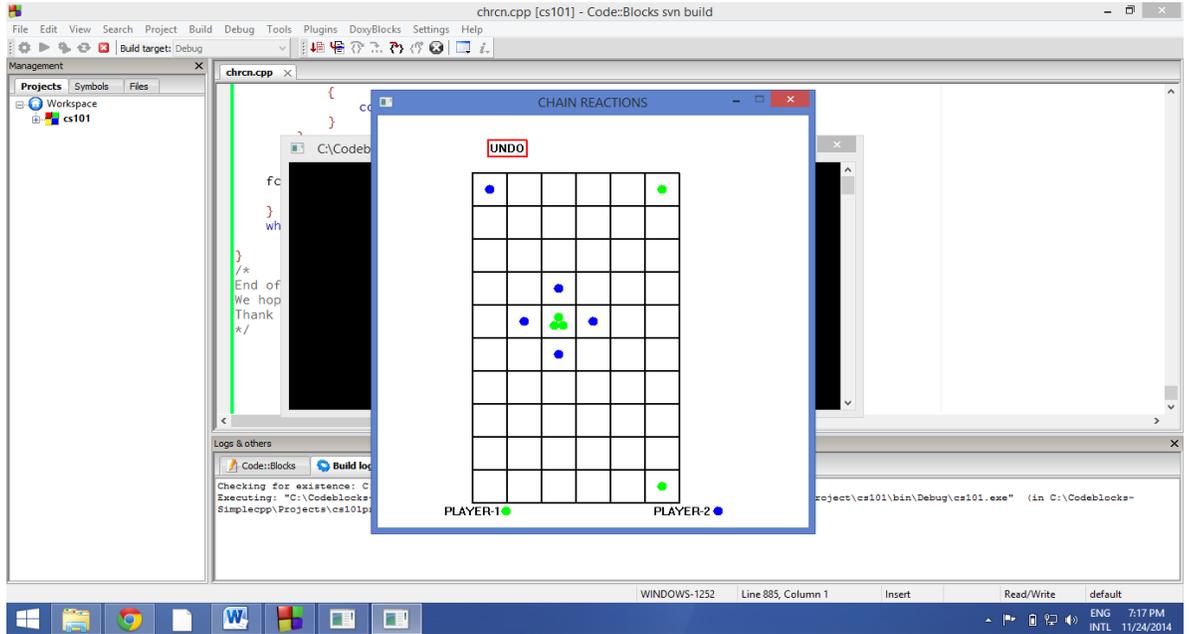
Type 3: Neither on the corner nor on the edge of grid.

This box can occupy maximum of 3 orbs, otherwise it explodes.

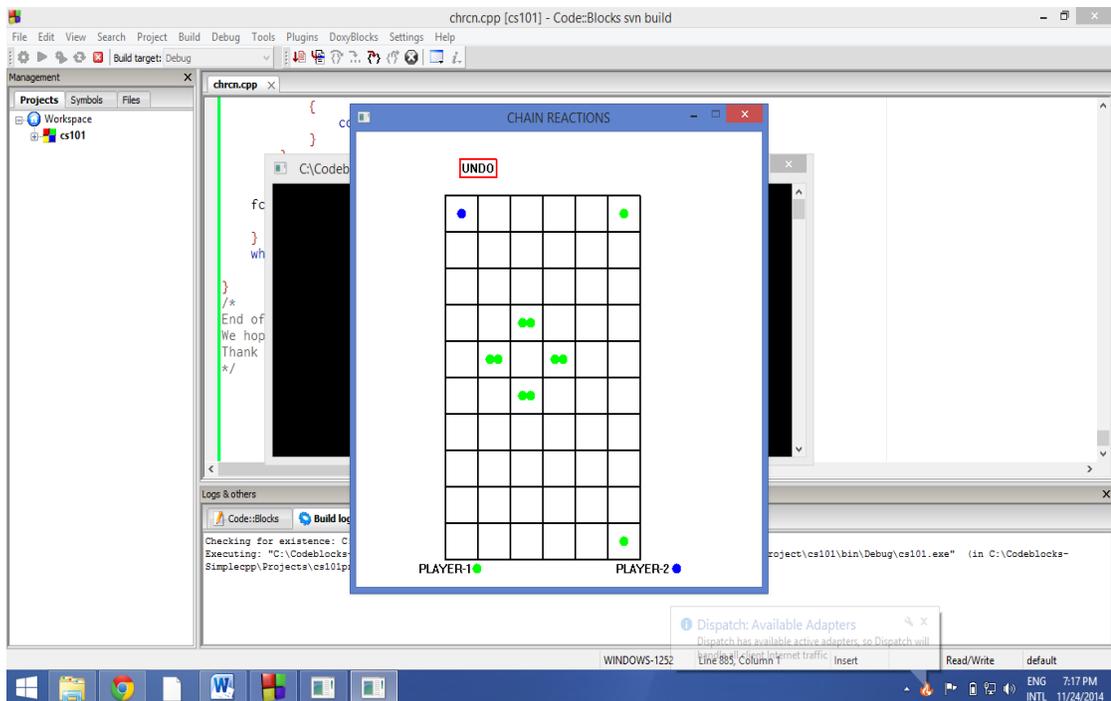
- Once a box contains maximum number of orbs clicking on it once again will cause the orbs to explode into the surrounding cells adding an extra orb and claiming the cell for the player.

Example: An explosion of orbs in a box of type 3.

Before explosion.

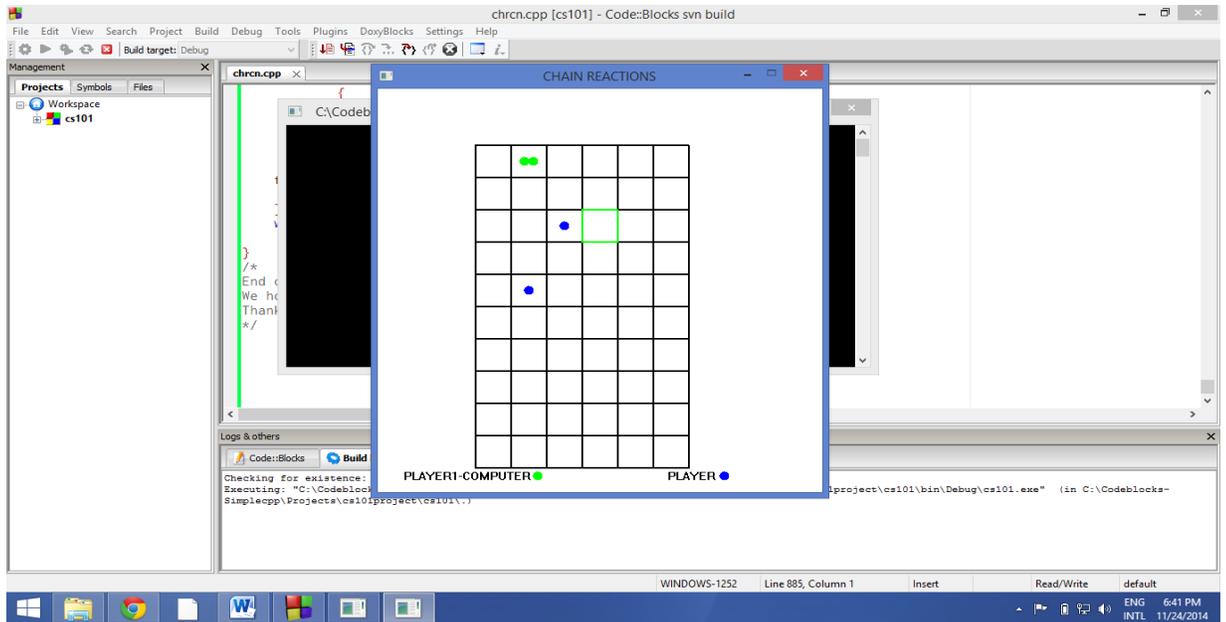


After explosion.

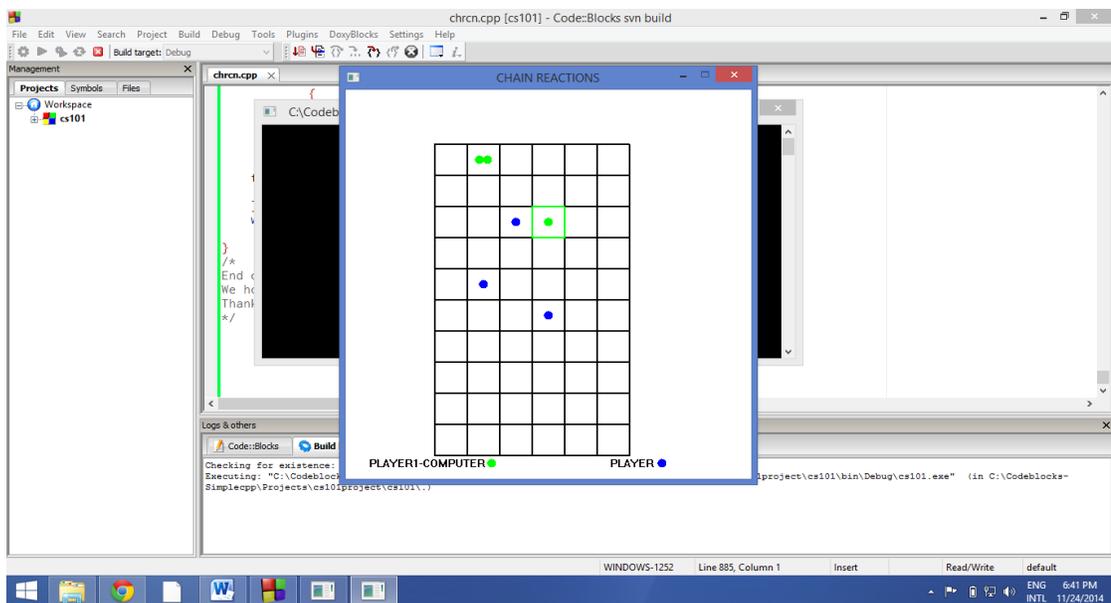


### 3: One player and Two player

- In one player mode, player plays against the computer .  
Orbs of colour green are assigned to computer and orbs of colour blue are assigned to the player.  
Since it is difficult to figure out the position of the orb placed by the computer  
The box where computer is about to place the orb becomes green for a temporary amount of time.  
Before placing the orb.

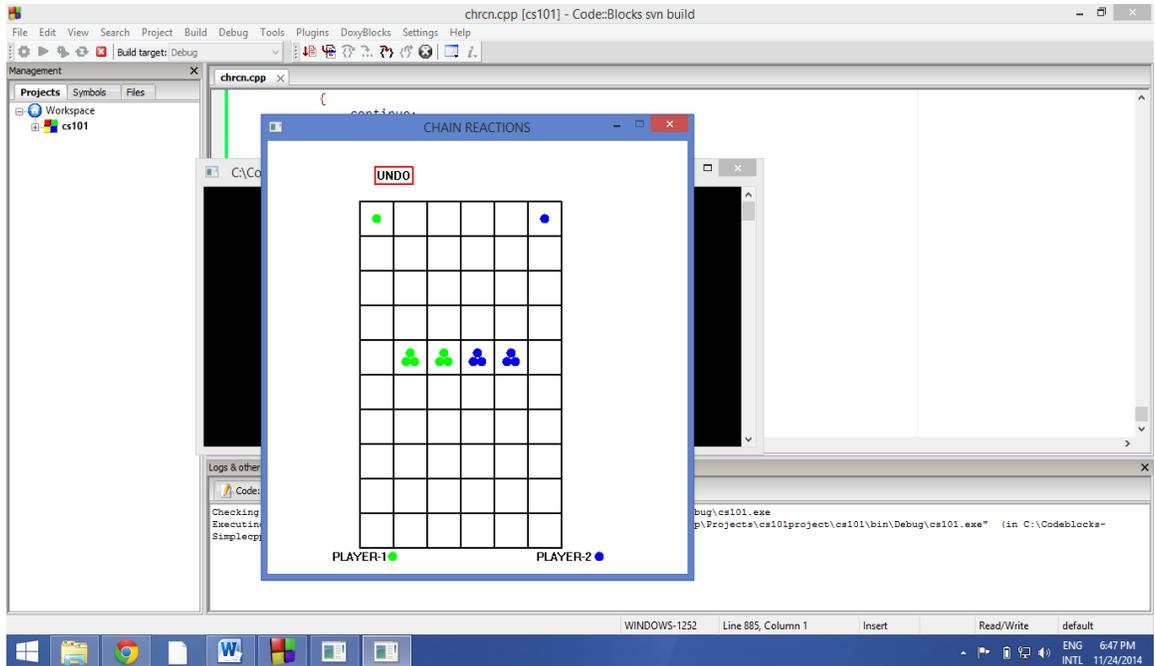


After placing the orb.

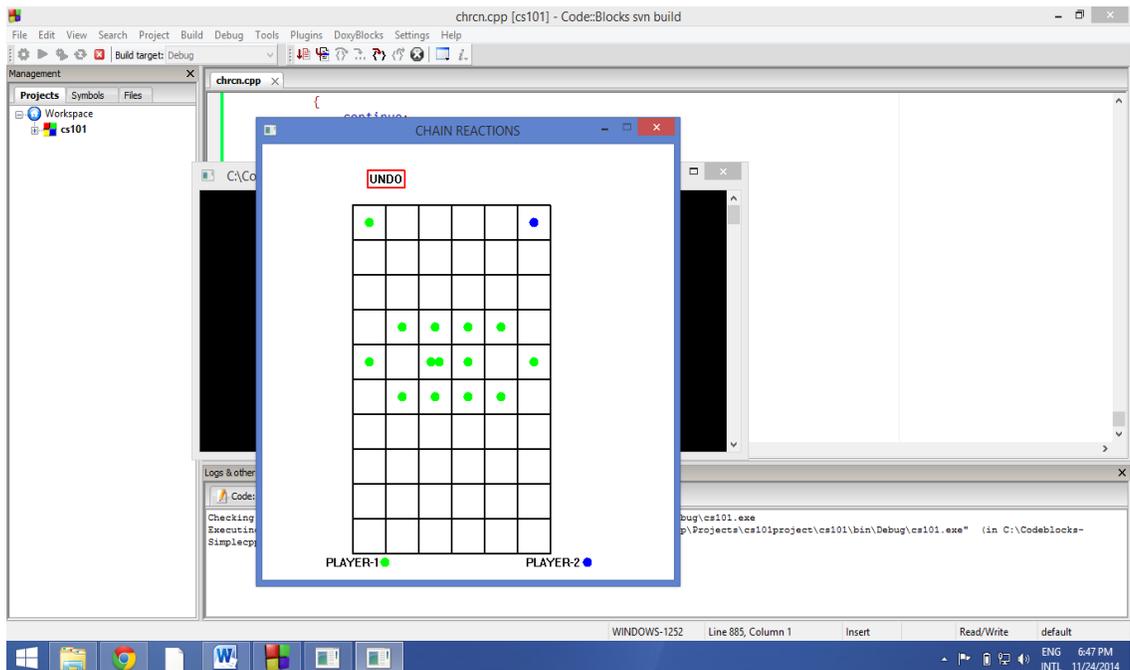


- In two player mode both the players play alternately. Player 1 is assigned to orbs of colour green and player 2 is assigned to orbs of colour blue.

Example: A chain reaction in two player.

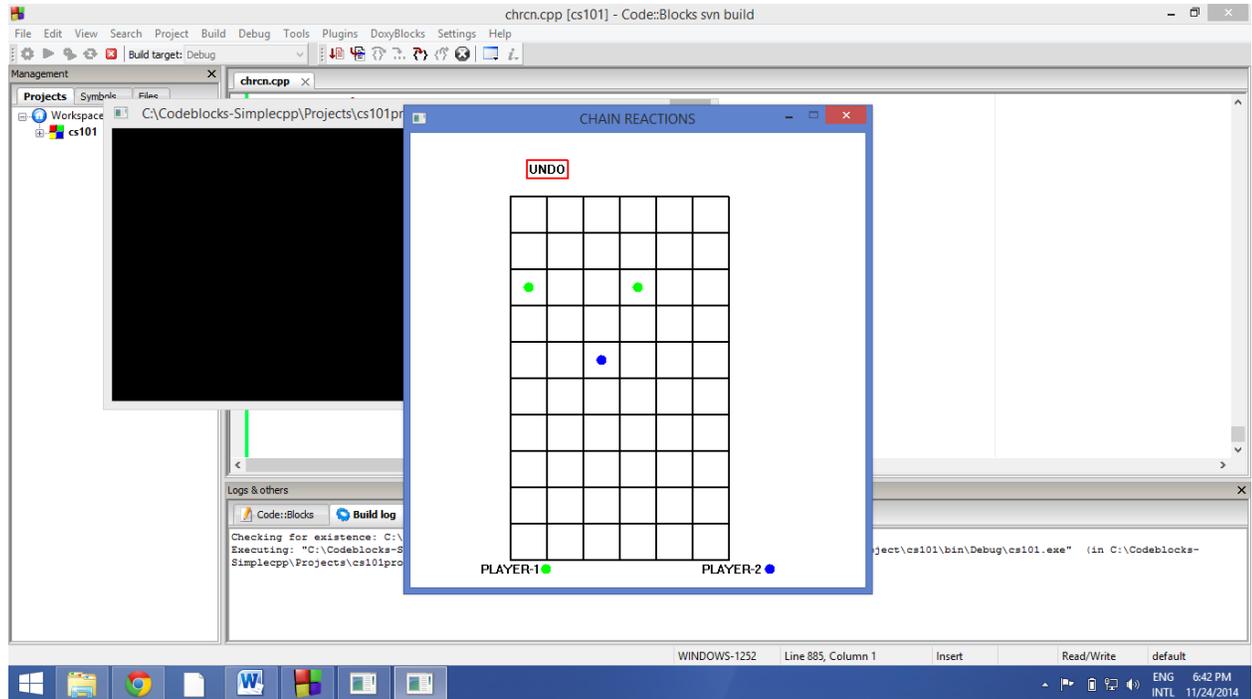


After Player 1 clicks.....

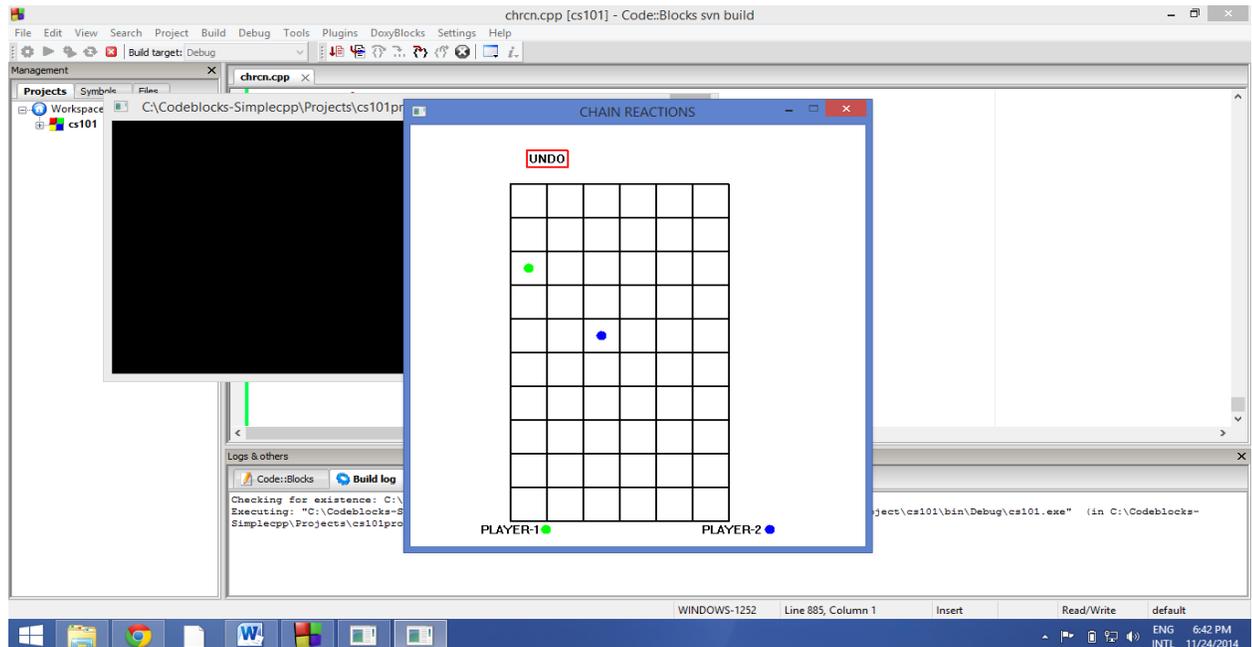


#### 4:Undo option

- This option is only available in the Two player mode.
- Undo option can be clicked only once by a player during each chance.
- Before undo:



#### After undo:



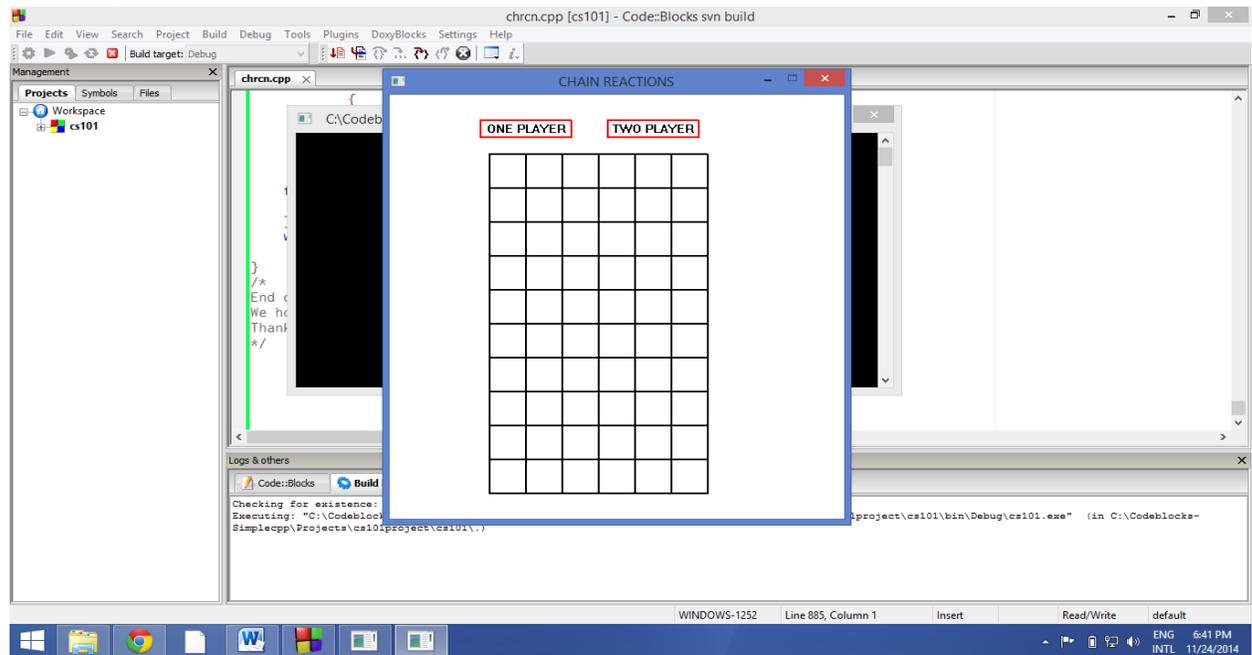
## 5:Replay option:

- Clicking on this box displays the current game played.

## 6:Next game:

- At the end of the game, the program waits for user's click, If click is on replay the current game played is displayed However if click is on blank space the screen is erased and "Would you like to play again?" is printed.

Click on yes



Click on no:

