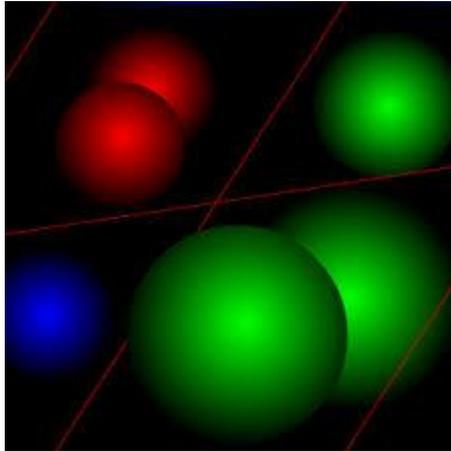


USER MANUAL



TEAM MEMBERS

1. Kunj patel
2. Vaibhav jain
3. Akshay raut

CHAIN REACTION game is invented by Buddy-Matt .

The purpose of inventing this game is providing entertainment and lots of fun to the users . You can also figure it out that most of people having smartphone's have this game in form of application . Now a days CHAIN REACTION is very popular game .

HOW TO PLAY GAME

1st player will input the index of the cell where he want his orb.

2nd player will input in similar way. He can't choose the index which is already chosen by 1st player.

1 orb , 2 orbs and 3 orbs for Player1 are represented as a1 ,a2 and a3 respectively.

Similarly , for Player2 variable 'b' is used .

WHAT HAPPENS IN GAME

The target of each Player is to destroy the orbs of other Player.

The orbs explode into the surrounding cell when reached critical mass.

Number of orbs needed to reach critical mass are different for different cells. They are as follows:

For corners - 2 orbs

For edges (except corners) - 3 orbs

Elsewhere – 4 orbs

When orbs of 1 player is demolished, that player will be out of game.