

# USER MANUAL

8	32	64	512
4	8	16	256
2	4	8	32
		4	8

**OBJECTIVE:-** THE MAIN OBJECTIVE OF ULTIMATE 2048 IS TO CREATE A TILE NUMBERED '2048' USING ONLY TILES NUMBERED '2' AND '4'. IF THE GRID GETS COMPLETELY FILLED SUCH THAT NO TWO ADJACENT TILES BEAR THE SAME NUMBER, THE GAME IS OVER. AFTER COMPLETING TILE NUMBERED '2048' ONE CAN ALSO GO FOR MAKING NEXT BIGGER TILE.

**RULES OF GAME:-** RULES OF THE GAME ARE VERY EASY.

- A] FOR MOVING TILES UPWARDS, GIVE INPUT 'W'.
- B] FOR MOVING TILES DOWNWARDS, GIVE INPUT 'S'.
- C] FOR MOVING TILES LEFT, GIVE INPUT 'A'.
- D] FOR MOVING TILES RIGHT, GIVE INPUT 'D'.

1. WHEN ONE OF THE ABOVE INPUT IS GIVEN, ALL TILES WILL SLIDE PAST EMPTY BLOCKS AND THE RESULTANT TILE WILL BE FORMED AT LAST EMPTY BLOCK IN ITS PATH.

2. TILES WITH ONLY SAME NUMBERS MERGE TO FORM NEXT TILE BEARING TWICE THE NUMBER OF IT.

3. AFTER EVERY MOVE, 2 OR 4 NUMBERED TILE IS RANDOMLY GENERATED IN GRID AT BLANK SPACES.

4. IF THERE ARE NO MOVES TO MAKE, GAME IS OVER.

**FEATURES:-** ULTIMATE 2048 IS PLAYED IN 4\*4 GRID. THIS GAME IS INTERACTIVE AND MIND PUZZLING .

ENJOY

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