

USER MANUAL

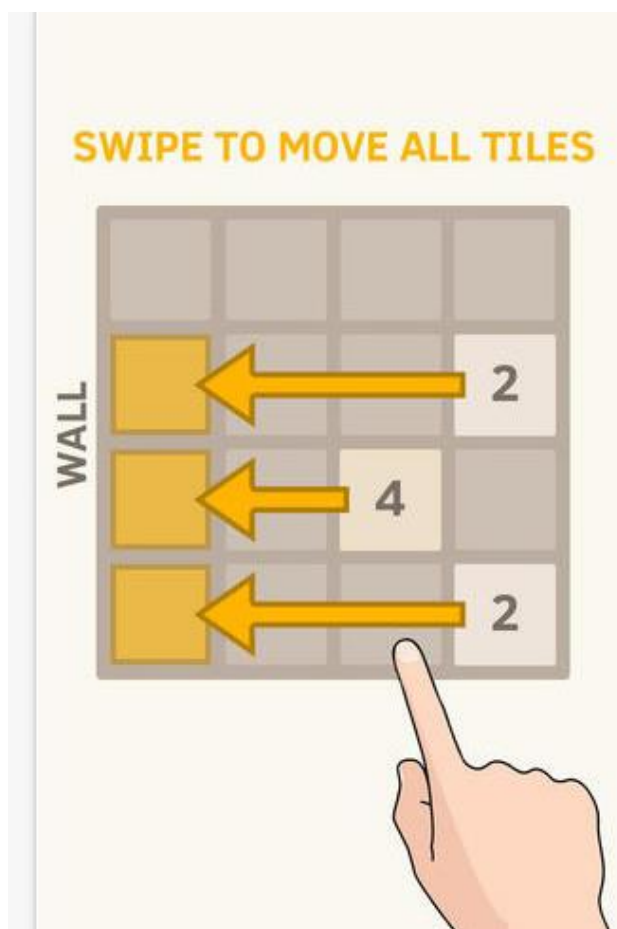
Objective :

The objective of the game is to get the number 2048 using additions of the number two and its multiples.

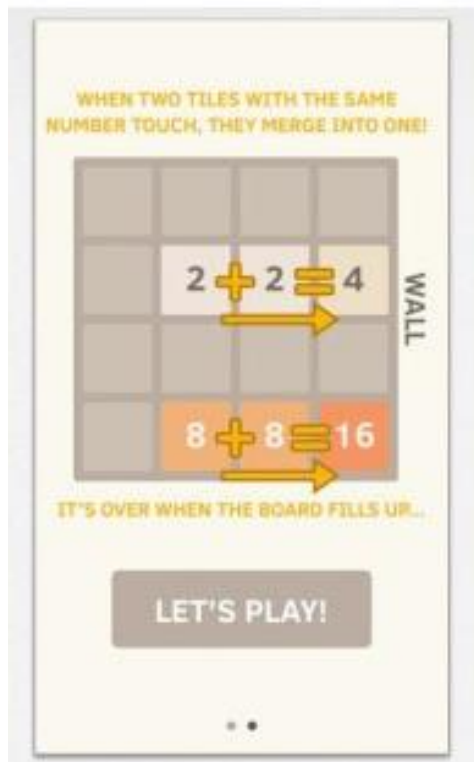
2048 - HOW TO PLAY?

You will have a 4x4 grid of tiles (can be customised to 5x5, 6x6, or 7x7). Two numbers will be given: usually two number two's, maybe number four.

Move up or down, left or right trying to join two equal numbers.



When two equal numbers are in touch, they will add up.



If we are run out of equal numbers on our grid, or we cannot put them in touch, the game will provide us another two, or four randomly so we can keep on playing. If there are no free tiles on our grid as well as no moves possible to alter the grid then the game ends.

By adding numbers, we get higher numbers and we can approach to 2048, which is the goal of the game.

How to run the game:

Double click on The_Game.exe file whose path is ' /bin/Debug/ ' relative to project folder.

Interface:

This section explains how to use GUI of game & start playing. Once you run the executable file(.exe)

two windows will open, one of them is the console output and other is the home screen of the game.

User has to use mouse for navigating through menu and keyboard for playing the game.

1. Gameselect Screen :

It has three options:

1. Autosolver :- This takes you to an auto-solver, which runs on pressing the “comma” key. This works only for a 4x4 grid and classic mode.
2. Manual 2048 :- This takes you to homescreen, where you can choose to customize various options and play 2048 game.
3. Virahanka 2048 :- This takes you a 4x4 grid, on which consecutive Virahanka numbers can be added using the arrow keys. This also is only for classic mode.

2.Homescreen :

It consists of three options:

- i).Play :- Selecting this will take to the main game screen where you can play the game.
- ii).Game Options :- Selecting it will lead you to options screen, where you can choose the size of grid, colour theme and the game mode.

iii).Read instructions : Selecting it will take you to instructions screen, from where you can review the rules & objective of the game.

3.Game Options Screen :

Here you can choose:

i).Size of Grid :- The Grid size can be set to 4x4, 5x5, 6x6 or 7x7 (default being 4x4)

ii).Colour Theme :- Colour Theme can be set either Red, Green or Blue.

iii).Game mode :- Here you can choose from the following game modes:

a). X-tile : This mode has one X-tile which cannot be added to any other tile.

b).Survival : In this mode 2 or 4 numbered tiles keep popping out randomly after a fixed interval of time. If you fail to add them and the screen gets filled completely then the game is over.

c).Classic : This mode is the normal 2048 game without any modifications.

4.Instructions Screen :

It displays the game rules for your reference.

5.Game Screen :

It consists of:

i).Grid :- It is the space where all the tiles are situated and are moved.

ii).Tiles :- Tiles are coloured square with numbers on them.

iii).Scoreboard : It shows the current score and high score.

