*Panel Chasers Manual  
by Anthony Goh*

Objectives/Rules

* Up to 4 players start with 3 HP, displayed on the bottom of the screen during a game.
* Player 1 is the human, Player 2 is the white triangle, Player 3 is the red triangle, and Player 4 is the blue triangle.
* Players take damage by standing on top of red tiles (damage tiles), or lava.
* Players instantly die if they enter a black hole.
* Yellow tiles (danger tiles) indicate where a damage tile will show up…in about a half a second or so.
* Items will spawn constantly throughout gameplay.
* Items are used immediately when they are obtained.
* To win, use items to kill the rest of the players and be the last one standing!
* Unfortunately, to quit after someone has won requires exiting and restarting the program. I apologize for the issue.

Controls

* Arrow Keys to move in Menu and Game.
* Enter is to confirm selections.
* Spacebar pauses the game while you are in the board.
* Backspace returns to the previous menu, or exits a paused game. This actually allows you to modify the options before continuing the game exactly as it left off.

Options

* Number of players: Can be set from 2 to 4. Only 1 human player allowed sadly. Self explanatory.
* Difficulty: Sets the speed of the CPU opponents. In technical terms, Easy has them all moving once per second. Normal and above increase their speed and movement time by random intervals, which are further increased in Hard mode.
* Stage Select: Selects a stage. Kinda obvious what it does, even if the stage itself isn’t apparent.

Stages

* Standard: A simple 15x15 blank map. No gimmicks.
* Spacetower: The last rows/columns are black holes! Try to avoid getting blown off into space!
* Obstacle: Inspired by the Bomberman series, many obstacle blocks are set to create an arena with no diagonals. This makes avoiding damage all the harder!
* Chaos: No tile differences from the Standard stage, but lightning (danger tiles) rain down constantly on the field, keeping all participants on their toes!

Tiles

* Blank tiles are the default tile. They do nothing.
* Yellow Tiles indicate danger. They will turn red in a little more than half a second.
* Red Tiles are damage tiles, they damage a character standing on them.
* Gray Tiles are obstacles, no character can walk through them unless invisible.
* Black Holes instantly kill the unfortunate character on them.
* Lava tiles are the same as red tiles. Except they stay permanently on the field.
* C:\Users\Anthony G\Documents\Processing\PanelChasers\data\black_hole.gif C:\Users\Anthony G\Documents\Processing\PanelChasers\data\lava.gif

Items

Attack Items: Works only on blank spaces (includes ones with players on them)  
 Always causes danger tiles to appear first.

* Lightning: Causes 20 random spaces to be struck.
* Crosshair: Turns all spaces in all four directions in a straight line into danger tiles.
* Quake Items cause danger tiles to appear in a 3 square radius when obtained.
* C:\Users\Anthony G\Documents\Processing\PanelChasers\data\lightning.png C:\Users\Anthony G\Documents\Processing\PanelChasers\data\crosshair.png C:\Users\Anthony G\Documents\Processing\PanelChasers\data\quake.png

Terrain Items: Works on the board itself, such as modifying it in some way.

* Fireballs cause a few lava tiles to appear randomly. It’s the only one of its type.
* C:\Users\Anthony G\Documents\Processing\PanelChasers\data\fireball.png

Support Items: Works on characters, which can be the one who obtained the  
 item or some/all the other characters.

* Barrier: Provides a visible barrier that protects the character with it from 1 hit.
* Heart: Restore 1 HP up to the max of 3 HP.
* Invisibility: Makes the character that obtained it invisible and immune to everything that isn’t a black hole. Also allows them to pass through obstacles.
* Wind: Forces all other characters to move 3 tiles in a random direction. (All in the same direction)
* C:\Users\Anthony G\Documents\Processing\PanelChasers\data\barrier.png C:\Users\Anthony G\Documents\Processing\PanelChasers\data\heart.png C:\Users\Anthony G\Documents\Processing\PanelChasers\data\invis.png C:\Users\Anthony G\Documents\Processing\PanelChasers\data\wind.png

Credits

Libraries

* Gif Animation External Library from:

https://github.com/01010101/GifAnimation

* Processing Sound External Library Used

Music

* Hudson Soft Co. Ltd for "Green Greens" music from Bomberman 64.

Original Name: Unknown, but used in the Green Greens world of that game.

* Capcom Co. Ltd for "bn6-boss" music from Megaman Battle Network 6
* Original Name: "A Surge of Power"