**BALLIMINATION  
Created by Hari Krishna**

**Libraries**

In order for this game to work, you’ll need to have the Pygame library installed. The game also makes use of the Tkinter, sys, PIL, random and shelve libraries, all of which come installed with Python.

**Controls**

To navigate through the menus, use the mouse to click on the necessary buttons.

To move Player 1 left and right, use the left and right arrow keys and press the spacebar to shoot a bullet.

To move Player 2 left and right, use the ‘A’ and ‘D’ keys and press the ‘W’ key to shoot a bullet.

These instructions are re-iterated in the Help menu of the game which can be accessed through the main menu.

**Additional information**

Each player has 3 lives (indicated by the hearts onscreen) and can only shoot one bullet at a time (until their respective bullet has gone out of the screen). However, if the player obtains a power-up (which has 1/10 chance of happening every time you destroy a ball), they can shoot multiple bullets at a time for 5 seconds.

If a ball is successfully destroyed the player(s) obtain 5 points. If the player(s) manage to beat the high-score for the particular level (each mode has its own high--score), their score gets recorded as the high-score.