# Create

Clicking on a spot on the screen will spawn a bubble with a starting velocity.

This bubble will be “zero mass” so it will not gravitationally affect anything else.

These bubbles can collide, so clicking on another bubble, will just cause an instant collision (so it may appear like no bubble was spawned).

# Explode

Simple, just click on a bubble to cause it to explode.

An explosion will cause a bubble to turn into smaller bubbles.

If the bubbles formed from the explosion are too small (smaller than a pixel), they will be deleted.

Pressing space will cause all bubbles on the screen to explode

# Rockets

Clicking on a spot on the screen will spawn in a rocket. This newly spawned rocket will follow your mouse and snap to bubbles that you mouse over.

If you click while the rocket is not snapped to anything, the rocket will be removed.

If you click while the rocket is snapped to a bubble, it will detach from your mouse, and stay snapped to the bubble.

You can add multiple rockets at a time.

Pressing space will cause all the snapped rockets to take off (not the rocket that is attached to your mouse). This rocket will now be affected by the gravity of the bubbles surrounding it.

# Settings

Clicking the “S” key will open the settings window, where different options can be found.

Here you can manually select the mode and change values about spawn able objects. Values that were not compatible (eg putting a letters where a number was expected) will result in the default value being taken.

# Hotkeys

Space: While in rocket mode, will cause all rockets to take off. While in explode mode, will cause all the bubbles to explode.

Tab: Cycles through the modes

S: Opens settings

Esc: Resets the program