KICK IT!

Instruction Manual

Kick It!

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Kick It? Kick What?

In *Kick It!*, the objective is to destroy [blocks](#) by kicking them into each other. Blocks interact differently based on the values–fractions–written on them. The player can successfully clear a level by making the right comparisons, as well as the right order in which they clear blocks.

Story

You are a test subject for experimental rocket-powered boots. Upon entering a top-secret test site, you discover the place is overrun with mysterious blocks! Naturally, you want to get rid of the blocks, but instead of digging out cumbersome equipment from storage, you come up with a brilliant idea: why not use the boots to remove the blocks? It'd be faster and more stylish that way.

With assistance from headquarters (HQ), you will clean up the place by kicking the mystery blocks into oblivion. Time to work!
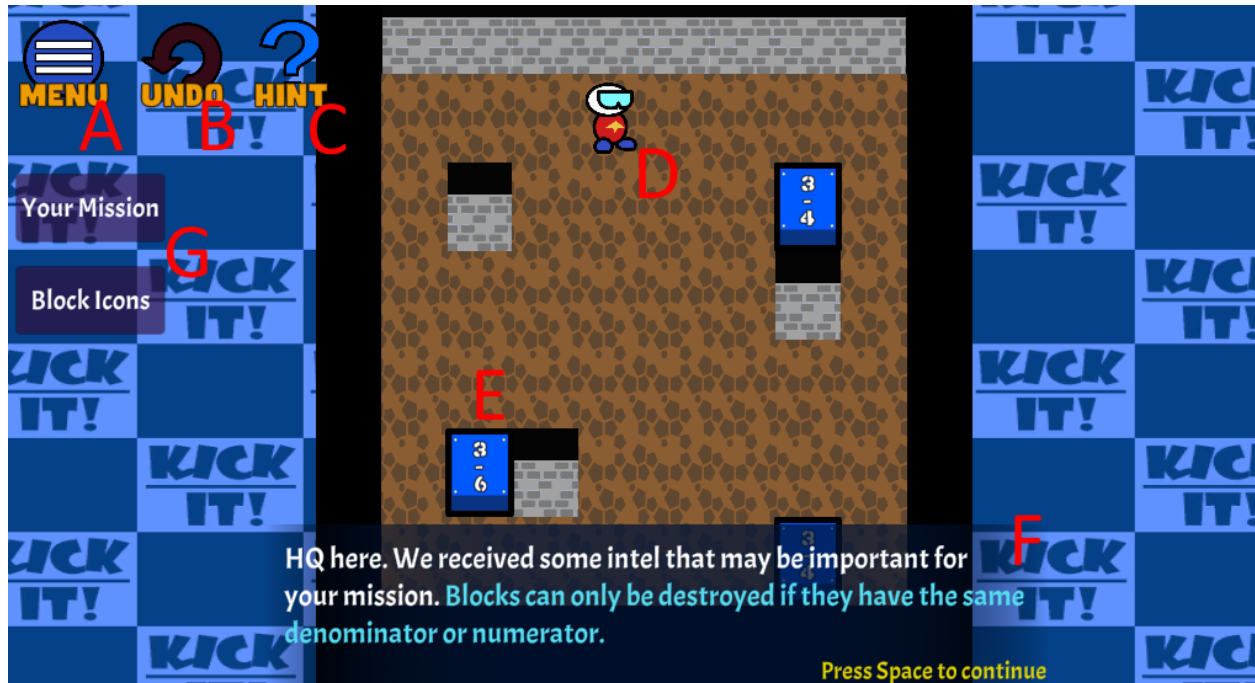
Starting the Game
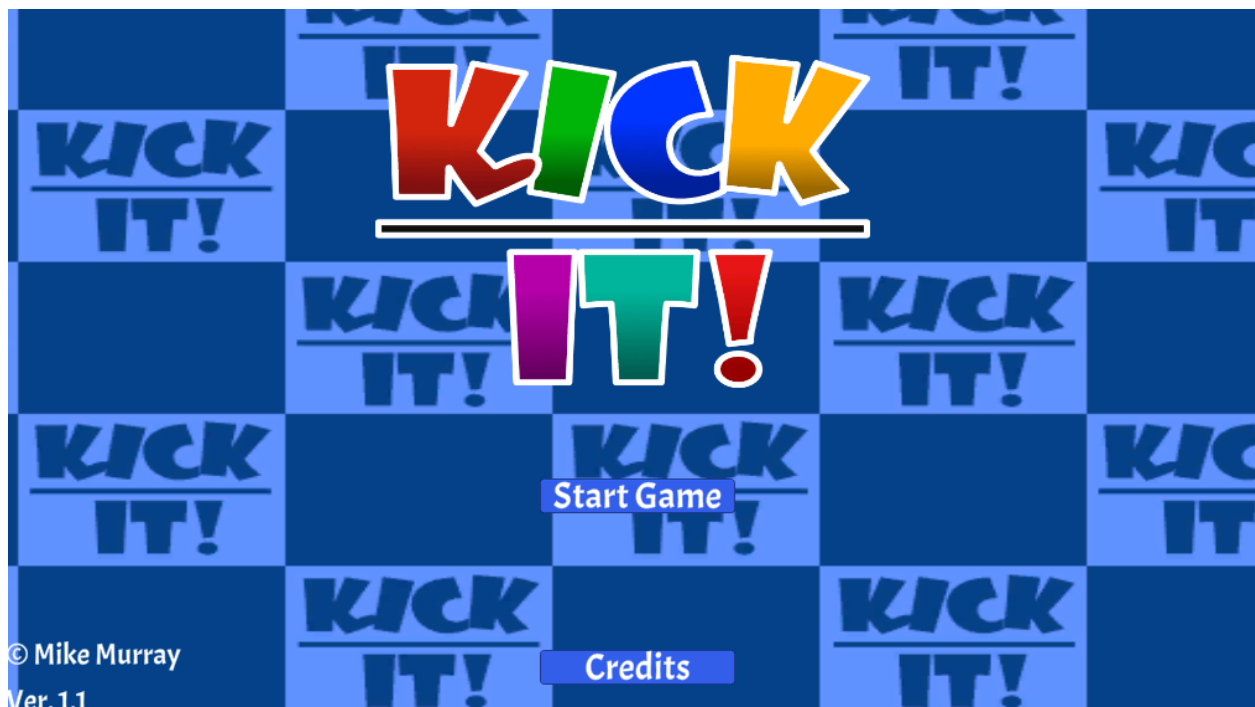
The title screen. Isn't it pretty?

Starting the game is straightforward. Simply click on "Start Game" and you will immediately begin playing. If you have a game already in progress, a "Continue" button will appear on this screen.

The Game Screen

A. **Menu Button -** You can access different options, including toggling music and text-to-speech, using the Help submenu, or restarting a room.
B. **Undo Button -** Resets the room's state back to what it was before you made your last action. Pushing or kicking a [Fraction Block](#) counts as an action. You can only undo 1 action at a time.
C. **Hint Button -** The game provides a single hint that's unique to the current room. Any important blocks will be highlighted The hint button can only be used once per room.
D. **Player Avatar -** This is what the player controls.
E. **[Fraction Block](#) -** These must be destroyed to complete the room. Fraction Blocks have different fraction values written on them.
F. **Dialogue Window -** The player will receive messages either from HQ (white text), or from the game (green text). Any important information is highlighted in light blue text.
G. **Sidebar Buttons -** These buttons open a sidebar which will be displayed on the right side of the screen. "Your Mission" displays the main objective of each room,

while "Block Icons" explains how to read each icon that appears when comparing fraction blocks. **NOTE:** these buttons only appear after completing the tutorial rooms.

Player Actions

The player uses the keyboard to control the player avatar. *(NOTE: the player must use the mouse to press the Menu, Undo, or Hint buttons)*

Action	Command
Move	WASD keys or directional keys
Push Fraction Block	Press and hold a direction towards a block for a short duration
Kick Fraction Block	Space bar while standing in front of block

Whenever the player approaches a Fraction Block, a small arrow will appear next to the avatar. This arrow shows the player's current direction.

 The arrow shows you which way you're facing.

Once a player is facing a block, they can do one of two actions: **push** or **kick**.

Pushing a block moves the block a short distance in the direction the player held.

Kicking a block moves the block at a high speed in the direction the player was facing. The block does not stop moving until it's destroyed, or until it hits a wall or a Fraction Block with incomparable values. There must be sufficient space between a block and its destination before the block can be kicked.
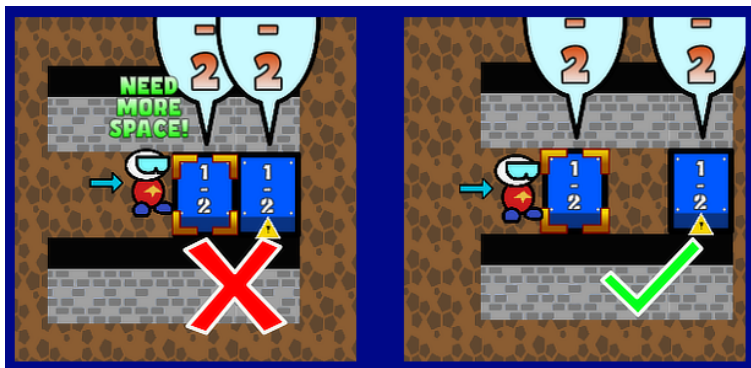
 Note the space that's required to kick a block. You don't need much!

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The player must be careful when moving blocks. Blocks can only be pushed, not pulled; this means a block that is pushed towards a wall will stay there if there's no space to move it in another direction. Kicking blocks might be fun, but the player has even less control once a block is kicked!

Fraction Blocks

In order to complete a room, all Fraction Blocks must be destroyed. This is done by comparing the values written on them and kicking one block into the other. **One or both blocks are destroyed only when either the numerator or denominator is the same on both blocks.**

When the player approaches a block, a cursor will appear on the block they're facing. Also, they will see a bubble with the block's value in larger text for easier reading.

Depending on how the player approaches the block, the bubble will appear in different positions so they don't clash with other bubbles. The gold cursor on the block appears when the player is facing the block.

While the player is next to a block, any other blocks in the player's path will be highlighted with bubbles. These blocks will have icons on them, **which will inform the player of what will happen if they kick the block they're targeting into the other blocks.**
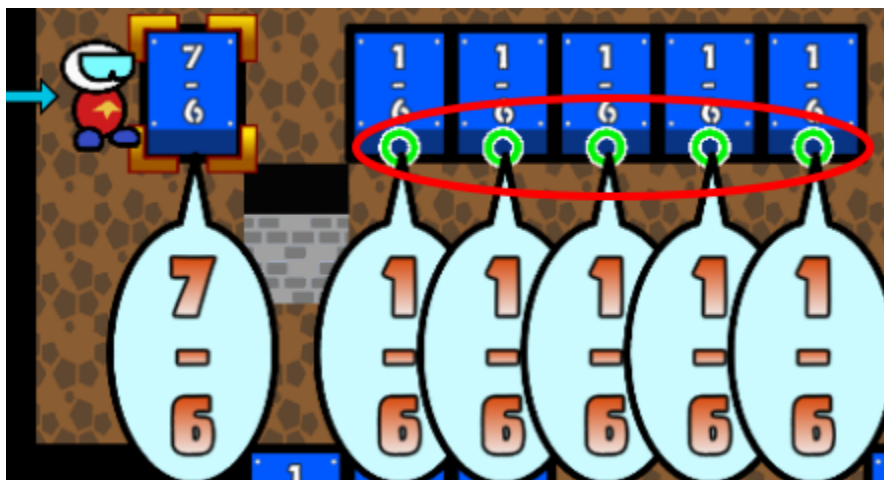
Block icons (circled in red) let the player know ahead of time what will happen if they kick the targeted block into the blocks in their path.

Here are the icon effects:

Block Icon	Effect
X	A block with this icon destroys the target block. In other words, the block's value is greater than the target block's value.
O	A block with this icon is destroyed by the target block. In other words, its value is lower than the target block's value.
⚠	Both blocks are destroyed. This means that both blocks' values are equal.
⊘	A block with this icon stops the target block in its tracks. When this happens, that means that the block values have different numerators and denominators, therefore they can't be compared.

The player can use these icons to help with comparing fractions faster since they don't have to just look at the numbers.

How to Progress

When blocks are destroyed, the player will see the results of the comparison in order to confirm their choice. When all blocks are destroyed, the room is complete and the player moves on to the next room.

The game is complete when the player clears all **8** rooms (excluding the tutorial rooms).