How to play Leaping Elements

First of all, you need to extract the content of ZIP file to some folder and launch the executable JAR file 'LeapingElements.jar'. It requires Java 8, so download Java if you can't open the file:
https://www.java.com/en/download/
Note: if you are a developer and have higher version of Java installed, make sure that you use java version jdk (if using openjdk, make sure that you have installed JavaFX libraries along) 1.8.0_251 to open it (check by running 'java -version')

After launching the game, you will see the Main Menu. Here you can choose to play a level by clicking on it, load your own level from .tmx file, or see credits.

In the the levels itself, you control 2 characters – Ice hero (with arrows) and Fire hero (with keys A, W, D). You can change camera modes – automatic (tries to show both heroes if possible), focus Ice hero, focus Fire hero. – by pressing C. If you want to restart the level, press R. If you want to quit level, press Escape.

The goal in each level is to collect all available stars.

Ice hero is more bulky, therefore moves slower and jumps lower (only around 2 blocks up), but has 4 lives and can swim in the water. Ice hero also melts in the contact with Fire hero, so don't get too close!

Fire hero is more agile, moves faster, jumps higher (around 3 blocks up), but has 3 lives and drowns in water.

Both heroes die in the contact with enemies, turret blocks and all projectiles except projectile of their own kind (so Fire hero dies to ice and combined projectiles, Ice hero to fire and combined projectile).

Have fun! :)