**KICKSHOT ANDROID USER MANUAL**

Note: This manual is for the future, finished version of the game. It may not accurately reflect demo versions of the game

**Starting a game:**

When the app is launched, select the number of players in the game (2 is the default number of players), and press the 'Play' button. The game board will come into view with the ball centered at midfield. The first player will roll the dice to see which team gets the ball and goes first. An even roll signifies that the home team (player 1's team) gets the ball first.

**Playing the game:**

To start your turn, tap the screen to bring up your hand of cards. Swipe left and right to view all of the cards. Tap a card to bring up a larger view. When the card is zoomed in, you can select the “Play Card” button or the “Don't Play Card” button. If an inapplicable card is selected (i.e. a pass card when the player is on defense), the “Play Card” button will not be selectable.

After a card is played, it is evaluated, and the “Next Player” message is flashed onscreen. If the card requires the next player to play a specific card in return, an icon will show that tells the player what card(s) can be played. If the player cannot play the card, they press the “Skip” button, and gameplay continues as normal.

**Ending the game:**

When all of a player's cards have run out, the game is over. If there is a winner, the team colors are displayed with a scoreboard image. If the game is tied, the game goes into shootout mode. Shootout mode plays as described in the game manual. Shootout mode continues until the game has a winner.

**Pausing the game:**

Press the pause button located in the upper right corner of the screen. This will bring up a menu allowing players to view the game or app manuals, quit the game, or adjust sound options.