Welcome to ARSINA!

Your main task is to clear the balls from the path, before they reach the end. If any of the balls except the stones reach the end, you will lose and earn a ti-tap. You can prevent this by exploding the balls in the path, which can be done by shooting balls towards other balls of the same kind. The balls will explode if at least three adjacent balls of the same kind are exploded upon impact. There are four main balls and several others with extra features. The joker ball explodes when hit by a ball shot from the center. The stone ball can only be removed when it reaches the end (and it only exists in the Stones mode). The bird ball can be removed when a number of balls adjacent to it explode. The question mark ball turns into the kind of the ball adjacent to it that explodes, and can be removed like a normal ball afterwards. The ice ball needs to be unfrozen first by either an explosion next to it, or by being hit by a ball shot from the center, and can then be removed like a normal ball afterwards.

There are 4 modes in this game. The first mode is called Erasure. In this mode, you have to clear all the finite number of balls from the path. This mode doesn’t have any special conditions. The second mode is called Timer. In this mode, you have to clear the balls created at the beginning of the game, and also the balls created afterwards throughout the 80 seconds of the game. In the first two modes, you gain points by exploding each ball, and the sooner you explode it, the more points you gain. The third mode is called Stones. In this mode, you have to clear balls in front of the stones, so they can reach the end. You win this mode when all of the finite number of stones created at the beginning and throughout the game, reach the end. The fourth mode is called Free Birds. In this mode, you have to free the birds from the path. You win this mode when all of the finite number of birds created at the beginning and throughout the game, are freed. In last two modes, you gain points by removing/freeing the stone/bird, and the sooner you remove/free the stone/bird, the more points you gain.

There are also time effects. These effects are randomly given to balls in the middle of the game. The effects are available for only 5 seconds on the ball. You can activate it, by exploding the ball. The effects last for 7 seconds upon activation. The pause effect stops the balls, the slow-motion effect slows the balls, and the backwards effect reverses the direction of the balls on the path.

There are special powers as well. These powers are given randomly (of non-equal distribution) after each win. They can be activated via the menu on the far left, which can be viewed by hovering the mouse over it. The fire power removes the single ball it hits. This power can be used three times upon activation. The bomb power removes the 5 balls that are at most 2 balls distant from the ball the bomb hits. The thunder power removes all the balls on the screen that are under the light that is shown when the power is activated. The balls will be removed when you click on the screen. The filter power removes all the balls of the same kind of the ball it hits (which can be one of the main four) on the path. The jackpot power removes all the balls on the path. None of these powers shall remove a stone.

You can also swap the current ball with the next ball on the center by pressing space.  
You can pause the game by pressing escape.

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