

# CARROM

## **Controls:-**

1. Use left and right arrow keys to move the striker on launch bar.
2. Use up and down arrow keys to set the power of the striker.
3. Use spacebar key to launch the striker.
4. Left mouse click can also be used to launch the striker.
5. Right mouse click can also be used to move striker on launch bar.

## **Scoring:-**

1. Blue coins will increase the score by 10 if holed.
2. Gray coins will decrease the score by 5 if holed.
3. Red coin will increase the score by 50 if holed.
4. Striker will decrease the score by 5 if holed.
5. The score will automatically decrease by 1/sec until the striker is launched

## **Aim:-**

The aim of the game is to score as much as you can by inserting blue and red coins in as much less time as possible.