**User Manual**

**Desktop**

When the player runs the application, its presented the main menu. In this he can choose to play the story mode, deathmatch mode or network mode.

**Android**

When the player runs the application, its presented the main menu. In this he can choose to play the story mode with only one player.

**StoryMode**

There are 27 levels.

May choose the number of players between 1 and 4 (except in Android) and the level he wants to play between the first level and the farthest one he ever got to (in Android he may play any of the 27 levels right away).

The goal of the players is to kill the all the enemies in order to pass the level (and avoid being killed).

Player starts with 1 bomb and 1 flame (range of the bombs). When he places a bomb it will start ticking signaling the tiles that will be in flames. After a few seconds the bomb explodes and the affected tiles become flames which are dangerous for both players and enemies. If the flames hit an explodableObject (barrerls, boxes or cactis) this disappears and may reveal a bonus.

There are 9 types of bonus:

* BombBonus – adds 1 bomb to the player that catches it (maximum of 9)
* FlameBonus – adds 1 flame to the player that catches it (maximum of 9)
* SpeedBonus – adds 0.2 of speed to the player that catches it (maximum of 0.8 add)
* DeadBonus – affects the player negatively for a few moments (may stop him, not allow him to place bombs, invert the controls, bomb all the time)
* DistantExplodeBonus – affects the player only for a few moments (when the player places a bomb and stops pressing the place bomb button the bomb explodes)
* KickingBonus – allows player to kick bombs
* SendingBonus – when the player is standing the bombs he places will move
* NBombBonus – gives the player 2 NBombs
* LBombBonus – gives the player 2 LBombs

Moving forward in the story mode woill reveal more bonus and more enemies. There are 11 different enemies with different AIs (4 types), speeds and lives.

The number of bonus is proportional to the number of players, meaning selecting more players will give the user more available bonus.

**DeathmatchMode**

Refer change of ip if you want to use the online method