

How to play the Sonic Spark:

* Ensure the microphones are properly positioned on each side before beginning the game.

Player's Movements:

- To turn right, roar into the microphone on the right.
- To turn left, roar into the microphone on the left.
- Louder voices correlate with sharper turns.
- After a certain duration, the forward speed constantly accelerates, so stay alert 😊

Enemies:

- The flames are automatically thrown at enemies as the player approaches.
- Destroy enemies by steering the player to right in front of them.

Types of bar:

Health Bar:



Drops upon colliding an enemy or obstacle; rises when destroying an enemy or collecting 5 flames.

Flame Bar:



Goes up with each flame collected and falls when a flame is thrown at an enemy.

Enemy's Health Bar:



Decreases with every flame that hits the enemy.

Have fun 😊