

Bombberman Game User Guide

Homepage

Press “space” key to enter the main page.

Movement

Player 1: The orange cat at the left-top corner.

Use “up”, “down”, “left”, “right” keys to move up, down, left, right.
Use “space” key to put the bomb.

Player 2: The brown dog at the right-down corner.

Use “w”, “s”, “a”, “d” keys to move up, down, left, right. Use “g” key to put the bomb.

Cell

Christmas tree: Can be destroyed by the bombs; players cannot pass; cannot put the bombs on it. After getting destroyed, becomes Snow Field.

Snowman stone: Cannot be destroyed by the bombs; players cannot pass; cannot put the bombs on it.

Snow field: Cannot be destroyed; walkable; can put the bomb on it. After the bombs explode, becomes Explosion Area.

Cell with bomb: When players are currently on a cell with a bomb, they can still move to another walkable (Snow) field. However, players cannot move onto a cell that already has a bomb.

Bomb

Time: Put the bombs on the Snow Field, after 3s they will explode. The explosion lasts for 2s.

Range: The normal bomb range is a symmetric cross field with 9 cells, which has a center and spreads 2 cells in every direction (up, down, left, right). If there is a Christmas Tree, the bomb destroys the Christmas Tree, and the explosion range stops in that direction. If there is a Snowman Stone, the explosion range stops in that direction.

Number of Bombs: At the beginning, each player can put a maximum of 3 bombs, then every 30s, 1 bomb is added.

Round-Timer

Total time: 120s.

How to Play It

You move around on the layout, put the bombs on the Snow Field, destroy the obstacles (Christmas Tree), and try to kill the opponent.

Avoid yourself to be in the Explosion Area.

Let the opponent be inside Explosion Area to kill it.

You can also be killed by the bombs that you put.

Game Ending Conditions

Player2 win: Player1 is in the Explosion Area.

Player1 win: Player2 is in the Explosion Area.

Draw: Player1 and Player2 are in the Explosion Area, or the round-timer is 0.

Press “q” to quit directly.