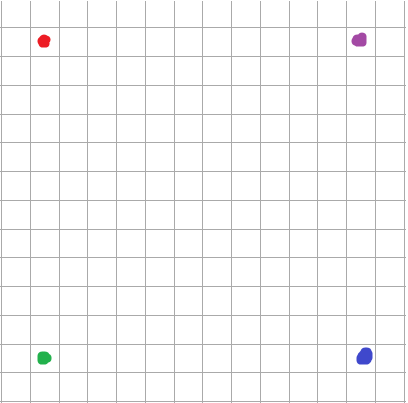
**Jars Tile Game:**

**Players:** 2-4

**Coding:** Actionscript 3.0

**Rules:**



-Game takes place on a grid of tiles with 2-4 players on different tiles on the grid

-When the game starts, the some of the tiles will begin to shake

-After a short period of time, the tiles that was shaking will fall

-Players must avoid stepping on the falling tiles and gaps or they will fall down and lose the game

-A small amount of tiles will eventually reappear on the grid

-This process will continue until only one player is left, the surviving player then wins

**Players Can:**

-Jump one tile

-Push other players into the next tile or a gap

**Players Can’t:**

-Be on the same tile as other players

**Optional:**

-Random items occasionally appears to give power ups or points

-Each player can have three lives