**Not tic tac toe: tutorial** William Ackemo

You boot up the game and start with pressing the control button. The controllers are the following:

Player 1: Movement: A and D Jump: W Attack: Spacebar

Player 2: Movement: left and right arrow Jump: up arrow Attack: Enter

In-game there is a scorekeeper, and it is displayed on home button, and hide it with pg up.

The game starts immediately when you press the “start game” button. Two players spawns into a world, and their goal is to attack the other 10 times. Everyone has a ranged attack (throw fishes) and both have a health point bar (hp bar). Once one players bar is depleted, there will appear a victory screen, which shows who the winner is. This is the moment you can add or reset scores on the scorekeeper, by simply display it and press the buttons. +1 adds a score to the player over the button, save locally saves the scores and load loads up the local saved scores. While reset resets the scores to zero, but you need to save the reset to locally save that score.

On the victory screen you also get the option to press restart, that restarts the match. Also you can press quit and that will take you to the main menu, where you can either start over again, check controls or exit the game completely.