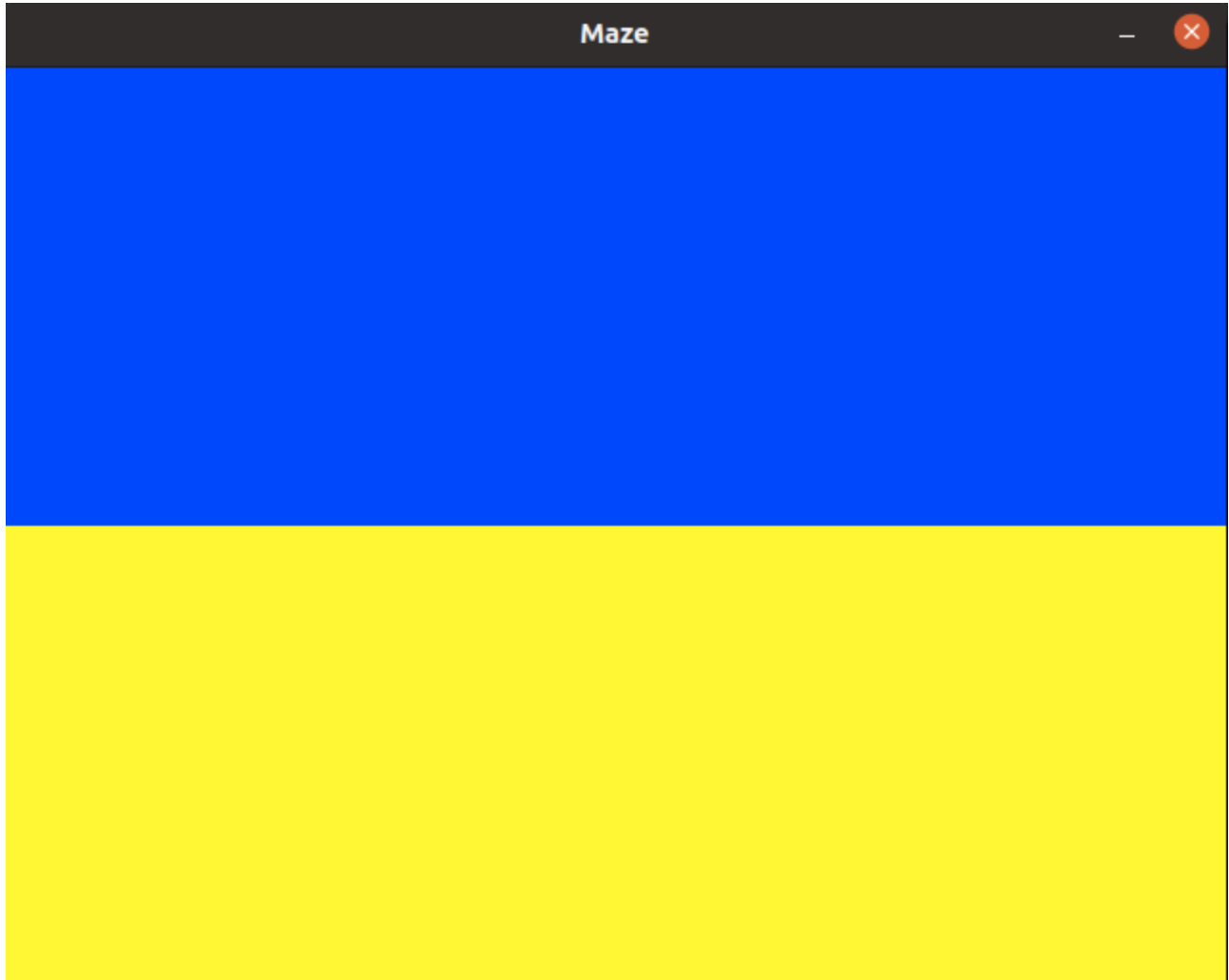


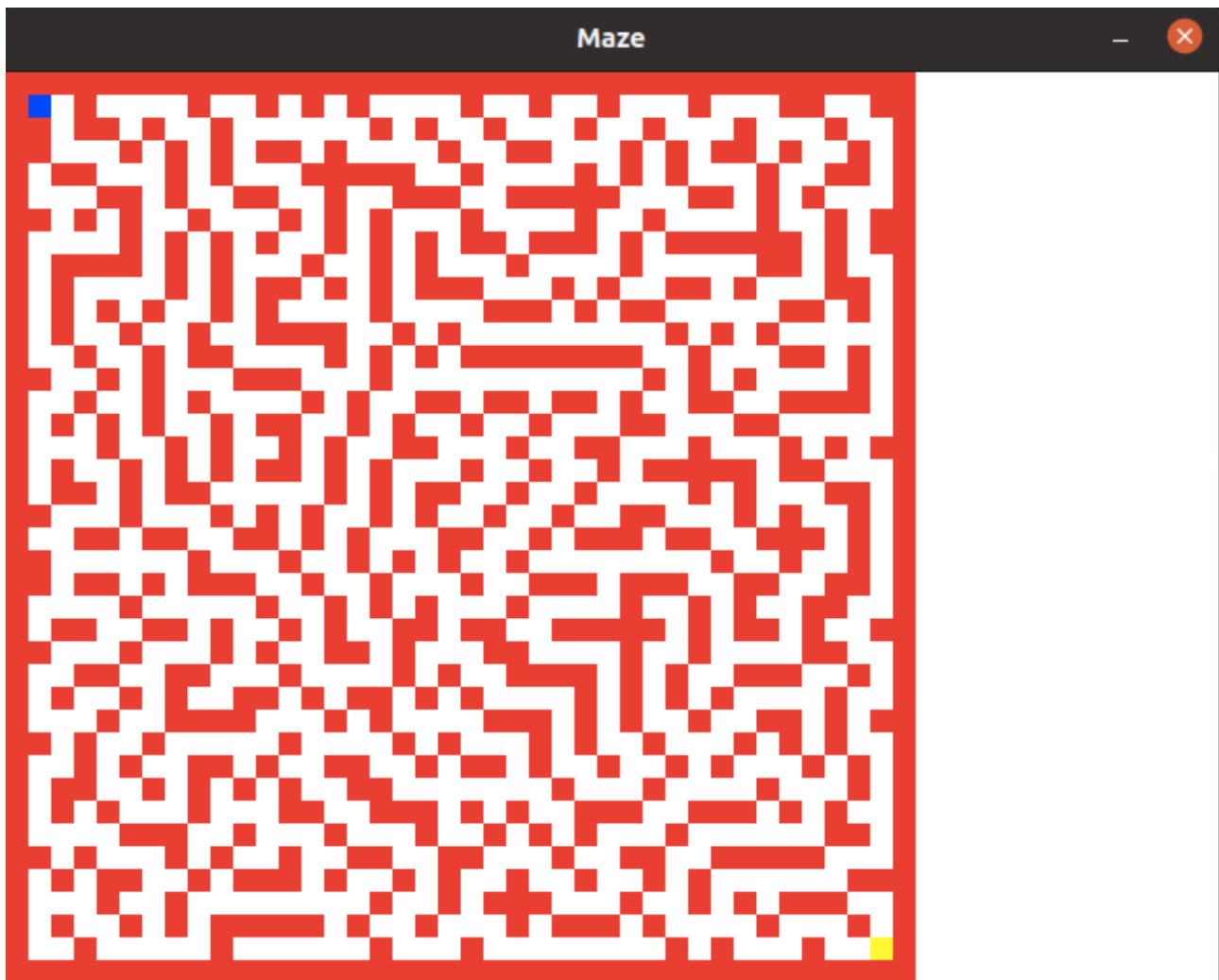
Game-Rules

This is a Two Player game. One is Blue Player, another is Yellow Player. When you start the game, you will get a screen like this,



Both the participants have to choose their players by clicking on either the blue region, or the yellow region. **Make sure that the participant that chooses the Blue Player clicks on the screen first.**

Next, you reach the Maze.



The starting point of each player is referred to as its **Bunker**.

Rules:

1. The **Red** space on the screen represent the walls. The **White** space on the screen represent open space. A player cannot walk through the walls.
2. The players can move **Left, Right, Up** and **Down** by tapping the corresponding keys on the keyboard screen.
3. The players can also shoot each other by tapping the **Space** button. In order to shoot your opponent, you have to fulfil following requirements:
 1. Your player must be in a straight line with your opponent's player, either vertically, or horizontally.
 2. There must not be any wall between both the players.

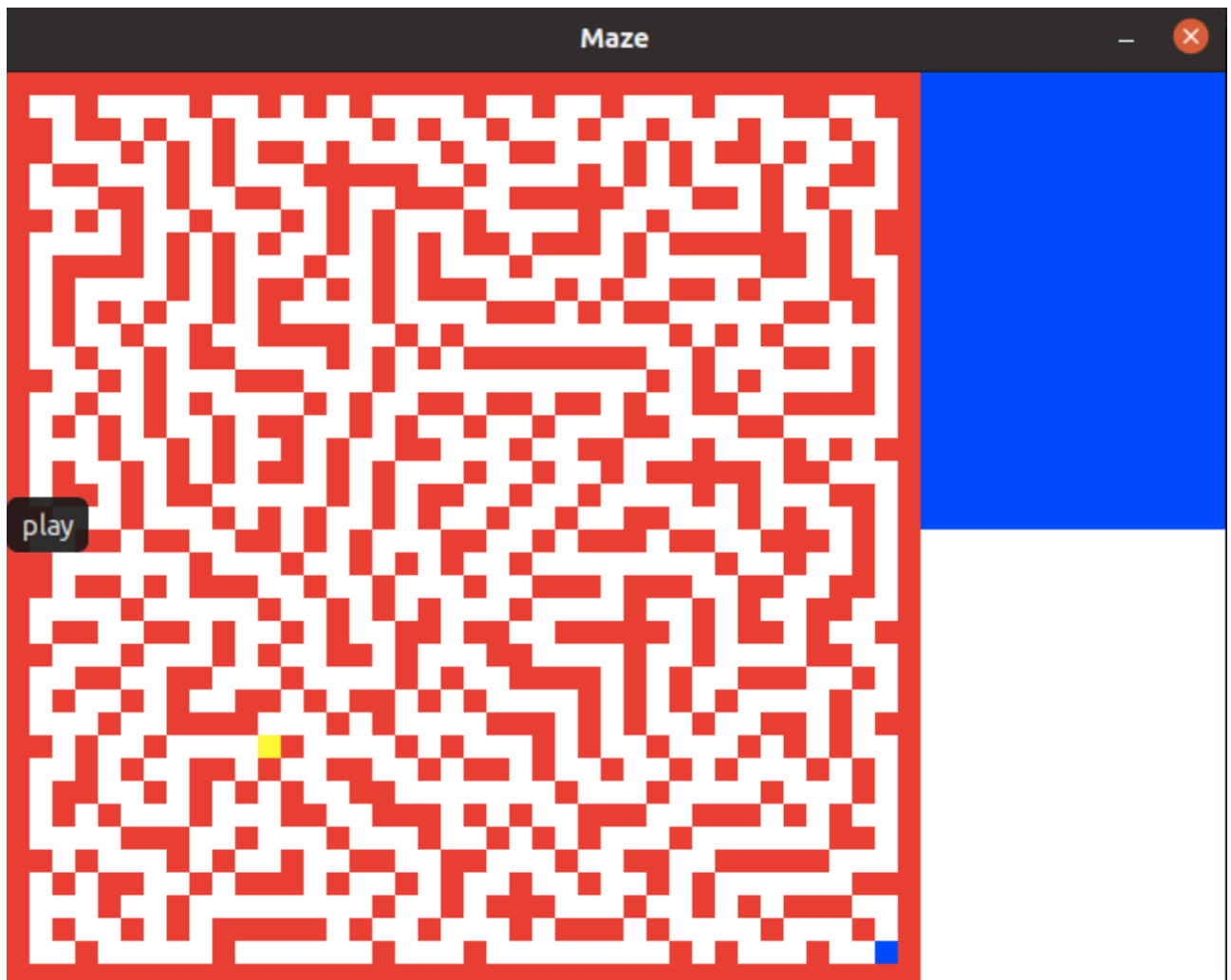
3. Your player must be facing towards the Opponent's player. (The direction a player is facing is determined by the last key that you have tapped on your keyboard.)

Once a player is shot, it restarts from its **Bunker**.

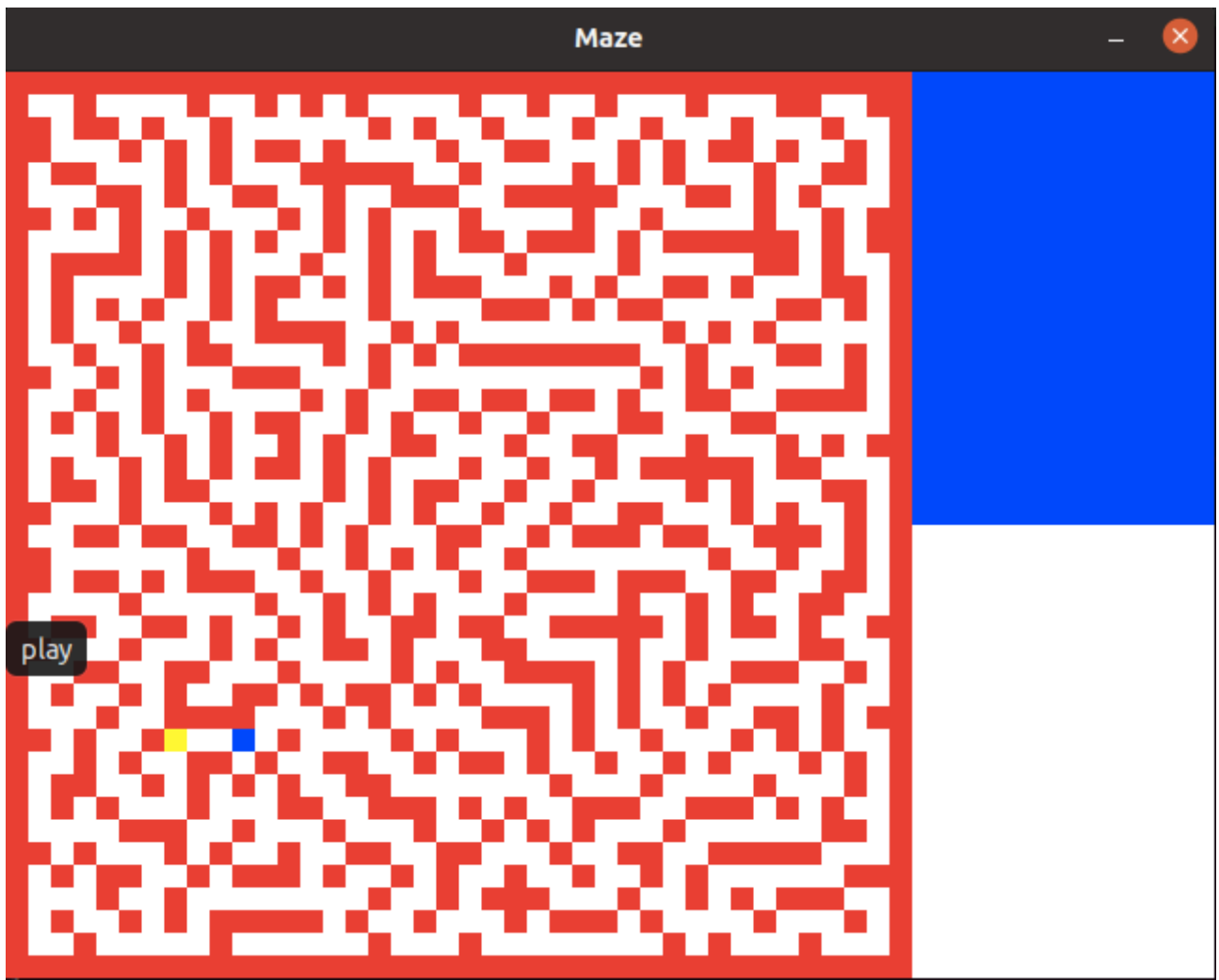
Objective:

In order to win the game, a player has to complete two requirements, in the same order.

1. First, a player has to destroy its Opponent's Bunker. Once a player's bunker is destroyed, it doesn't have a place to get shelter. It cannot rebuild its strength. When a player has destroyed its opponents bunker, its colour is highlighted in adjacent screen.



2. Once you have destroyed your Opponents's player's bunker, the second objective is to shoot your opposing player.



Whichever player first fulfils these requirements, in this order, wins the game.