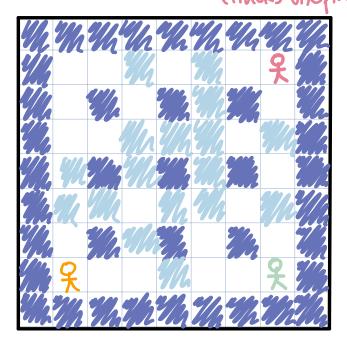
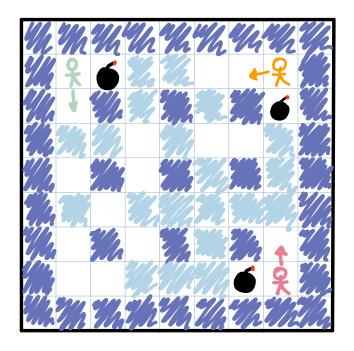
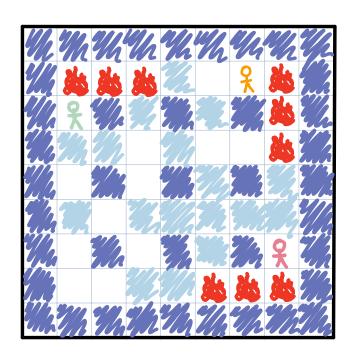


Randomly gonerated tile-maps and spawning positions (tracks one player) for players.

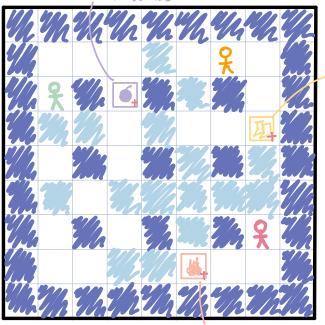




Place bombs to destroy the explodable blocks!



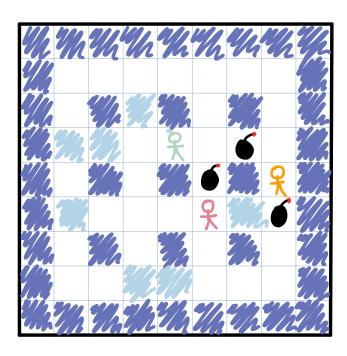
increase, # of bombs

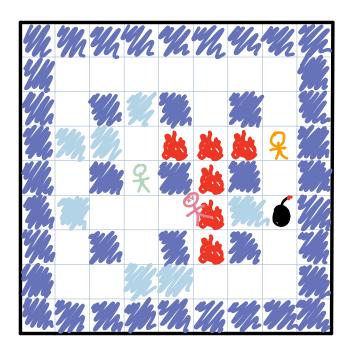


increase speed

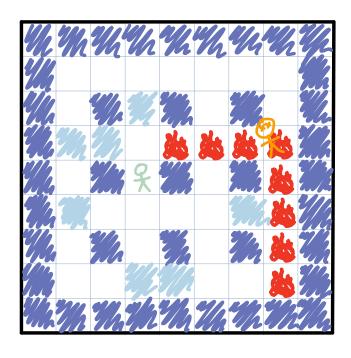
Collect power-ups to increase chance of winning!

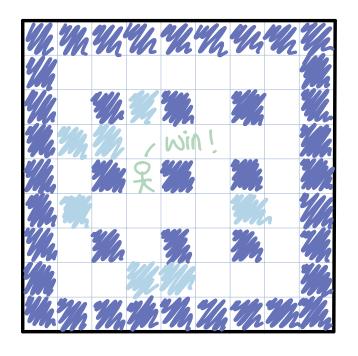
- inclease explosion range





Player dies if hit by flame





whosver survives till the last wins!