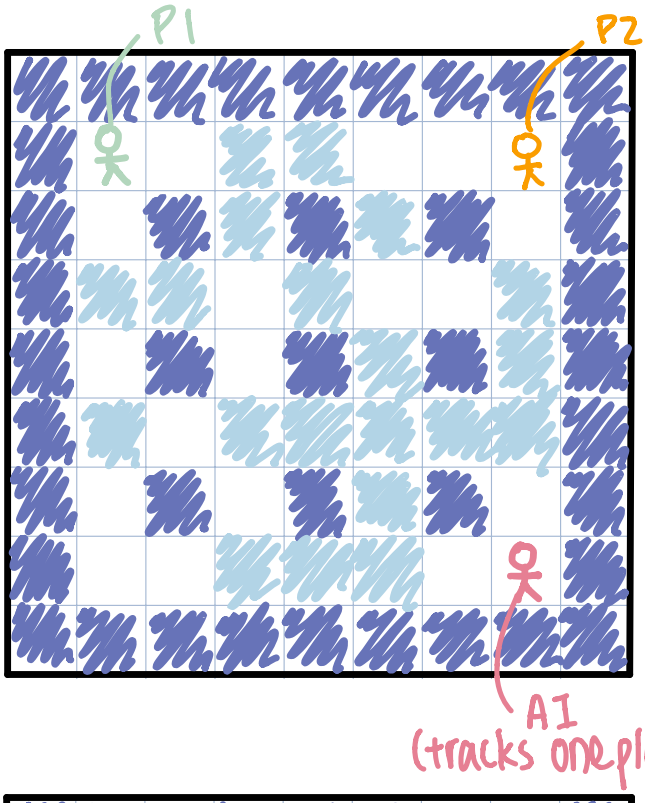
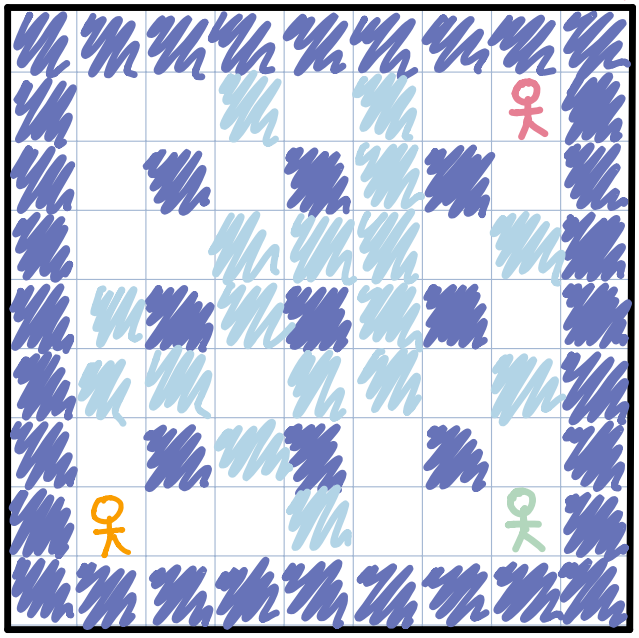
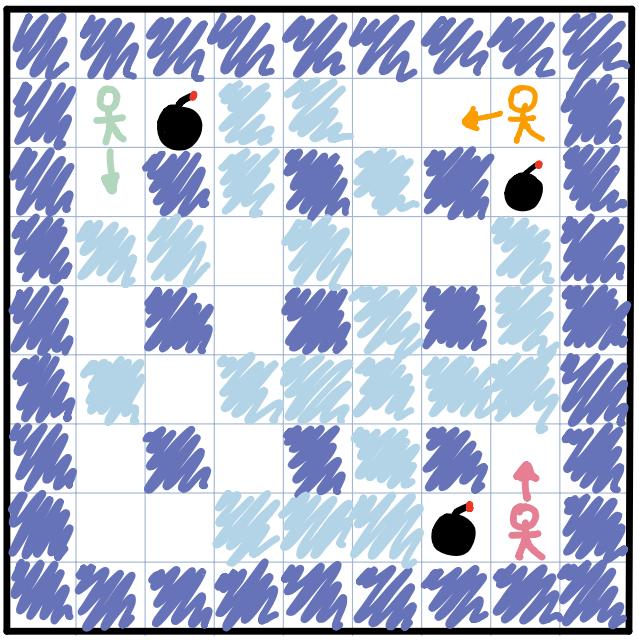
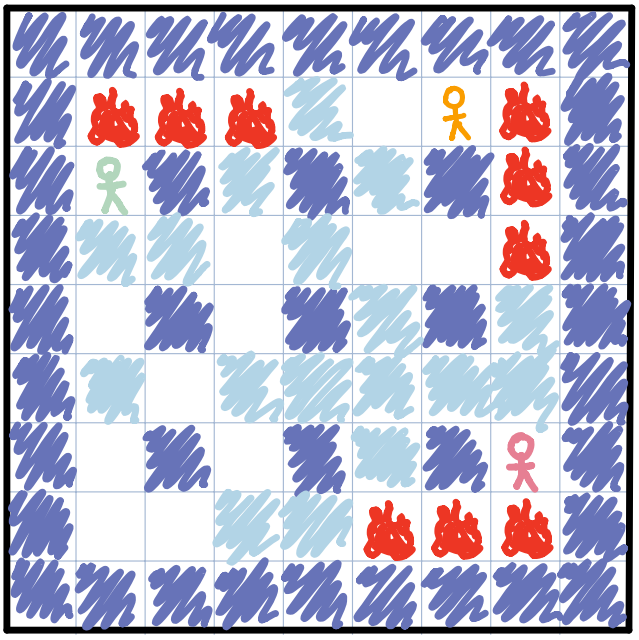


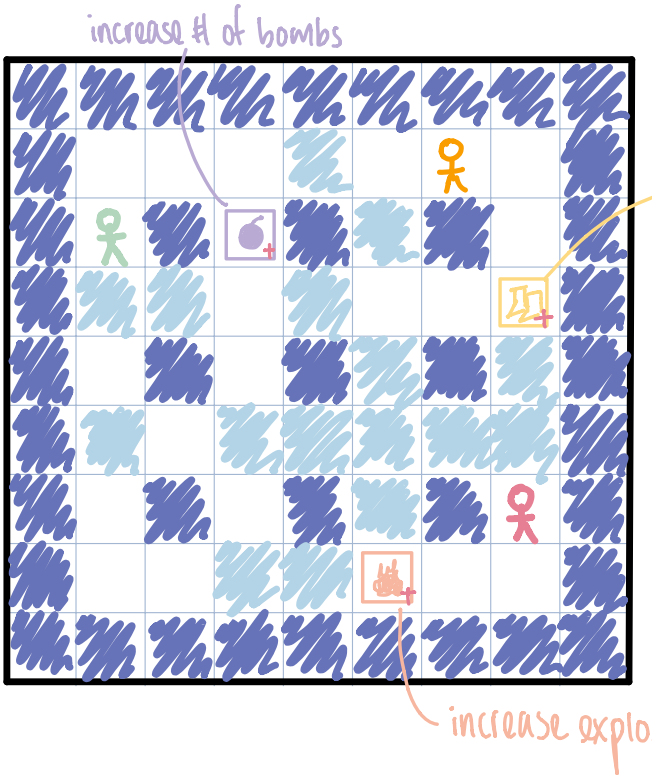


Randomly generated tile-maps and spawning positions for players.

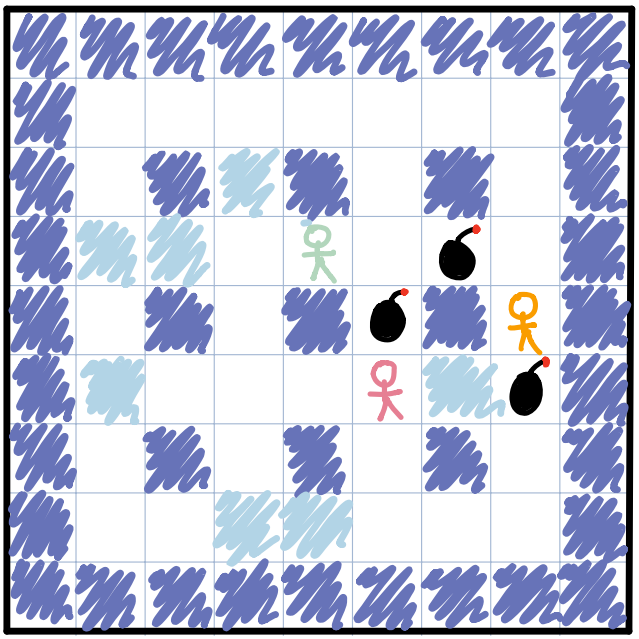


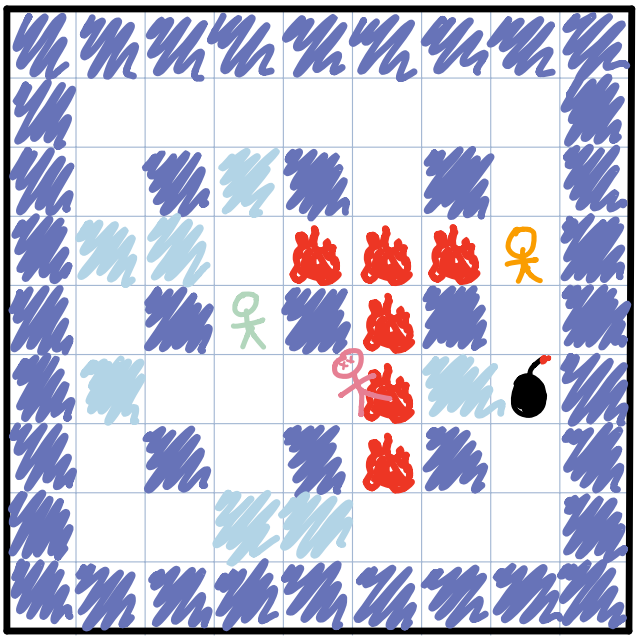
Place bombs to destroy the explodable blocks!



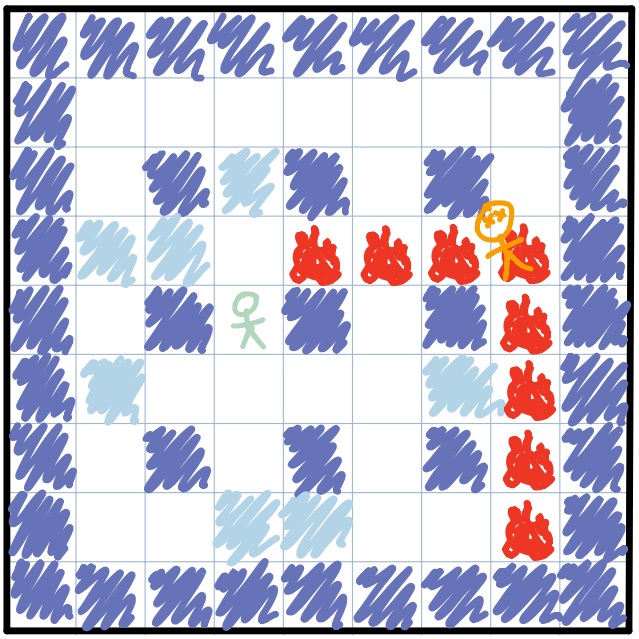


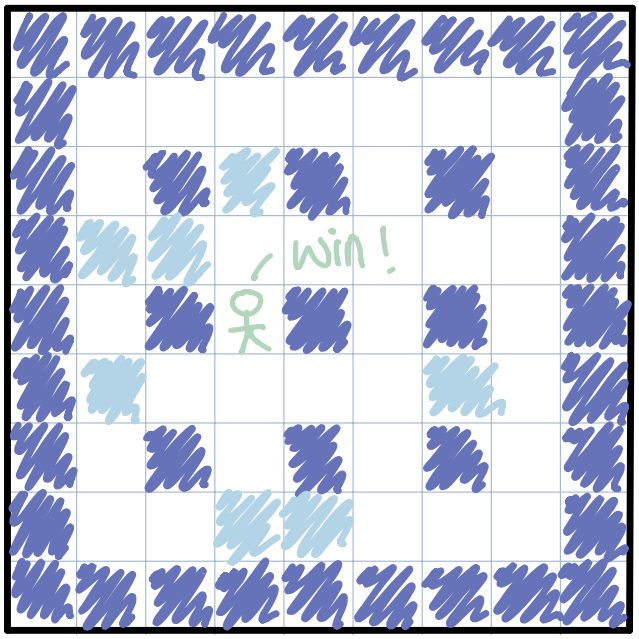
Collect power-ups to increase chance of winning!





Player dies if hit by flame





whoever survives
till the last wins!