Bomber Barn
README

Game: Bomber Barn
Developer: Late Leaf Games
Version: 0.6.2
Date: 2019 January 21
Platforms: PC, Mac

Intro: Welcome to Bomber Barn!
The goal is simple: to blow up your opponents.
Collect power-ups and leverage your character's unique abilities.

Controls:

Left stick or D-Pad	Move
A (bottom button)	Drop Bomb (OK in menus)
B (right button)	Special Ability (Back in menus)
Start	Pause

* Keyboard controls are:

Player 1

WSAD	Move
F	Drop Bomb (OK in menus)
G	Special Ability (Back in menus)
Enter	Pause

Player 2

Arrow	Move
[	Drop Bomb (OK in menus)
]	Special Ability (Back in menus)
\	Pause

Gameplay: Plug in 1-4 gamepads and start a match.

There are four playable characters:

1. Name: Chuckin' Chicken

   Passive Ability: "Cook" bombs by holding down the Drop Bomb button. These will have a shorter fuse!

   Active Ability: Throw bombs up to three spaces ahead of you, as long as nothing is blocking the way.

2. Name: Quick Cat

   Passive Ability: Start off moving faster than everybody else.

   Active Ability: Start sprinting extra fast for a few seconds, limited to dropping only one bomb.

3. Name: Dojo Donkey

   Passive Ability: Kick nearby bombs away by moving into them.

   Active Ability: Spin around counter-clockwise, kicking away all immediately adjacent bobms.

4. Name: Timid Turtle

   Passive Ability: You move slower than everyone else.

   Active Ability: Withdraw into your shell for a few seconds, temporarily immune to any flames.

Items: Occasionally, a power-up will appear in the place of a destructible block on the battlefield. Simply move into it to pick it up.

1. Name: Speed
   Effect: Move slightly faster from now on.

2. Name: Bomb
   Effect: Increase (by one) the number of bombs that you can have dropped on the battlefield.

3. Name: Flame
   Effect: Increase the length of your bomb's flames by one space.

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