


# User Guide

Last plate standing.

**404LabsTech**

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# Welcome to Bites Clash

A 3D party brawler where Malaysian food fights with flying slippers. Throw, dodge, grab power-ups, and be the one who lands the final hit.

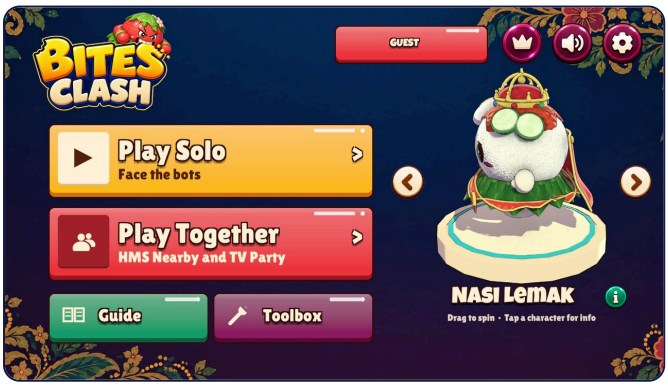

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**Language.** The game starts in **English**. Switch to Bahasa Melayu any time in **Settings > Game > Language**; your choice is saved. This guide uses the English button names, with the Malay name in brackets the first time, for example **Play Solo** (Main Solo). Character, power-up and arena names are the same in both languages.

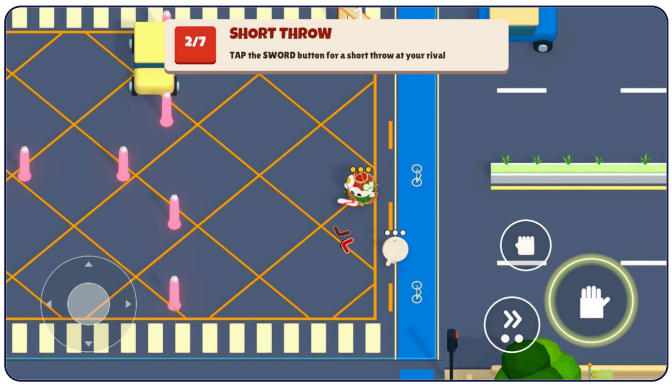
## 1. Install and first launch

1. Install **Bites Clash** from **HUAWEI AppGallery / GameCenter**, or copy **BitesClash.apk** to your Android phone (Android 8.0 or newer, 64-bit) and open it.
2. Open the game and turn your phone sideways: it plays in landscape.
3. After the opening animation, tap the screen at **TAP TO START** (Sentuh untuk mula).
4. Your **first solo match starts with a 7-step tutorial**: move, short throw, charge, catch, melee, parry and dodge. The first time, it must be finished. If one step takes longer than 40 seconds, a **SKIP STEP** button appears so you never get stuck.
5. Replay it any time from **Guide > START PRACTICE**; there you can also **SKIP** it.

**No account needed.** You can play everything as a guest. HUAWEI ID sign-in is optional (section 12).




The main menu.



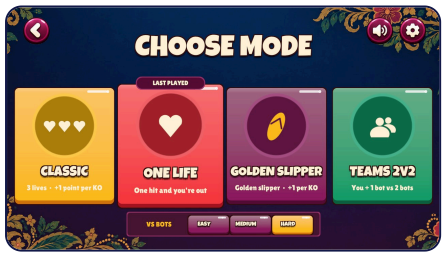

The first-time tutorial: the card at the top says what to do.

# 2. Main menu

| Button | What it does |
|---|---|
| **Play Solo** (Main Solo) | Fight against bots. No connection needed. |
| **Play Together** (Main Bersama) | Play with friends on the **same Wi-Fi or hotspot**, or on a TV. |
| **Guide** (Panduan) | Controls, techniques, how to win, and **START PRACTICE** to replay the tutorial. |
| **Toolbox** (Kotak Alat) | Tap any of the 10 power-ups to see what it does, with a live demo. |
| Red chip, top | HUAWEI ID: sign in, or, once signed in, switch account or sign out (section 12). |
| Crown button | **MEDALS** (Lencana) and **ACHIEVEMENTS** (Pencapaian), section 8. |
| Speaker / Gear | Mute sound and music / open **Settings** (Tetapan). |
| Arrows beside the fighter | Change your fighter. Drag to spin it. Tap it, or the **i** button, for its info. |

# 3. Play Solo

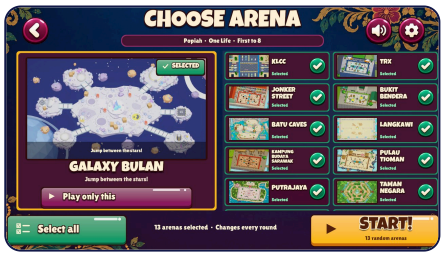
1. Tap **Play Solo**.
2. **Choose mode** (Pilih Mod): set the bot level on the **VS BOTS** strip at the bottom, then pick one of four rules. See section 7.
3. **Choose character** (Pilih Watak): choose a fighter and an unlocked outfit, then tap **READY!** (Sedia!). The tray shows five fighters at a time: use the arrows to turn the page.
4. **Choose arena** (Pilih Arena): tap a tile to preview it, and tap its tick to switch it on or off. At least one stays on. **Play only this** plays just that arena.
5. Tap **START!** (Mula!). The arenas you switched on rotate at random between rounds.



Choose mode



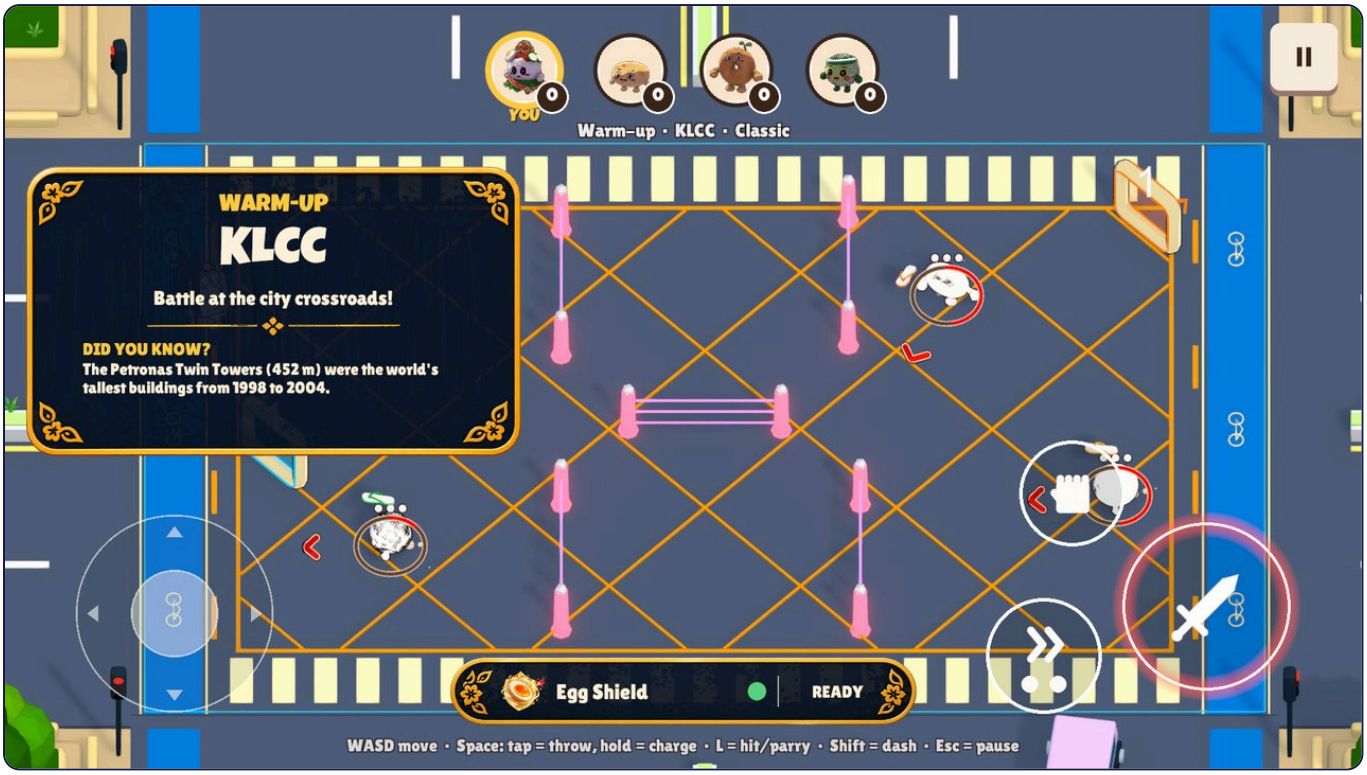
Choose character



Choose arena

# 4. Controls

Left thumb moves. Right thumb fights.




The match screen. The keyboard line at the very bottom appears only on a PC.

| Control | Position | Use |
|---|---|---|
| **Joystick** | Bottom left | Move and aim. Your fighter keeps the last direction when you let go. |
| **Sword button** (attack) | Bottom right, largest | Tap for a short throw. Hold to charge, then release. Its icon and colour change with your slipper (section 5). |
| **Fist button** (melee) | Above dash | Hit rivals up close, with or without your slipper. Time it right to send an enemy slipper back. |
| **>> button** (dash) | Beside sword | Quick dodge. You have 2 charges, shown as 2 dots; each refills in 1.2 s. |
| **Pause** | Top right | Open the pause menu (section 6). |

## Reading the screen

- **Score row:** each fighter's portrait with points in a small badge. Yours has a gold ring and says **YOU**.
- **Passive bar:** your passive and its state. The dot is **green** when it works now, **gold** when it waits for your move (like NEEDS CHARGE), and **grey** when used or cooling down.
- **Power-up badges:** appear over your fighter, with dots for uses left. You can carry up to 3.
- **Round cards:** the start card shows the arena and a **DID YOU KNOW?** (Tahukah Anda?) fact. The end card shows who survived.
- **Comic stickers:** BASH!, DUSH!, PANG! and KO! mark every hit.
- **Connection chip** (Play Together only, top left): **HMS NEARBY · 2P** or **WI-FI · 2P**, with a green dot while the phones are linked.

**Make it yours.** In Settings > Controls, switch the joystick between **Fixed** and **Floating**, or tap **OPEN** beside Control layout to move and resize the buttons.

# 5. The slipper

You have one slipper. Throw it and you only have your fists until you get it back.

| Move | How |
|---|---|
| **Short throw** | Tap the sword button. Quick and good at close range. |
| **Charged throw** | Hold the sword button until it glows, then release. Flies much further and faster. |
| **Pick up** | Walk over a slipper on the floor. |
| **Recall** | When the button turns **yellow** with a circular arrow, hold it. The slipper flies back to you, even as you move. |
| **Catch** | When it turns **green** with a hand, hold it as the slipper curves back. **Auto-catch** does this for you, and is on by default. |
| **Melee and parry** | Tap the fist button to hit nearby rivals. Tap it just as an enemy slipper arrives to send it back. |

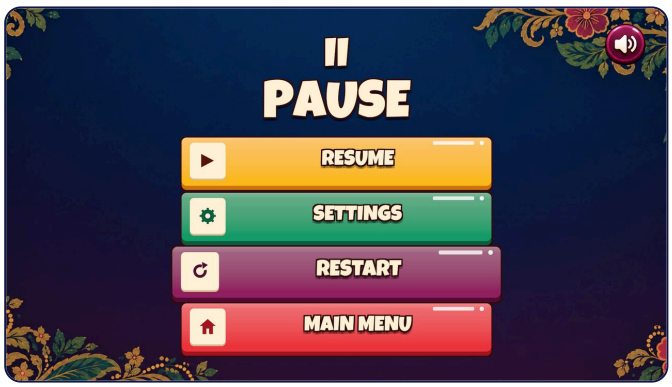
When the button is **grey** with a faded slipper, wait: it cannot be recalled yet. After a recall, release the button and press again to throw.

> **Tip.** Fights are won on the recovery. Throw when you have a clear path to get the slipper back, and watch for rivals who have just thrown: they only have their fists.

# 6. Pause

Tap the pause button at top right.

- **RESUME** (Sambung): continue the match.
- **SETTINGS** (Tetapan): change sound, controls and display without leaving the match. Points to win, Bot level, Language, Control layout and Connection are locked until the match ends.
- **RESTART** (Mula semula): restart the match.
- **MAIN MENU** (Menu utama): leave to the main menu.



# 7. Rules, scoring and outfits

| Rule | How it plays |
|---|---|
| **Classic** (Klasik) | 3 lives. +1 point for each KO. No bonus for winning a round. |
| **One Life** (Satu Nyawa) | One hit and you are out. +1 point to whoever lands the final hit. |
| **Golden slipper** (Selipar Emas) | Fight for the golden slipper. +1 point per KO, with no points for just holding it. |
| **Teams 2v2** (Pasukan 2v2) | You + 1 bot vs 2 bots. A team that mixes cultures gets **UNITY COMBO** (Combo Perpaduan) and moves 10% faster. |

## How points work

- **Each KO gives +1 point** to the attacker who landed the final hit.
- Surviving the round gives **no** bonus, so you have to fight.
- The first round is a **WARM-UP** (Panas badan) with no points.
- Falling, or being caught by a hazard with no attacker, gives nobody a point.
- First to the target score wins. Choose 5, 8, 10, 12 or 15 in Settings > Game > **Points to win**.
- **Match point:** when someone is one point from winning, the music and sounds build up so everyone knows.

## Bot level

Choose **Easy**, **Medium** or **Hard** (Mudah, Sederhana, Sukar) on the **VS BOTS** strip at the bottom of **Choose mode**, before every match (also in Settings > Game > Bot level). **Easy** bots notice you late and miss often; **Medium** bots react faster and dodge sometimes; **Hard** bots throw where you are going, dodge and bat slippers away, and chase power-ups.

## Outfits

Play games with a fighter to unlock its outfits at **5, 20 and 50 games**. Locked outfits show how many games are left. Pick an unlocked outfit on the Choose character screen.



Nasi Lemak's outfit set.



The end-of-match leaderboard, with the medals each player won.

# 8. Medals and achievements

Tap the **crown button** on the main menu. **MEDALS** are won again in every match; **ACHIEVEMENTS** are unlocked once and kept on this phone.

## Medals (Lencana): awarded at the end of every match

| Medal | Who gets it |
|---|---|
| **KO King** (Raja KO) | Most KOs in the match. |
| **Quick Hands** (Tangan Laju) | Most hits landed on rivals. |
| **Toughest** (Paling Liat) | Took the fewest hits. |
| **Treat Hunter** (Pemburu Juadah) | Picked up the most power-ups. |
| **Champion** (Juara) | Won the match. |
| **Untouchable** (Tak Tersentuh) | Won without taking a single hit. |

Ties share the medal; if everyone is level, nobody gets it. Collect a medal again and again to raise it to bronze and beyond.

## Achievements (Pencapaian): ten goals to unlock

**Last Plate:** win your first match.

**Treats for Every Taste:** finish a match with every character.

**Malaysia Explorer:** finish a match in every arena.

**Know Every Tool:** collect all 10 power-up types.

**Village Combo:** hold 3 power-ups at once.

**Solid Rebound:** KO a rival with a Bola Takraw wall bounce.

**Fly Like a Wau:** fly straight to your slipper with Wau.

**Ice, Ice, KO!:** KO a rival while they are frozen.

**One Life Left:** win a round with exactly one life left.

**Feast Regular:** finish 50 matches.




MEDALS




ACHIEVEMENTS, with progress such as 0/13.

# 9. Fighters and power-ups

Every fighter has one passive skill, shown by its icon. Tap **View** (Lihat) on Choose character to watch it, and read **Meet the dish** (Kenali Hidangan) to learn about the food.



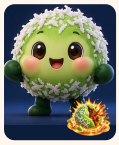
**Nasi Lemak**
Telur Pelindung: the first hit each round is absorbed by the egg.



**Kek Lapis**
Lapis Teguh: cannot be pushed, but moves a little slower.



**Lepat Pisang**
Sorok Daun: invisible for 1 s after a dash.



**Onde-onde**
Letupan Gula Melaka: on KO, a blast slows nearby rivals.



**Kuih Bulan**
Pantulan Bulan: a well-timed dash reflects throws.



**Pau Kacang**
Lompat Gebu: dash becomes a hop over throws.



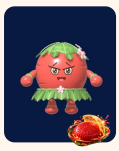
**Puri**
Kembang: puffs up and absorbs 1 hit; ready again after 10 s.



**Samosa**
Tiga Segi Tajam: throws are 20% faster.



**Pinjaram**
Putaran Piring: dash spins and deflects close attacks.



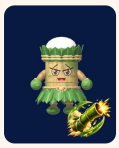
**Ang Ku Kuih**
Tempurung Kura-kura: a hit from behind is absorbed; ready again after 8 s.



**Keria**
Gula Melekit: a slipper hit slows the target for 1.5 s.



**Kuih Cincin**
Enam Kelopak: melee hits in every direction.



**Lemang**
Meriam Buluh: a full-charge throw knocks rivals much further.



**Murukku**
Lingkaran Rangup: your slipper returns 30% faster and sweeps wider.



**Popiah**
Gulung Lawan: a melee hit wraps the target; ready again after 8 s.

## Power-ups

Walk over one to collect it. You can carry up to 3, and you lose them on KO.



**Kasut Getah**
Run 20% faster. Lasts the round.



**Pek Ais**
Next 2 hits freeze rivals.



**Tudung Saji**
Shield: absorbs one hit.



**Bola Takraw**
Slipper bounces off walls. Lasts the round.



**Kipas Angin**
Dash twice as often. Lasts the round.



**Lesung Batu**
Next 2 hits take 2 lives.



**Mercun Bola**
Your next throw explodes.



**Penyapu Lidi**
Two extra sticks with each throw. Lasts the round.



**Kuali Besar**
Bigger slipper, easier hits. Lasts the round.



**Wau**
With your slipper thrown, tap dash to fly straight to it. One use.

# 10. Arenas and hazards

There are 13 arenas across Malaysia, each with its own layout and dangers. Watch the floor as much as your rivals.

**KLCC:** city crossroads, sweeping lasers.
**TRX:** modern city, spinning rotor blades.
**Jonker Street:** barrels that explode when attacked.
**Bukit Bendera:** hilltop, cycling electric hazard.
**Batu Caves:** stairs and rolling boulders.
**Langkawi:** quicksand and waves that push you.
**Kampung Budaya Sarawak:** swinging logs.
**Pulau Tioman:** rising and falling spikes.
**Putrajaya:** walls that rise and sink in cycles.
**Taman Negara:** forest with mushroom hazards.
**Pasar Siti Khadijah:** market lanes and conveyors.
**Kellie's Castle:** stairs and crushing blocks.
**Galaxy Bulan:** space arena with teleports.

**Stairs.** You cannot start a throw or charge while on a marked stair flight. Move to a flat landing first.

**Floors.** Deep water and holes count as falls. Shallow water, mud and sand slow you down. Cracked floor warns you, opens, and then recovers.



Batu Caves



Kampung Budaya Sarawak




Pulau Tioman

## Learning as you play

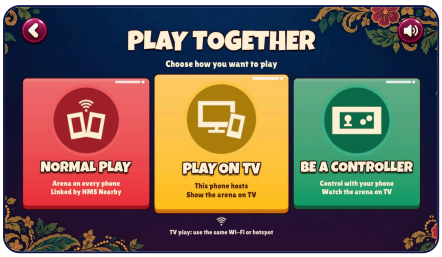
Before a fight, the arena card shows a **DID YOU KNOW?** fact about the place. On Choose character, **Meet the dish** tells you about each food, and the Toolbox explains every power-up.



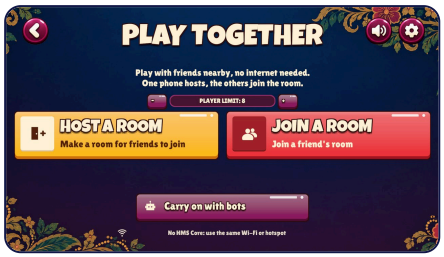

The start card with its fact.

# 11. Play Together

Local multiplayer for 2 to 8 players, with no internet server. Everyone needs the **same version** of the game.




The three ways to play.




Host or join a room.




The TV shows P1 to P8.

## Normal Play (Main Biasa): the arena on every phone, linked over Wi-Fi

1. Connect every phone to the **same Wi-Fi**, or to one phone's **hotspot**. No internet is needed.
2. **One player** taps **HOST A ROOM** (Hos bilik). Use **PLAYER LIMIT** to set 2 to 8 players.
3. **Other players** tap **JOIN A ROOM** (Sertai bilik) and pick the room. It appears within a few seconds.
4. The host taps **CHOOSE MODE**. On the **VS BOTS** strip the host sets the bot level and adds bots with **-** / **+** (8 fighters at most), then picks a rule. Everyone chooses a fighter and readies up; the host picks the arenas and starts. Short on players? The host can tap **Carry on with bots**.

**Room not showing?** Check that every phone is on the same Wi-Fi or hotspot, then tap **JOIN A ROOM** again. The line at the bottom of the lobby is a reminder.

## Play on TV (Main di TV) and Be a Controller (Jadi Controller)

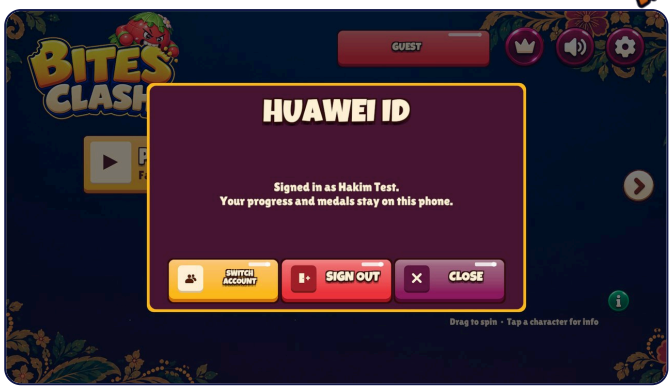
1. Connect the host phone to a TV (screen mirroring or video output) and tap **PLAY ON TV**. The TV lobby shows a QR code and a room code. TV play uses the same Wi-Fi or hotspot.
2. Other phones tap **BE A CONTROLLER**, scan the QR code in the app or type the room code, pick a fighter and outfit, then tap **READY!**.
3. When everyone is locked in, P1's phone opens Choose arena: pick the arenas, add bots with **-** / **+**, set the bot level, then tap **START!**. Watch the TV and fight with the buttons on your phone. Teams 2v2 needs exactly 4 fighters (controllers + bots).

# 12. HUAWEI ID, Settings, Help

## HUAWEI ID (optional)

1. On a phone with HMS Core, tap the red chip **SIGN IN WITH HUAWEI ID** and approve the sign-in. The chip now shows your name; next time you are signed in automatically.
2. Tap your name to open the **HUAWEI ID** panel: **SWITCH ACCOUNT** (pick another HUAWEI ID), **SIGN OUT** (play as a guest; you stay signed out until you sign in again) or **CLOSE**.
3. In Play Together, the short version of your name is what others see.

Your progress, outfits, medals and achievements stay on this phone whichever account you use. Without HMS Core the chip reads **GUEST** and everything still works.



The HUAWEI ID panel after signing in.

## Settings (Tetapan): saved automatically, tap DONE to close

| Tab | Options |
|---|---|
| **Game** | Points to win, Bot level, Auto-catch, Language (English / Bahasa Melayu) |
| **Audio** | Music, Sound, Ambience (arena sounds), Vibration |
| **Controls** | Joystick mode (Fixed / Floating), Button labels (THROW / MELEE / DASH names, on by default), Control layout |
| **Display** | Camera (Dynamic / Fixed), Camera shake, Graphics (Auto, Very light, Light, Balanced, High, Max), FPS limit, Show FPS |
| **Credits** | The team, and third-party asset credits |

## Help

| Problem | Try this |
|---|---|
| Game feels slow or hot | Display > Graphics: choose Light or Very light, or lower the FPS limit. |
| Screen shakes too much | Set Camera shake to Low or Off. |
| Sword button does nothing | Your slipper is out. Pick it up or recall it, or use the fist button. Check you are not on a stair flight. |
| Cannot find a room | Turn on Bluetooth and Location, use the same Connection choice and game version on every phone, or switch every phone to Wi-Fi. |
| Sign-in unavailable | HUAWEI ID needs HMS Core. You can still play as a guest. |

**Credits.** 404LabsTech. Sound: Mixkit, Kenney. Fonts: Lilita One, Luckiest Guy. HMS Unity Plugin, ZXing.Net, Unity. Full notices in Settings > Credits.