

## **Rulesheet**

In this game, the player controls the marble rolling around the maze. The player can move forward, left, backwards, and right by using the W, A, S, D keys. The player can also jump by using the space bar; this can help navigate the maze quicker.

The objective is to collect all but one of the rotating cube objects in the maze before the 60-second timer runs out. Why all but one? Because one mystery cube object is secretly a bomb. If the player tries to collect the bomb object, they will lose, and must start over again.

The bomb object is visually indistinct from the other regular objects – that's part of the challenge. However, there is a way of finding out which object is the bomb – the closer the player gets to it, the louder the bomb's ticking sound will become – so if the ticking sound becomes noticeably loud, that's how you know the bomb is close nearby. However, the bomb may have regular objects placed closely around it, so be careful!

There is one piece of background music that plays throughout the game. There is also a function set up to play an explosion sound when the player runs into the bomb object. In addition, there is a constant rolling sound that plays whenever the player is rolling the marble rolling around the maze, and a jump sound effect that plays whenever the player hits the space bar to jump.

The quicker the player moves, the louder the marble rolling becomes – the player may notice that as their speed accelerates, this sound effect becomes more and more audible. This is designed to mimic the real-life sound of a rolling marble, which will be very quiet if the marble is moving slowly.

If the player is playing the executable build and finishes the game (either by losing or winning) and wishes to restart, they can press the Alt+Esc keys and open the executable again.