UnitingTwist User Documentation:

To start playing, hold your phone flat with the screen facing upwards and touch the white hexagon in the center of the screen.

As colored hexagons approach the center of the screen, rotate your phone (keeping the screen facing upwards) to control where the hexagons land.

If any of the colored hexagons land outside of the gray circle, the game will end. To clear the playing field, group 3 or more of one color together in any pattern.

As long as 3 or more hexagons of the same color are connected, they will be cleared and will also clear any hexagons that are not directly connected to hexagons of any other color. The cleared hexagons will be added to your current score.

As the game progresses, the hexagons will begin falling faster. Your high score will be displayed on the starting screen before you begin a new game.

UnitingTwist Developer Documentation:

In Pilot dropbox