

# 2048-3D

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3D variant of the game by Gabriele Cirulli

This is a simple HTML5/WebGL game, compatible with Chrome (and Firefox), written in JavaScript with three.js.

**Installation:** download the archive, extract it and launch it with your favorite browser by double clicking index.html.

**How to play:** use arrows or WASD / ZQSD controls to move all blocks in the desired direction. Blocks can be moved towards the camera with C or backwards with E. When two blocks with the same color collide, they merge into a new block; try to ~~catch~~ discover them all!

**Additional controls:** use your mouse (left click + move) to rotate the camera around the scene. Controls will be automatically updated. You may also zoom with the middle mouse button.

