

Game Synopsis

Strange nodes are popping up all over Whiteville. But luckily a colorful portal has opened up in the middle of town. All you have to do is get them there while the colors match. But be careful, you don't want to get the colors wrong or you'll lose!

Controls

Drag a node (●) around and fling it into the center ring (○). The other nodes like to follow though so be aware of they are as well. Touch anywhere on the screen to move the entire mob of nodes to the location you you tap. You can pause the game at any point with (||). Once you have powerups (more on that later) you can tap to activate them (⌚ , M)

Game Play / Rules

The colored nodes blocks (●) pop up at a randomly generated position, each with a generated vector and initial velocity to launch it in the world. When the ring changes color to a node on the screen, drag it in to get a point. If the colors dont match, it will disappear but you will lose a point. When you drag 10 in a row, you enter FrenzyMode. During FrenzyMode, they spawn a lot quicker and you cannot lose points! If you tap a MonoMode powerup (M) all the nodes change to the current ring color. If you tap the Clock Powerup (⌚) you temporarily freeze the clock. The game is over when the clock reaches 0.

Screens

