

Roll The Block

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AIM

The block should fall down vertically in the square hole.

RULES

The block can rotate and jump.

Each level has three lives, if the cube is not on a tile it falls down and a life is lost.

There are fragile tiles(orange tiles), if the block is placed vertically on them, it falls down.

A bridge is made when the block stands vertically on a button(green) or it stands in any way on red button.

CONTROL

The block rotates up, down, left or right on pressing keyboard arrow keys.

The block jump a block up by 'W', down by 'X', left by 'A' and right by 'D'.

The block translates to the tile the mouse clicks on.

We can switch between different view-

N - Normal View, rotate it by pressing SPACE BAR.

B - Block View

P - Tower View

O - Top Down View

F - Follow Camera View

Right Click and drag, Scroll - Helicopter View