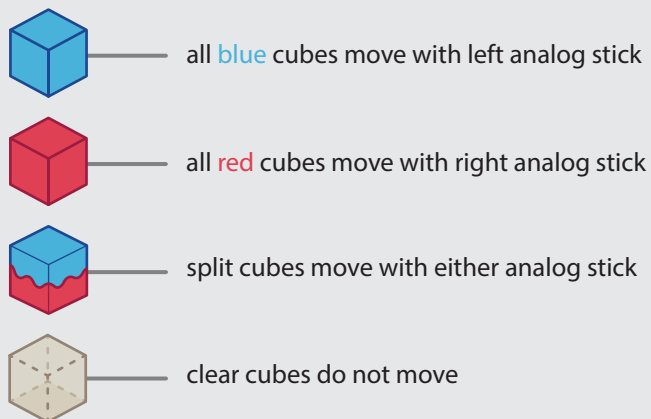


Goal of the game

Combine **all cubes** on the map into one formation (glorb).

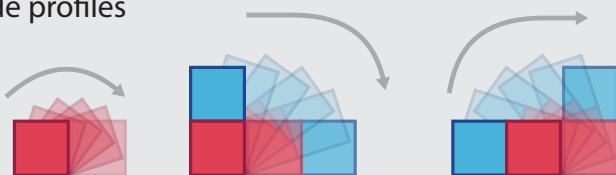
Loss condition: one of the cubes is destroyed or player manually resets level.

Cube Types



Cube tumble / not slide

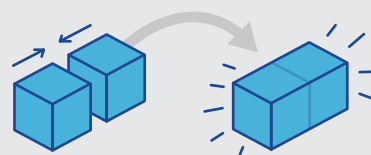
Side profiles



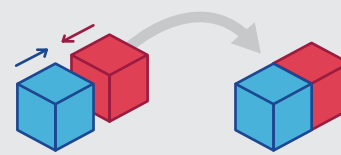
Cubes try to move in cardinal directions by tumbling. There is no weight or physics, this is done strictly through rotating the object around a pivot point in the direction of the movement.

Combination rules

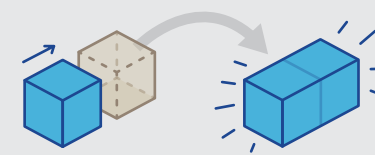
When adjacent...



Cubes of the same color combine permanently.

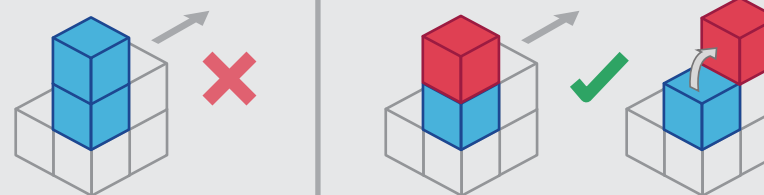


Cubes of different colors form a temporary seam (see below).



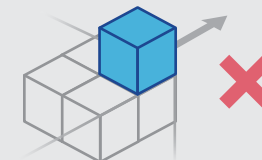
Clear cubes take on the other cube's color and combine permanently.

Temporary seams can break



If a cube group (glorb) with a temporary seam tries to move in a direction and the whole glorb cannot move, but smaller groups can...
The smaller groups will break off at the temporary seam.

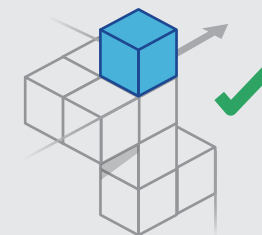
Handling edges



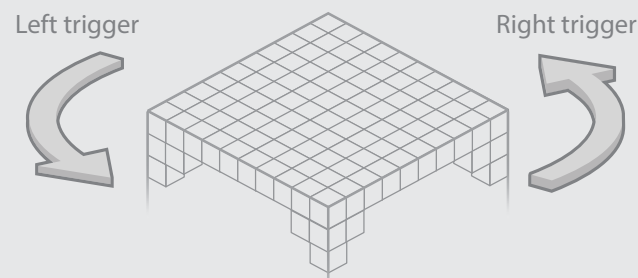
Cubes cannot move off the edge...

unless

there is a large enough surface to land on.



Rotating the world



Players can use the triggers to rotate the game world in 90 degree increments. Some objects can only be viewed from different angles.

Rotating the camera also causes certain events to happen (tbd).