

KūBus Manual

Quick Start

- Double click game icon
- Select **New Game** from the start menu
- Select the desired settings from the game settings dialog box
- Click the **OK** button
- Move the mouse cursor to a cube to highlight it
- Click the left mouse button to select that cube to spin
- Click the left mouse button on the arrow to spin the cube to that color
 - *Note: The neighboring cube in the selected direction will also spin*
 - *Note: If there is no cube in a particular direction, or a special cube that cannot be spun, then the highlighted cube cannot be spun in that direction*
- Continue to spin cubes to create horizontal or vertical matches of 3 or more of the same color

Main Menu



New Game

The new game selection displays the game settings dialog box.

Load

The load selection displays the load game dialog box. This allows the player to continue a previously saved game.

Options

The options selection displays the option dialog box. This allows the player to select from the various tile sets available and to switch between full screen and windowed mode. *Note: Switching video display mode requires a game restart.*

Quit

The quit selection exits the game.

Game Settings Dialog Box

The game settings dialog box allows the player to select from the various game options.



Starting Puzzle

The starting puzzle edit box allows the user to type in the desired puzzle to start a play session. Any of the 99,999 puzzles can be selected by using the main number keys on the keyboard. If the player changes their mind, pressing the backspace key removes any inputted numbers. If all the inputted numbers are removed, the edit box reverts to the default puzzle.

Game Mode

- Puzzle
 - Puzzle mode allows the player to attempt to clear the play field of all cubes
 - As cubes are cleared the remaining cubes in the play field shift down, left, and right to fill in the gaps
 - Play continues until there are no more valid moves left to the player
 - If the player removes all cubes from the play field they achieve a *Perfect Clear*
- Continuous
 - Continuous mode pits the player against the clock in an attempt to remove a set number of cubes from the play field
 - As cubes are cleared the remaining cubes in the field shift down
 - After the cubes have shifted any gaps are filled in with more cubes
 - Once the player has made their first move a timer randomly turns cubes into **Barricade Blocks**
 - Play continues until all the required cubes have been cleared or the player has no more valid moves due to **Barricade Blocks**
 - If the player removes exactly the number required they achieve a *Perfect Clear*
- Stacking
 - Stacking mode pits the player in a race to clear cubes before they are stacked too high
 - As cubes are cleared the remaining cubes in the play field shift down, left and right to fill in the gaps
 - Play continues until the cubes reach the top of the play field
 - Cubes are added to the bottom of the play field one column at a time
 - When the bottom row is full all the cubes are bumped up one row

Match Rule

- Color
 - The player attempts to match three (3) or more cubes of the same color by spinning the cubes to the correct face
 - Each face has a unique color
 - The arrows on the user interface show the player the color the cube will spin to if that direction is selected
- Sequence
 - The player attempts to match three (3) or more cubes in increasing numeric order by spinning the cubes to the correct face
 - Each face is numbered 1 through 6
 - The arrows on the user interface show the player the number the cube will spin to if that direction is selected

Timed

Any of the game modes can be played with a timer running. The timer slowly subtracts points from both the puzzle score and the overall score. Make matches quickly to avoid losing too many points.

Special Blocks

Any of the game modes can be played while allowing special blocks to be generated. Each mode has its own rules regarding which blocks are available along with when they are generated. See the section on special blocks for more information.

OK

Press the **OK** button to accept the game settings and start play.

Cancel

Press the **Cancel** button to return to the previous menu.

Load Dialog Box

The load dialog box allows the player to select which game to load.



Game 1 – 8

There are eight (8) game slots allowed by the program. To select a game for loading left click on the highlighted slot.

Close X

Click the close X button to exit the dialog box and return to the previous menu.

Option Dialog Box

The option dialog box allows the player to select a tile set and screen mode.



Tile Sets

To select a tile set, left click on the drop arrow. The available tile sets will be displayed on the drop window. Highlight and left click on a selection to set it as the current tile set. The software will remember the selected tile set.



Screen Mode

The screen mode selection allows the user to decide to run KūBus in full screen or windowed mode. Please note that changing the screen mode requires the game to be restarted. Windowed mode expects a desktop setting of greater than 1024 x 768.

OK


Click the **OK** button to accept any changes made and return to the previous menu.

Cancel

Click the **Cancel** button to exit the dialog box without making any changes.

Pause Menu

The pause menu can be activated by pressing the **ESC** key on the keyboard or by left clicking on the

pause  symbol on the right side panel. This menu allows the player to: start a new game, load a game, save the current game, change the options, or quit the program.



New Game

The new game selection displays the game settings dialog box.

Load

The load selection displays the load game dialog box. This allows the player to continue a previously saved game.

Save

The save selection displays the save game dialog box. This allows the player to save the current state of the game.

Options

The options selection displays the option dialog box. This allows the player to select from the various tile sets available and to switch between full screen and windowed mode. *Note: Switching video display mode requires a game restart.*

Quit

The quit selection exits the game.

Save Game Dialog Box

This dialog box allows the player to choose a save game slot to store the current game state. It is similar to the Load Game Dialog Box however there is an extra selection for Empty File if available. Selecting an existing game slot overwrites the previous data.



Game 1 – 8

There are eight (8) game slots allowed by the program. To select a slot to save left click on the highlighted slot.

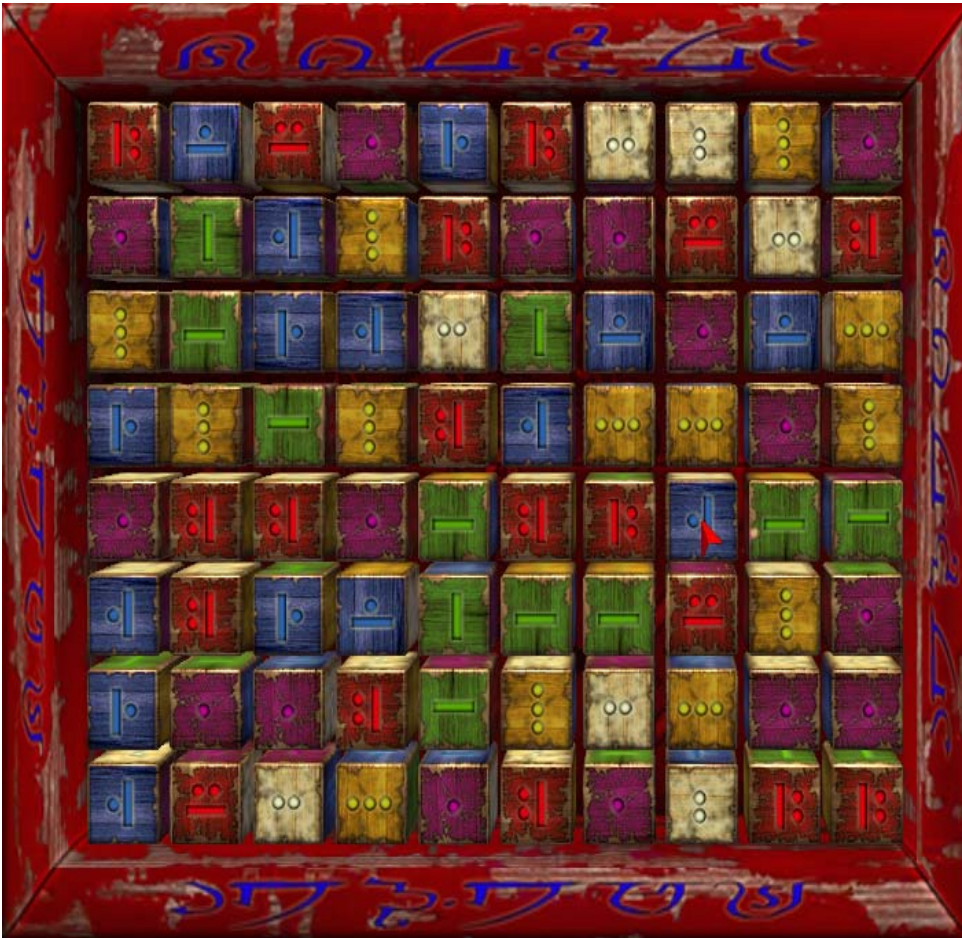
Empty File

This is the next available game slot.

Close X

Click the close X button to exit the dialog box and return to the previous menu.

Game Play Example



KūBus is a match-three puzzle game. In each mode, the goal of the player is to spin the cubes to line up the same color, unless the sequence match mode is selected, either horizontally or vertically. As the player matches the cubes, they are removed from the play field. The remaining cubes shift to fill in any gaps. Play continues until the player clears the entire field or there are no more valid moves.

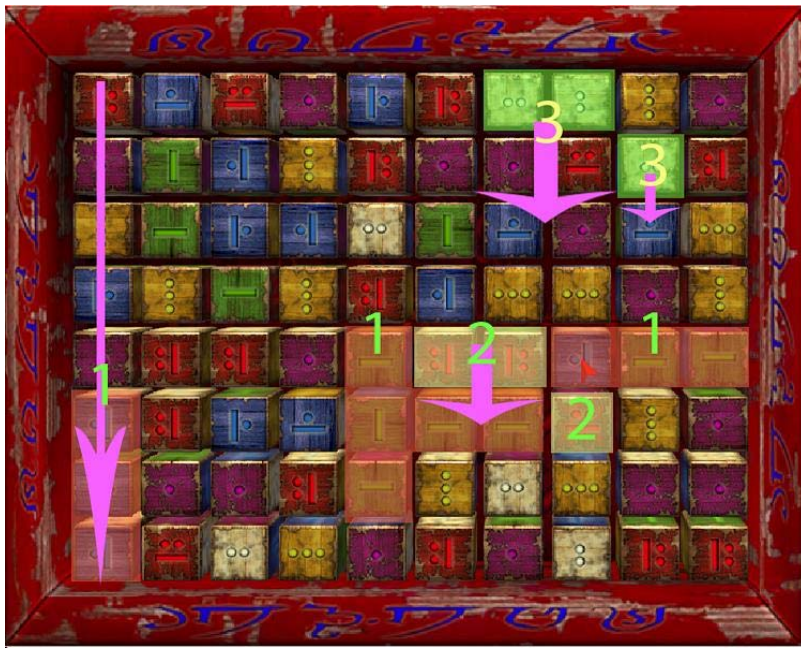
To make a move, position the mouse pointer over the cube that you wish to spin. Once the highlight sprite is shown either press the desired arrow key on the keyboard to spin the cube that direction or left click the mouse button to display the movement arrows.



There are four possible moves for the shown block: up, down, left or right. If a particular direction does not have a valid move that arrow will not appear. The gem in the arrow will display the color the cube will turn if that direction is selected.

For this example, we want to spin this cube up so that it shows us the green face which matches the two cubes beside it. Once we select that direction, the game takes over and shows the results of that move. Note that the cube above also spun in the up direction. It spun from yellow to red.





The game removes any matched cubes once the player has made a move. In this fashion, the player can decide on which matches make the most sense for how they want to clear the puzzle. The image below shows the play field after our first move.

Because there were more matches on the field at the time we made our first move the game cleared those as well. Play continues until there are no more cubes or no more valid moves.



This demonstrates what happened once the first move was made. The first chain (1) was removed, which caused the blocks above to drop (2); which also were then removed. Because (1) and (2) were removed that caused (3) to drop and they were subsequently removed.

One move cleared 17 blocks; 1 combo and 3 chains.

Right Info Panel

The right side info pane gives the player access to information about their current game.



Puzzle

This displayed the current puzzle. Puzzles are numbered from one to ninety nine thousand nine hundred and ninety nine (1 – 99,999).

Total Score

Total score displays the accumulated points for this entire play session. This number does not reset between puzzles. If the current puzzle is reset the puzzle score is subtracted from the total score so they player does not lose their progress if they are trying for a high puzzle score.

Puzzle Score

Puzzle score is the total number of points the players has accumulated for this numeric puzzle. It resets to zero every time a new puzzle is started or if the player clicks the reset button.

Puzzle High Score

Puzzle high score is the all time best score the player has achieved on this numeric puzzle. It is tracked based on the current game mode, match mechanic, timed, and if special blocks are used. This way the player can judge their abilities based on their preferred style of play. If the player has never played a particular puzzle the high score starts at zero.

Score Multiplier

The score multiplier is a bonus the player earns for making successive moves that result in a match. Any time the player earns points they are multiplied by the current score multiplier. Each time the player generates a new match event the score increases by one. If the player makes a move that does not result in a match, then the score multiplier is cut in half. It ranges from 1x to 10x.



Cubes Remaining

If the player is playing in continuous mode then

the right info panel contains a field showing the remaining cubes they must clear. This number decrements for every cube that is removed from the field either by a match or with a special block. If the player manages to remove exactly that number of cubes, they earn a *Perfect Clear* bonus.

Next Puzzle

The next puzzle button allows the player to give up on the current puzzle and proceed to the next numeric puzzle. If the game is in puzzle mode then the player's score is penalized if there are more than four cubes remaining.

Reset Puzzle

The reset puzzle button allows the player to reset the current puzzle. This allows the player to attempt to score higher on the current puzzle.

Help Button

The help button displays the in game help screen.

Pause Button

The pause button displays the in game pause menu.

Music Volume

The music volume slider allows the player to adjust the volume level of the in game music. Slide the little indicator to the left for softer music and to the right for louder music.

Sound On/Off

The sound button allows the player to toggle on and off the in game sound effects.

Scoring

Note: All scores are multiplied by the score multiplier therefore these examples will not include that math.

The in-game scoring system is as follows:

- Clearing a single cube is worth one point
 - Example: Match 3 cubes and receive 3 points
- Clearing more than three cubes imparts a combo bonus to any cubes used more than once to achieve the match. Each time the same cube is used the combo bonus for that cube goes up one point.
 - Example: Match 4 cubes horizontally on the same line
 - Player receives 4 points for first match of 4
 - Player receives 6 points for second match of 3
 - Example: Match 4 cubes in a 'plus' +
 - Player receives 3 points for first match of 3 vertical cubes
 - Player receives 4 points for second match of 3 horizontal cubes because the middle cube was used for both the vertical match and the horizontal match
- Clearing cubes using a row/column removal cube
 - Example: Player sets off a fire cube that shoots horizontally
 - Player receives one point for the first block removed, two points for the next block removed and so on until all the blocks in the row are removed.
 - The maximum number of points received is dependant on the number of cubes that were in the row and/or column when the special cube was used.
- Clearing cubes using a bomb cube
 - Example: Player sets off a bomb cube that is surrounded by 3 other cubes
 - Player receives one point for the first cube, two points for the next cube and three points for the last cube for a total of six points
 - There is a maximum of thirty six points, eight cubes worth, for a bomb cube
- Clearing cubes using a dragon cube
 - Example: Player sets off a dragon cube that removes 4 other cubes
 - Player receives one point for the first cube, two points for the next cube, three points for the next cube, and four points for the last cube for a total of 10 points
 - If there are not enough cubes for the dragon to remove it turns into a barricade cube and the player receives zero points
- Clearing cubes using the color specific removal cube
 - Example: Player sets off a white color removal cube
 - Player receives one point for the first cube, two points for the next cube, three points for the next cube, and so on until all cubes that color are removed from the play field

Each match that the player makes or is a result of cubes shifting increases the score multiplier by one. Any player move that does not result in a match cuts the score multiplier in half.

Perfect Clear!

The player receives an additional 1000 points.

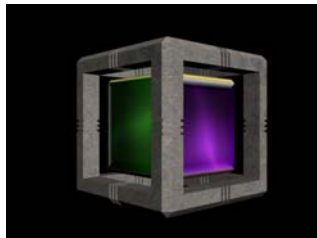
Special Cubes

Special cubes have a percentage chance of being generated any time the player makes a match or clears a set of cubes with a removal special cube. Unless specified the special cube appears in all three game modes. Right clicking the mouse on a special cube brings up the help text for that cube. It describes how the cube works.



Magnetic Cube

The magnetic cube draws the other cubes on the same row to itself before disappearing. There must be an empty space next to the cube before it can be activated. There are no points for using this cube. This cube does not spin nor does it allow a neighbor cube to be spun its direction. This cube only appears in the puzzle and stacking modes of the game.



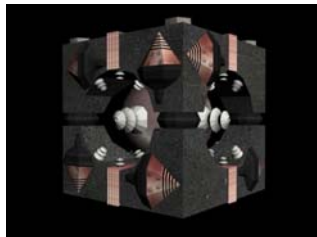
Free Spin Cube

The free spin cube allows the player to spin it directly without affecting any other normal cubes. In addition, it can be spun any of the four directions without restrictions. The player is allowed to spin the cube directly only once. If the player attempts to spin the cube a second time, it turns into a barricade cube. The player can spin the cube any number of times using another block without penalty. This cube scores one point when used in a match.



Barricade Cube

The barricade cube cannot be spun and also blocks any adjacent cube from spinning its direction. These can only be removed with a removal type special cube.



Lightning Cube

The lightning cube shoots out balls of lightning that clear cubes horizontally, vertically, or both. This cube scores no points.



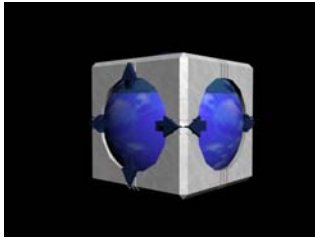
Fire Cube

The fire cube shoots out balls of fire that clear cubes horizontally, vertically, or both. This cube scores no points.



Tornado Cube

The tornado cube shoots out mini tornadoes that clear cubes horizontally, vertically, or both. This cube scores no points.



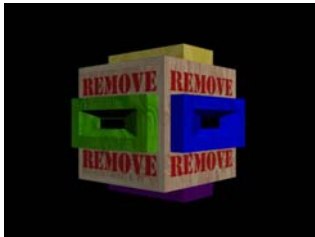
Water Cube

The water cube shoots out jets of water that clear cubes horizontally, vertically, or both. This cube scores no points.



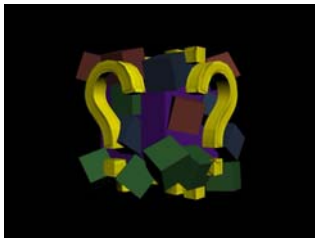
Bomb Cube

The bomb cube removes the eight cubes that surround it. This cube scores no points.



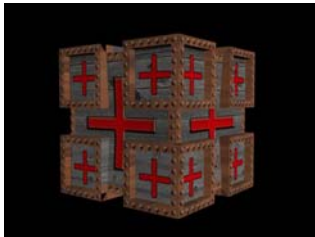
Color Removal Cube

The color removal cube removes all cubes from the play field that match its facing color. This cube scores no points.



Randomize Cube

The randomize cube randomly distributes the remaining cubes about the play field. Once the cubes reappear, they fall and shift as normal. There are no points for this cube. This cube only appears in the puzzle and stacking modes of the game.



Refill Cube

The refill cube adds a random number of cubes to the play field. There is no score for this cube. This cube only appears in the puzzle and stacking modes of the game.



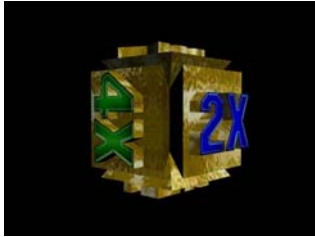
Swap Cube

The swap cube allows the player to exchange the position of two cubes on the play field. After clicking the swap cube, left click on a cube to highlight it. Left click on a second cube to exchange the positions of the two cubes. Left clicking on the swap cube again before selecting the second cube allows the player to cancel the exchange.



Wild Cube

The wild cube substitutes for a normal cube when generating a match event.



Bonus Cube

The bonus cube gives an addition multiplier to score generated by a match event that uses the bonus cube. The multiplier ranges from 2x to 7x depending on the color.

Keyboard Shortcuts

Space Bar

Pressing the space bar while the start of level fly in sequence is running instantly ends the sequence.

ESC

Pressing the ESC key brings up the pause menu. Press the ESC key again to dismiss the menu.

F1

Pressing the F1 key brings up the in game help screen.

Credits

Design

Jason Bodine

Programming

Jason Bodine

Artwork

Zack Leonardo

Producer

Aaron Pines

Game Engine

3D Gamestudio A7 by Conitec.

Music courtesy of www.pacdv.com

Special Thanks

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