Super Cube Smash

Pilot's Guide



Priority Distress Beacon

We have received a distress beacon from the highly classified storage vessel NS10 Dwarfstone. It arrived here today, and has travelled from a far out unnamed planetary system CT2760.



This is a priority 0.9 containment assignment.

Damage prevention is no longer of concern. The emergency must dealt with.

The NS10 Dwarfstone is now a level 5 quarantine environment. Anything entering the ship may not leave.

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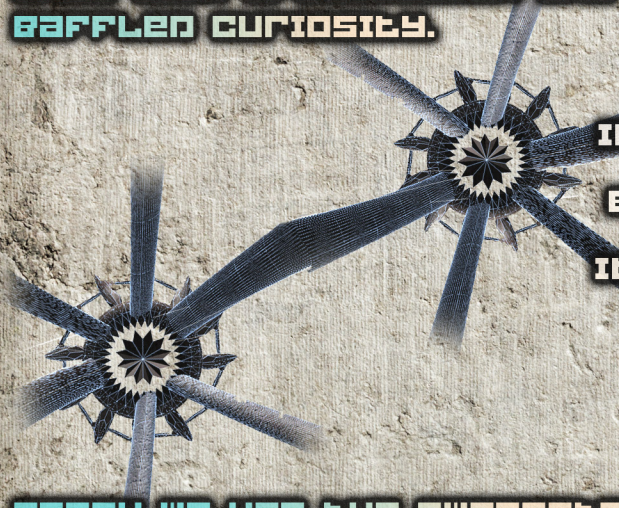
THE DWARFSTONE

THE ORIGINAL PURPOSE OF THE DWARFSTONE IS A COMPLETE MYSTERY TO US. EVEN AFTER DECADES OF INVESTIGATION AND RESEARCH, WE ARE LEFT ONLY WITH SPECULATION AND BAFFLED CURIOSITY.





IT IS THOUGHT TO HAVE BEEN ABANDONED BY WHOEVER OR WHATEVER CREATED IT, BUT THIS IS SOMETHING THAT WE CANNOT KNOW. MANY YEARS HAVE PASSED SINCE ITS DISCOVERY, AND ALTHOUGH RESEARCH INTO THE DWARFSTONE CONTINUES, WE HAVE SINCE MOVED BEYOND THE EXCLUSIVE ARCHEOLOGICAL AND FORENSIC STAGES OF OUR RESEARCH.

TODAY WE USE THE DWARFSTONE AS A VAULT SHIP. IF IT WERE NOT HIGHLY CLASSIFIED, IT WOULD HOLD THE RECORD FOR BEING THE LARGEST SECURE STORAGE VESSEL IN HISTORY.

ANTI CUBE TECHNOLOGY

Assuming you have followed the instructions and schematics attached to our distress call, you should now be piloting a modified version of one of your fire drones.



The fire drone's primary purpose is to board space vessels and extinguish fires. The modified fire drone however, has had its fire extinguisher removed and replaced with a specialized anti-cube plasma rifle. The rifle expels a specially synthesized super heated plasma. This reacts violently and effectively with the Neuro-Pyrite cube's crystalline structure, reducing it instantly to a relatively safe, neutral green goo.



Primary fire (**Left** click) . **Burst Plasma**
fully **automatic** fire mode,
large projectile, **efficient**
on heat, **inaccurate** at range.



Seconnary fire (**right** click) . **Pinched Plasma**
semi automatic fire mode,
narrow projectile,
creates a lot of **heat**,
highly **accurate**,
produces a **splash explosion** that
can destroy several cubes at once.

HOW TO SMASH

USE THE NUMBER KEYS 1, 2 & 3 TO CHANGE THE CAMERA
PRESS M TO SEE THE ISOMETRIC MAP

KEYBOARD & MOUSE

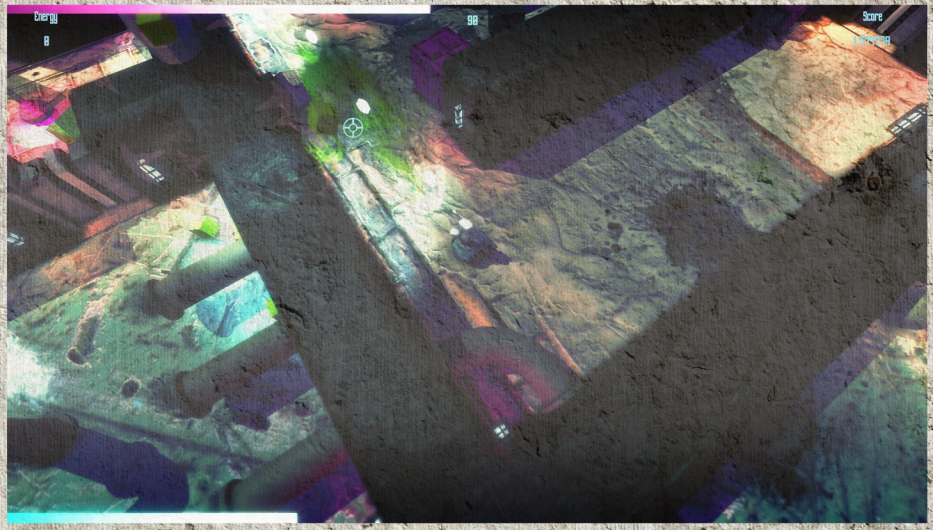


XBOX CONTROLLER



Head Up Display

The red bar and the number at the top of the screen indicate your health



The number at the top left of the screen shows the amount of energy you currently own

Energy looks like this



Your score is shown at the top right of the screen.

This is your cubes smashed per bar of music average.

Cubes smashed divided by bars of music elapsed in the current level.

The blue bar at the bottom of the screen indicates your guns heat level

If your gun gets too hot it will overheat and you will not be able to fire for a few seconds.

UPGRADES

Energy orbs like this one, can be found all around the dwarfstone.



After completing a level, energy can be spent on upgrades for your fire drone.

Protection

adds health regeneration up to a point

1. up to 10
2. up to 30
3. up to 50
4. up to 70
5. up to 100





Longevity

increases maximum health

1.120 max HP
2.140 max HP
3.160 max HP
4.180 max HP
5.200 max HP



Propulsion

increases fire drone movement speed



Efficiency

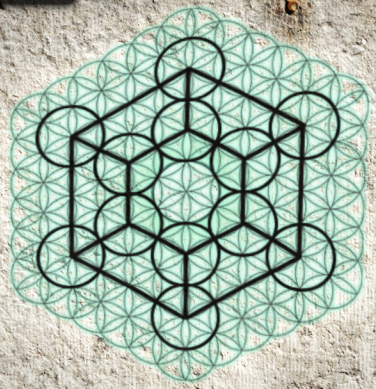
improves plasma cannon.

each level of efficiency decreases the amount of heat generated with each gunshot.

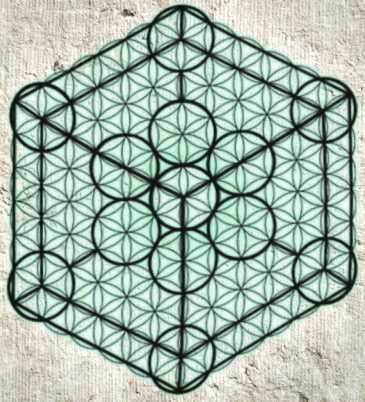


Neuro-Pyrite

Part of the Dwarfstone's inventory includes a sample of what specialists refer to as Neuro-Pyrite.



The sample aboard the Dwarfstone was discovered drifting in space within the Sirius system.



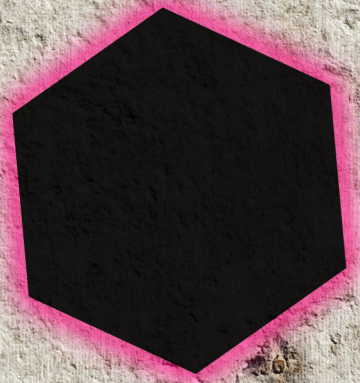
This extremely unusual cubic crystal is highly corrosive and emits a fluctuating electron magnetic field as well as alpha and gamma radiation.

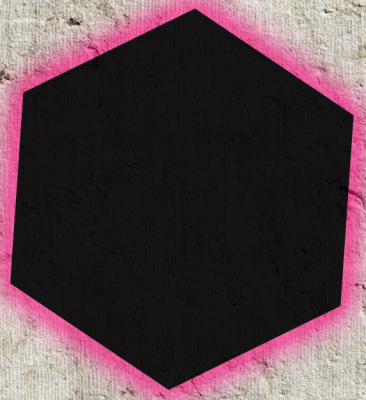
Experimentation with photons have revealed a highly sophisticated neural network of reflective surfaces within the pyrite's internal structure.

Despite all of the present anomalies, the Neuro-Pyrite cube was rubbed inanimate by the Interplanetary Scientific Committee, and securely stored away on the Dwarfstone as a FOSI (Foreign Object of Special Interest).

THE DARK CUBE

SHORTLY BEFORE OUR CLASSIFIED DISTRESS SIGNAL WAS RELAYED TO YOU, WE WERE INTERCEPTED BY AN EXTREMELY UNUSUAL ENTITY THAT WE ARE CURRENTLY REFERRING TO AS THE DARK CUBE. WE ARE UNABLE TO MEASURE ITS MASS OR ELEMENTAL MAKE UP, AND ITS VOLUME APPEARS TO FLUCTUATE.





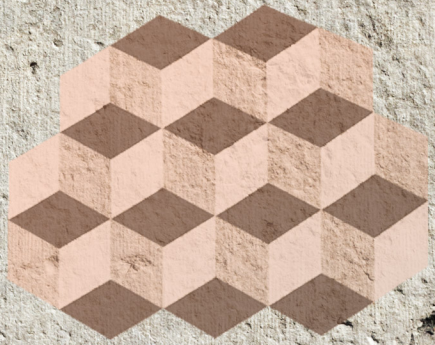
WE SUSPECT THAT THE DARK CUBE IS SOME SORT OF EXTRA DIMENSIONAL ENTITY. IT SEEMS ABLE TO CHANGE ITS POSITION INSTANTANEOUSLY, BUT WITH A COMPLETE ABSENCE OF ANY EVIDENCE THAT WOULD POINT TOWARD RECOGNISED PARALIGHT TRAVEL.

THE SHADOW CUBE IS COMPLETELY UNIMPEDED BY THE INDESTRUCTIBLE HULL OF THE DWARFSTONE, AND IS ABLE TO GAIN ACCESS IT SEEMS TO ANY PART OF THE SHIP. INTERNAL SENSORS DETECTED THAT IT JUMPED AROUND INSIDE THE DWARFSTONE AT LEAST 36 TIMES BEFORE IT STOPPED AT THE FOSI LAB CONTAINING OUR SAMPLE OF THE NEURO-PYRITE CUBE.

The Reanimation

After the ship's encounter with the dark cube, something quite remarkable happened.

The Neuro-pyrite, that was stored away in our Fosi Lab was engulfed and seemingly consumed by the dark cube. Since then, it has been producing a seemingly endless army of animated active and intelligent Neuro-pyrite cubes. We are referring to this incident as 'the reanimation'.



The now living Neuro-pyrite cubes continue to replicate, and have spread across the whole ship via a network of small tunnels that are present throughout the entirety of the Dwarfstone's internal structure.



Within moments of the reanimation, they lain the majority of the ship's contents to ruin. Almost all of the ships priceless artefacts have been destroyed and melted down by the corrosive chemicals and radiation emanating from the cubes.

Most of the ships crew have died or gone missing. A small handful of us will be attempting to escape shortly, but we will make sure to encode and distribute all of the necessary information you will need before we leave.

Green Cubes

The green cubes account for the majority of neuro pyrite matter aboard the dwarfstone. Green cubes will emanate from pipes on the walls. If your fire drone is in close proximity to one of these pipes, cubes will appear from the pipe at a faster rate.

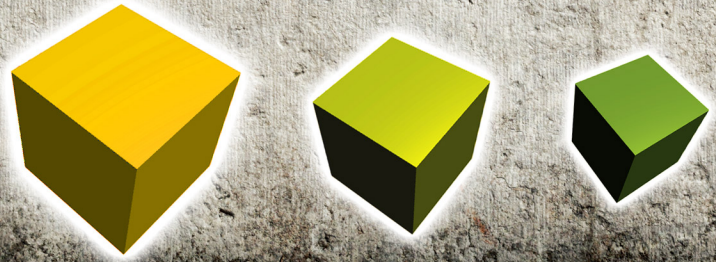
The green cubes will continually assault you and can amass into great quantities if insufficient smashing has occurred.

Touching a green cube will slow your fire drone for a second. You will also lose a small amount of health

Tough Cubes

Larger than the more abundant green cube, the though cube is capable of soaking up your anti cube plasma. It will need to be hit several times in order to be neutralized.

Tough cubes also emanate from the pipes in the walls but much less frequently.



Flash Cubes

Flash cubes jump from position to position in time with the rhythms of the dwarfstone.



Although they absorb your fire, they will take no damage from it. Fortunately, you may pass through them completely unharmed and unhindered, but beware. If you are inside one of these cubes whilst it is flashing, it is highly likely to teleport you back to the start of the level.

The next object you encounter is distorted by reflection. You must decide: be master without: the future or the universe depends on it

Tar Cubes

Tar cubes sprean a thick slowing tar with explosive force.

The tar cube lacks the acidic and radioactive properties of other neuro-pyrite cubes. And although it's tar is highly toxic to touch, neither the cube nor it's tar will do any damage to your fire drone.



The thick black tar that this cube secretes will however clog your drones track mechanism. slowing it down for a few seconds whilst the substance is worked out of the system.



Support Cubes

Shoot at you

The support cubes move around continuously, making them difficult to hit. Their bodys will pass through your fire drone and deal you no damage to touch. However they will shoot cubes of energy at you that are capable of destroying your drone.







EXPO CUBES

THE EXPO CUBE IS THE LARGEST OF ALL THE NEURO PYRITE CUBIC ENTITIES ABOARD THE DWARFSTONE.

WHEN HIT, THE EXPO CUBE SPLITS INTO EIGHT CUBES. THESE EIGHT CUBES SPLIT INTO EIGHT GREEN CUBES, MAKING A TOTAL OF SIXTY FOUR GREEN CUBES FOR EACH EXPO CUBE.

