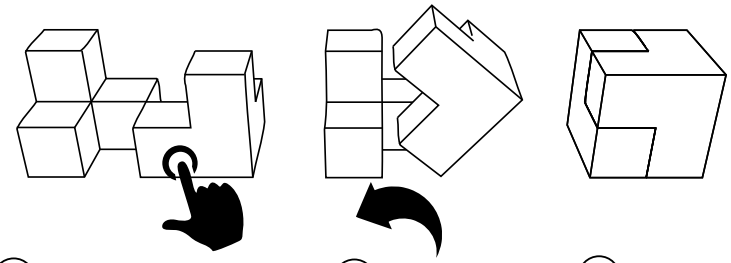
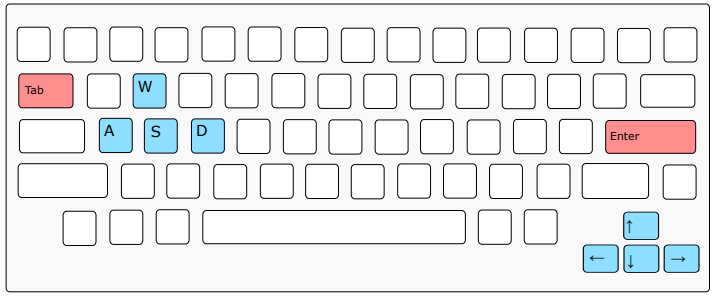
The goal of the game is to rotate
cube segments in order to construct a cube

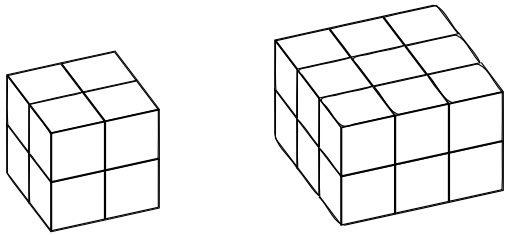


1 Select a segment 2 Rotate it 3 Done!



You can select a segment by pressing **TAB** or **ENTER**, and you can rotate it by pressing **arrow keys** or **WASD** keys

You must construct a 2x2x2 cube in the first levels, and a
3x2x3 Parallelepiped in later levels

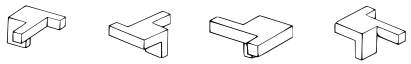


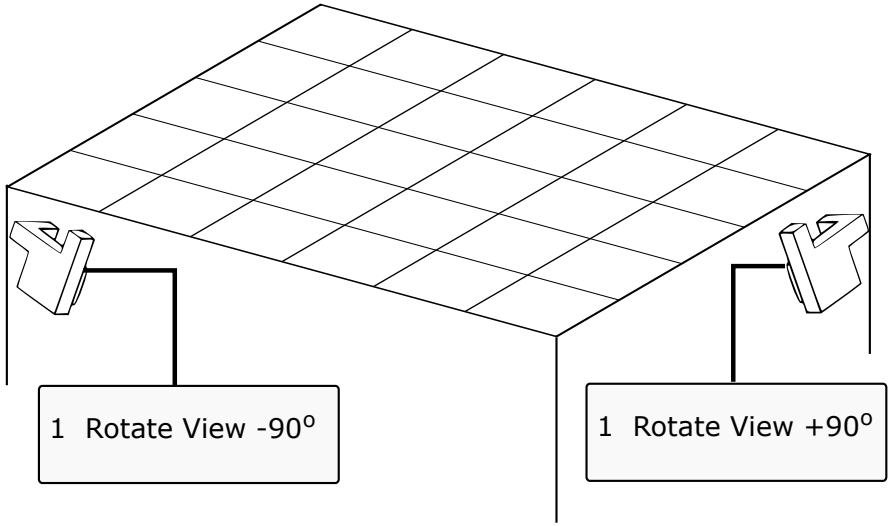
a)2x2x2 Cube

b)3x2x3 Parallelepiped



You can also select a segment by moving mouse cursor on a segment and **click** to rotate it to the direction pointed by cursor





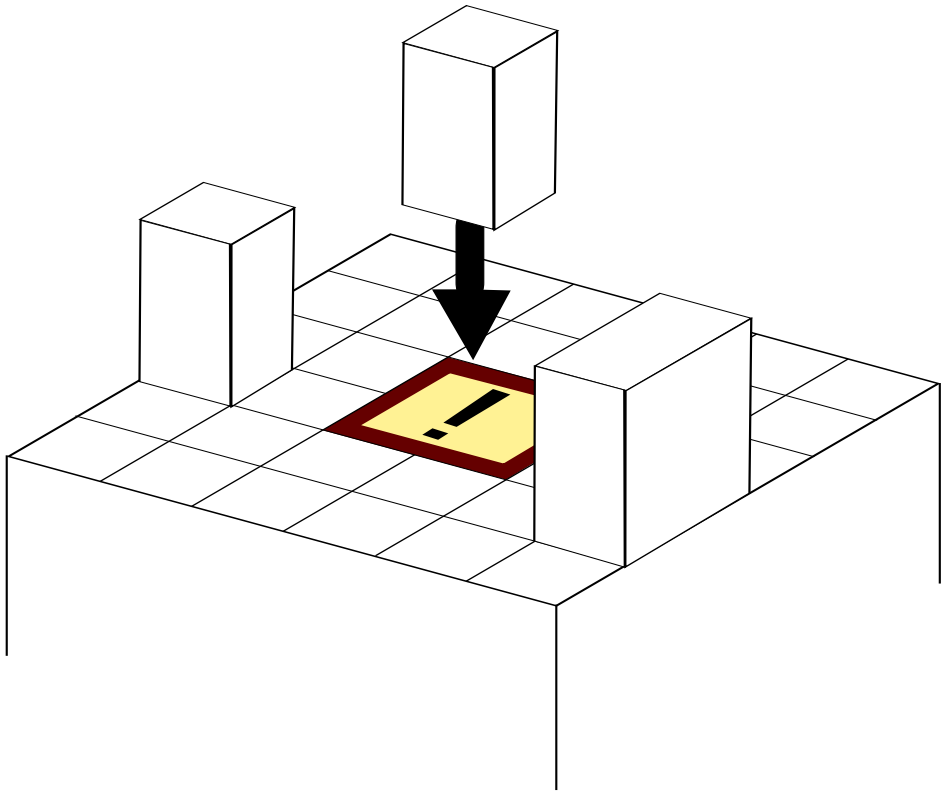
If you want to change the view move cursor to the left or right side of the game canvas, and **click** to rotate view accordingly

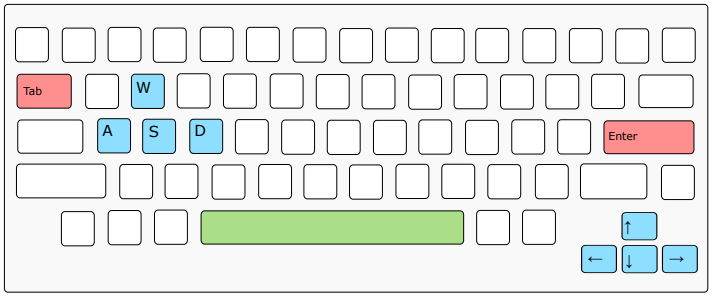
SUBCUBE

How to Play

1.Puzzle Mode

In skyfall mode cube segments are falling from the sky when you call them, or after **31** moves. Your goal is to make as many cubes as possible





You can call a segment by pressing space key.



Warning! if a segment is going to fall and the center (covered by warning sign) is occupied by another segment then the game is over.

Watch the top bar, which keeps track the number of moves you made.When you are close to 31 moves the bar will be flashing.



SUBCUBE

How to Play

2.Skyfall mode