

Getting Ready

Before You Begin

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・ Please note that we assume no responsibility for any damages or losses that may arise from connecting to the internet or being unable to connect to it.

Introduction

Cube Creator X is a game where players let their imaginations run wild! Use cubes to construct buildings and objects! Explore worlds made from cubes! Go cube crazy!

Create



- Stage Creator
- Creation

Go on an Adventure



- Adventure Mode

Connect



- Adventure (Multiplayer)
- Creation (Multiplayer)
- The Plaza (Upload)(Download)(Rate)

Customize Your Character



- Avatar Customization

Menu Navigation

	Game pad	Keyboard / Mouse
Confirm	[A]	[Enter]/[Left mouse click]
Back	[B]	[BS]/[Right mouse click]
Change Selection	Directional Buttons ([↑][↓][←][→]) or [L Stick]	[W][S][A][D] or Directional Buttons ([↑][↓][←][→])

Adventure Mode/Stage Creator "Play" Controls

	Game pad	Keyboard / Mouse
Move Your Character	[L Stick]	[W][S][A][D]
Move Camera	[R Stick]	[Mouse]
Slot Controls	[LB][RB]	[[ ][ ]]
Perform an Action	[A]	[E]/[Right mouse click]
Jump/Swim/Float	[B]	[SPACE]
Equip/Use Item	[X]	[J] /[Left mouse click]
Open Inventory	[LT]	[I]
Change Movement Type	[RT]	[V]
Switch Camera	[←]	[TAB]
Gestures Menu	[→]	[G]
Pause Menu	[START]	[ESC]
Chat(Multiplayer)	[BACK]	[F2]

(You can change some of the controls the Options menu.)

Creation/Stage Creator "Create" Controls

	Game pad	Keyboard / Mouse
Move Your Character	[L Stick]	[W][S][A][D]
Move Camera	[R Stick]	[Mouse]
Slot Controls	[LB][RB]	[[ ][ ]]
Place Cube	[X]	[J]/[Left mouse click]
Erase Cube	[B]	[T]
Select Area	[A]	[E]/[Right mouse click]
Redo	[Y]	[Z]
Change Height	[↑][↓]	[R][F]
Switch Camera	[←]	[TAB]
Gestures Menu	[→]	[G]
Pause Menu	[START]	[ESC]
Chat(Multiplayer)	[BACK]	[F2]

(You can change some of the controls the Options menu.)

Avatar Customization Controls

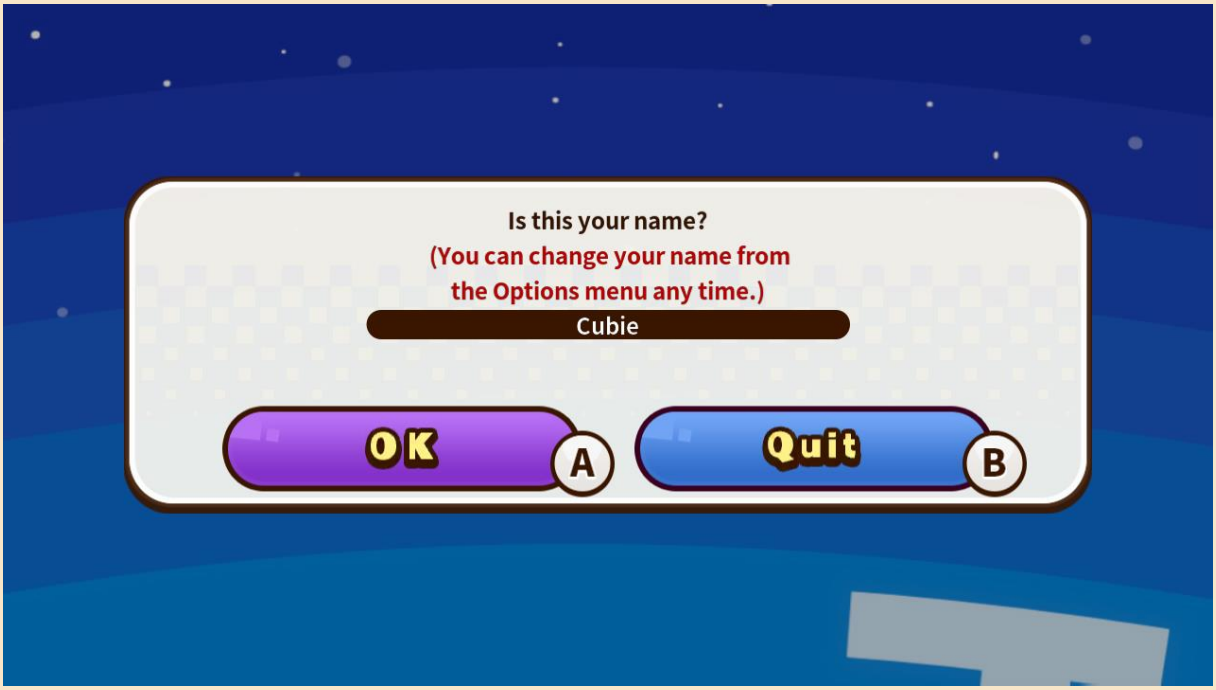
	Game pad	Keyboard
Select Menu Type	[LT][RT]	[↑][↓]
Change Selection	[LB][RB]	[[ ][ ]]
Rotate	[L Stick]	[W][S][A][D]
Face Forward	[X]	[F]
Place(Pattern Menu)	[Y]	[Enter]/[Left mouse click]
Redo(Pattern Menu)	[X]	[Z]
Switch Display (Pattern Menu)	[A]	[B]
Quit	[B]	[BS]

Let's Begin!

Press[A](Game pad)/[Enter](keyboard)on the title screen.



When you see "Welcome to Cube Creator X, a world for your imagination! Before we start, tell me your name," press[A](Game pad)/[Enter](keyboard) to proceed. You'll then be prompted to Enter a name. Once you've Entered it, highlight "OK" and press[A](Game pad)/[Enter](keyboard) to start the game.



Main Menu

To select a mode, tilt[L Stick](Game pad)/ press the directional buttons [↑][↓][←][→](Game pad/keyboard).



Adventure Mode	In Adventure mode, you can play inside various Worlds that have been constructed out of cubes. Multiplayer allows you to play with others.
Creation	In Creation mode, you can do whatever you want! Use any cube you like to make pictures, build buildings, and...well, that's up to you! You can also play in your favorite worlds.
Stage Creator	In Stage Creator mode, use cubes with special properties known as "gimmick cubes" to create unique stages with start points and goals. Once you're done, you're free to play them!
Avatar Customization	Change your character's color, and add accessors to create your own unique avatar.
The Plaza	Upload and download stages and parts you and other players have made in the Creation and Stage Creator modes. Download other players' data to play it.
Options	Adjust various settings such as controls, sound, and more.

Saving Game Data

The way to Save progress varies across modes.

Adventure Mode

To save your data while playing, press[START](Game pad)/[ESC](keyboard) and then choose Save. Your data will also be automatically saved when you move to a different World.

Creation Mode/Stage Creator

To save your data while playing, press[START](Game pad)/[ESC](keyboard) and then choose Save.

Additionally, using an external device to alter the save data in an unauthorized manner should be avoided in every circumstance. Doing so may result in the game becoming inoperable, as well as result in the corruption or loss of save data. Should you choose to use an external device to tamper with save data, the data cannot be restored to its previous state.

Copying and Deleting Save Data

You can copy and delete Stage Creator stage data, as well as Creation mode world and parts data as needed. To do so, Enter the save data selection screen from the menu for either mode in the game and choose either the "Copy" or "Delete" options.

Furthermore, avatar customization data can be deleted, as well. Simply access the avatar customization data selection screen and choose the "Delete" option to do so.

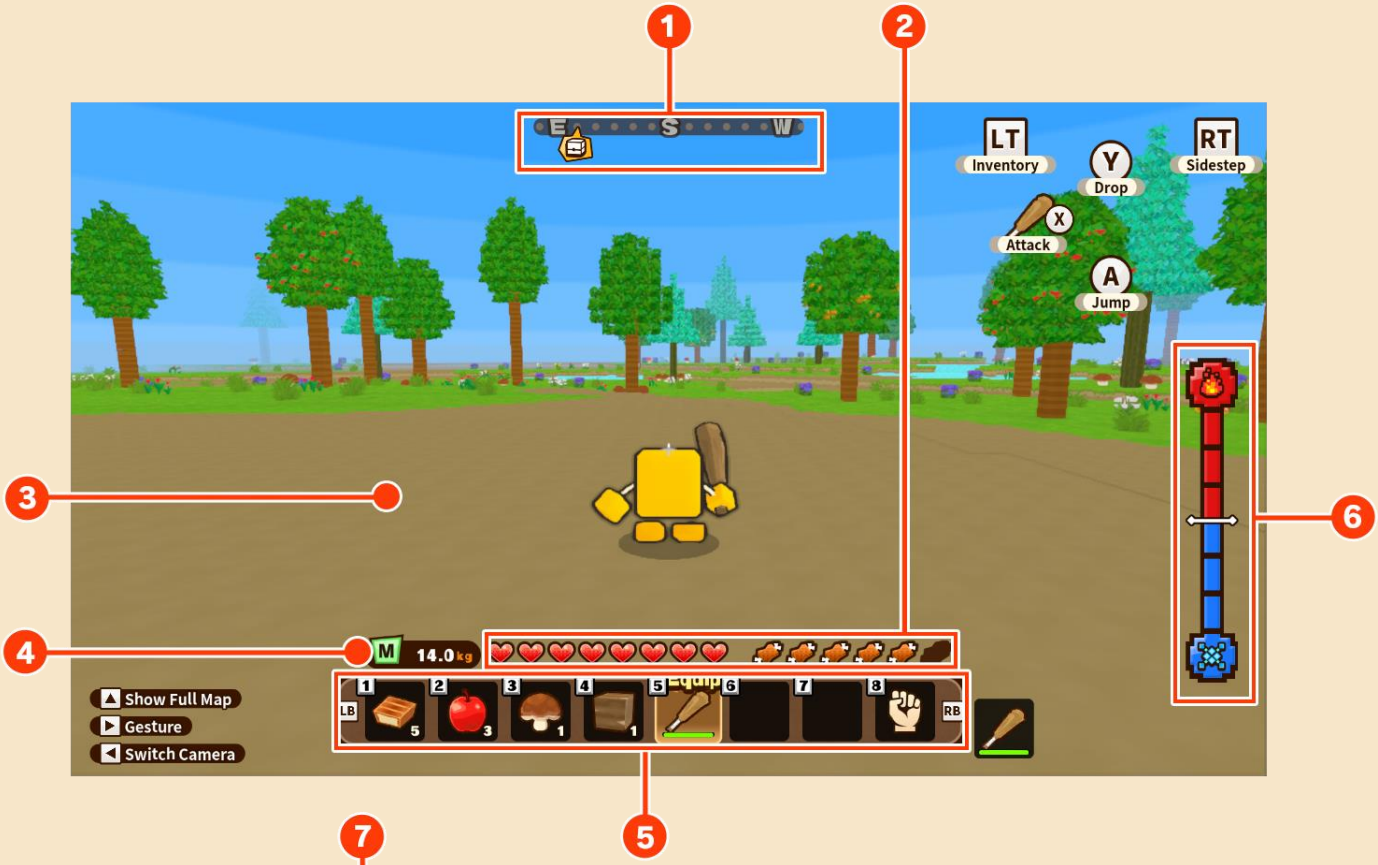
(Before deleting any data, make sure to double check its contents. Deleted data cannot be recovered.)

Adventure Mode

In Adventure mode, you can play inside various Worlds that have been constructed out of cubes.



Adventure Mode Screen





❶ Compass

Icons on the compass will point you in the direction of objectives.

As you get close to an objective, the corresponding icon on the compass will grow bigger.

Similarly, an objective's icon will become smaller if you move farther away from it.

❷ Life Gauge and Hunger Gauge

The heart icons on the left represent your character's health, while the meat icons on the right are your character's hunger gauge. If your character's life gauge is fully depleted, it'll be game over.

Meanwhile, if your hunger gauge is fully depleted, your life gauge will begin to decrease over time. To restore your hunger gauge and stop the life gauge from decreasing, simply eat some food and you'll be good to go!



When your character is underwater, an underwater gauge will also be displayed on the screen, signified by bubble icons. Swimming back up to the surface of the water will restore the underwater gauge. Like your hunger gauge, if your underwater gauge is fully depleted, your life gauge will decrease over time.

❸ Reticle

When a character or object is highlighted in your reticle, you can press [B](Game pad)/[Z](keyboard) to interact with it.

❹ Character Size

The character size gauge displays the size of weight of your character.

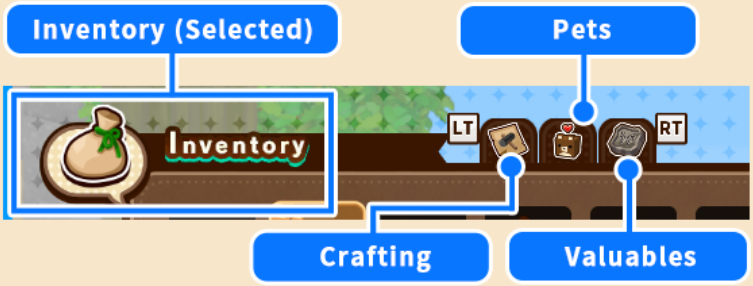
❺ Item Slots

The slots located at the bottom of your screen contain items that you can use while roaming around the world. You can hold up to 7 items that you can freely switch between at any time.

❻ Temperature Gauge

The temperature gauges display your current temperature. If you remain in hot places for long periods of time or repeatedly take hot attacks from enemies, the heat gauge, marked with a icon, will decrease over time. Similarly, if you remain in cold places for long periods of time or repeatedly take cold attacks from enemies, the cold gauge, marked with a icon, will decrease over time. Similarly, if you remain in cold places for long periods of time or repeatedly take cold attacks from enemies, the cold gauge, marked with a icon, will decrease over time. If either gauge is fully depleted, your life gauge will begin to decrease.

❼ Inventory Tabs



When in your inventory, you can press either [LT](Game pad)/[←](keyboard) or [RT](Game pad)/[→](keyboard) to switch between the "Inventory," "Important," "Crafting," and "Pets" tabs. Inside these tabs, you can manage your items and pets, as well as craft new items altogether.

❽ In the Inventory

Your inventory displays all of the items and cubes that your character currently possesses. To select an item to use, simply press the directional buttons [↑][↓][←][→](Game pad/keyboard) or tilt [L Stick] (Game pad)/[W][S][A][D](keyboard) to change the currently highlighted item. Once you've found an item or cube to use and select an item slot to place it into, you can use it in the World.

Adventure Mode Actions ①

Walking

Tilt [L Stick] (Game pad)/[W][S][A][D](keyboard) in any direction to move your character anywhere you like. You can also climb onto cubes that are one block tall by jumping onto them.

Looking Around

Tilt [R Stick](Game pad)/mouse(keyboard) to examine the surrounding environment around your character. You can also press [←](Game pad)[TAB](keyboard) to switch between first-person perspective (seeing things from your character's viewpoint) and third-person perspective (seeing your character displayed on-screen).

First-Person Perspective

In first-person perspective, you see the world of Cube Creator X directly from the eyes of your character. In this mode, the target reticle is displayed in the middle of the screen.



Third-Person Perspective

In third-person perspective, the character is located slightly apart from your character so that you can see them on the screen. In this mode, you can move the reticle around freely. You can also view your character from the front.



Gesturing

You character can perform a number of different gestures in-game, such as bowing and jumping.



Jumping and Floating in Water

Press [B](Game pad)/[SPACE] (keyboard) to make your character jump. When in water, your character can swim. Press and hold [B](Game pad)/[SPACE](keyboard) when underwater to make your character float back up to the surface.

Breaking and Placing Cubes

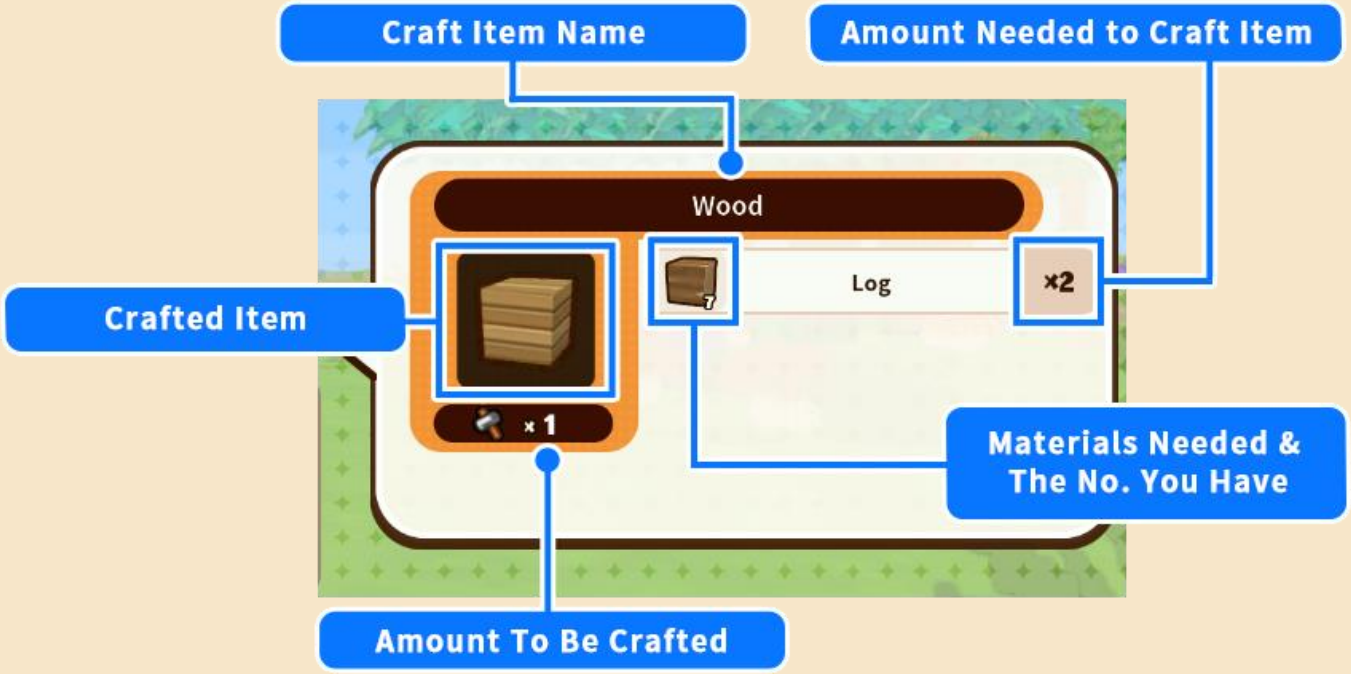
While roaming a world, press [X](Game pad)/[J](keyboard) to break ground, dirt, wood, and other types of blocks. Doing so adds them as cubes to your inventory. From there, you can place your newly acquired cubes elsewhere in the world or use them as materials to craft items.



Crafting

Crafting means using cubes and other types of items as materials to create new items altogether.





How to Craft

❶ When inside your inventory, press [LT](Game pad)/[←](keyboard) or [RT](Game pad)/[→](keyboard) to go to the "Craft" tab.

❷ From the Crafting, select the item you wish to craft.

❸ On the right side of the screen, the types of materials and the amount required to craft the selected item will be displayed. If you have all of the necessary materials, select "Craft" and press [A](Game pad)/[Enter](keyboard) to proceed.

❹ The crafted item will be displayed as an icon in the upper-left part of the window.

❺ Once an item has been crated and you've place it in your inventory, you can use it immediately within the game.

Equipping Items

Weapons and armor that you craft can be equipped from the Inventory screen. To do so, select the item you wish to equip and choose the "Equip" option.

Swords

Swords are useful for attacking monsters and other creatures.

Axes

Axes are useful for breaking wood and other types of cubes.

Pickaxes

Pickaxes are useful for breaking stone and other types of cubes.

Shovels

Shovels are useful for breaking dirt and other types of cubes.

Bows and Arrows

Bows and arrows can be used to attack enemies from afar. Do note, however, that the amount of arrows you can shoot is limited.

Helmets

Helmets reduce the amount of damage you take when worn.

Shields

Shields reduce the amount of damage you take from frontal attacks when equipped.

Weapons and equipment have durability, which limits the number of times they can be used before they break. For example, when you press [X](Game pad)/[J](keyboard) to attack an enemy with a weapon or block an attack with a shield, the corresponding item's durability will decrease. Once an item's durability has been completely depleted, it'll then break and you'll have to replace it.



Eating

Fruits such as apples and meals such as cooked chicken can be eaten from within your inventory by pressing [X](Game pad)/[J](keyboard) . Eating food will restore both your life and hunger gauges.

(Seeds cannot be eaten as is when you first acquire them. They must first be grown into food before you can consume them. Also, note that some types of food have special effects that trigger when you eat them. Experiment with different food and see what happens!)

Sleeping

Using a bed such as a wooden bed, your character can fall asleep to pass the time at night until it becomes morning. Your character will also become increasingly tired over time as you play. Falling asleep outside where monsters and/or animals are nearby can be dangerous, so it's best to find a safe bed to sleep under instead.



(Sleeping will not restore your life or hunger gauges.)

Moving Between Worlds

When you want to explore a different world, you must first cross the World Gate. Like your objectives, the location of the World Gate is indicated by an icon on your compass.



(The worlds that you can visit will vary depending on your current progress in the game. Prior to transitioning into a new world, your game data will be automatically saved.)

Adventure Mode Actions ②

Fighting

To fight a creature or a monster in a world, highlight the targeting reticle over them and press [X](Game pad)/[J](keyboard) to attack them either with your bare hands or your currently equipped weapon. Once you've dealt a sufficient amount of damage, the enemy will be defeated.



Critical Hits

Sometimes when attacking a creature or a monster, you'll deal a large amount of damage. Such instances are referred to as "critical hits." The rate at which they occur varies depending on the weapon that you have equipped.

Guarding

Equipping a shield will allow you to reduce the amount of damage that you take from frontal attacks dealt by creatures and monsters.

(Attacks taken from any other direction other than the front cannot be blocked. Your character cannot block enemy attacks while attacking.)

Picking Up and Placing Items

Picking Up Items

When you do things such as defeat a creature or monster or break grass cubes, items will appear that you can pick up and add into your inventory by standing over them.



(If your inventory is full, you won't be able to pick up any additional items.)

Placing Items

Except for certain types of items, most items in your inventory such as weapons, food, and cubes can be placed on the ground. To do so, simply set the item you want to place into an item slot, select the item slot, and then press [X](Game pad)/[J](keyboard) to place it.



(Items that are placed on the ground can be picked up again and added to your inventory later.)

Pets

You can bring animals and monsters back to the Home World, where you can then raise them to become your pets. Once an animal or monster is your pet, they'll follow you around as you explore. They'll also attack other monsters and creatures that are nearby, as well as let you ride on them so that you don't have to travel around on foot.



(If a pet's life gauge is fully depleted, the pet will disappear.)

Calling a Pet

To call a pet over to you, open the inventory screen and Enter the "Pets" tab. From there, select the pet you wish to call over and press [Y](Game pad)/[L](keyboard) to summon them.



(You can only call over 1 pet to you at a time. In order to call a pet over to you, a certain amount of free space around your character must be available for them to appear.)

Returning a Pet

To return a pet to your inventory, select the whistle, located to the left of your main item slots, and press [X](Game pad)/[J](keyboard) .



Riding a Pet

When you get close to a pet, an Action icon will be displayed over them. When that appears, you can press [B](Game pad)/[E](keyboard) to climb onto the pet and ride them around.



(You cannot ride some pets.)

Growing Plants

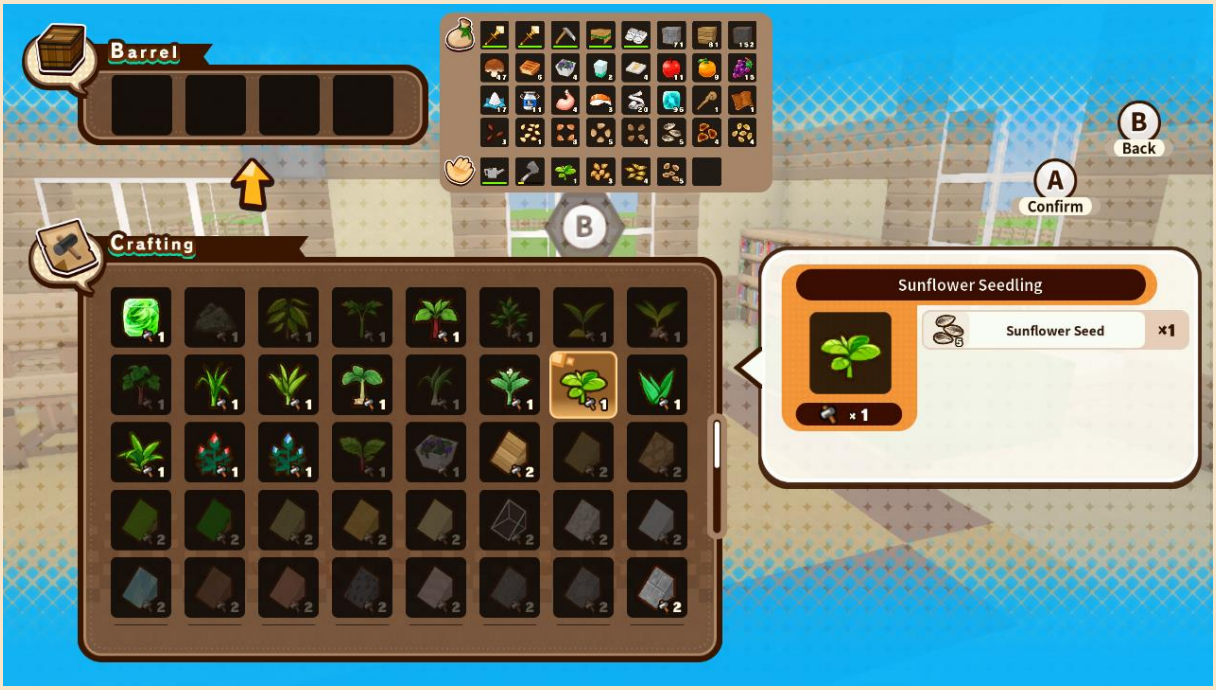
Seeds that you acquire from things such as grass cubes can grow into seedlings and, eventually, fully mature plants. Once a plant has fully matured, it can be turned into raw food and eaten or crafted into meals by cooking them.

How to Grow Seeds into Seedlings

❶ Locate and break grass and flower cubes; collect any seeds that appear.



❷ Place the seeds into a barrel and grow them into seedlings.



❸ With a hoe equipped, press [X](Game pad)/[J](keyboard) to plough dirt or other types of ground cubes into useable soil.



❹ Take the seedlings you've grown inside barrels and plant them inside the newly ploughed soil.



❺ Equip a watering can that contains water and water the planted seedlings.



❻ Go to sleep on a bed such as a wooden one.



❼ When it becomes morning, the seedlings will grow a little. From there, repeat steps ❺ and ❻.

❽ Once a seedling is fully grown, it can then be harvested and eaten as food or used as material to craft meals.



(Seedlings will not grow if any other cubes are placed on top of them.)

Continuing a Game Session

If you reach a game over screen but wish to continue playing, select the "Continue" option and press [A](Game pad)/[Enter](keyboard) to confirm.



Retrieving Lost Items

When a game over occurs, you'll be returned to the World Gate in your current world and some items will be dropped from your inventory at random. These dropped items can then be retrieved later and put back into your inventory.

The locations of your dropped items will be displayed as icons on your compass for easy retrieval.

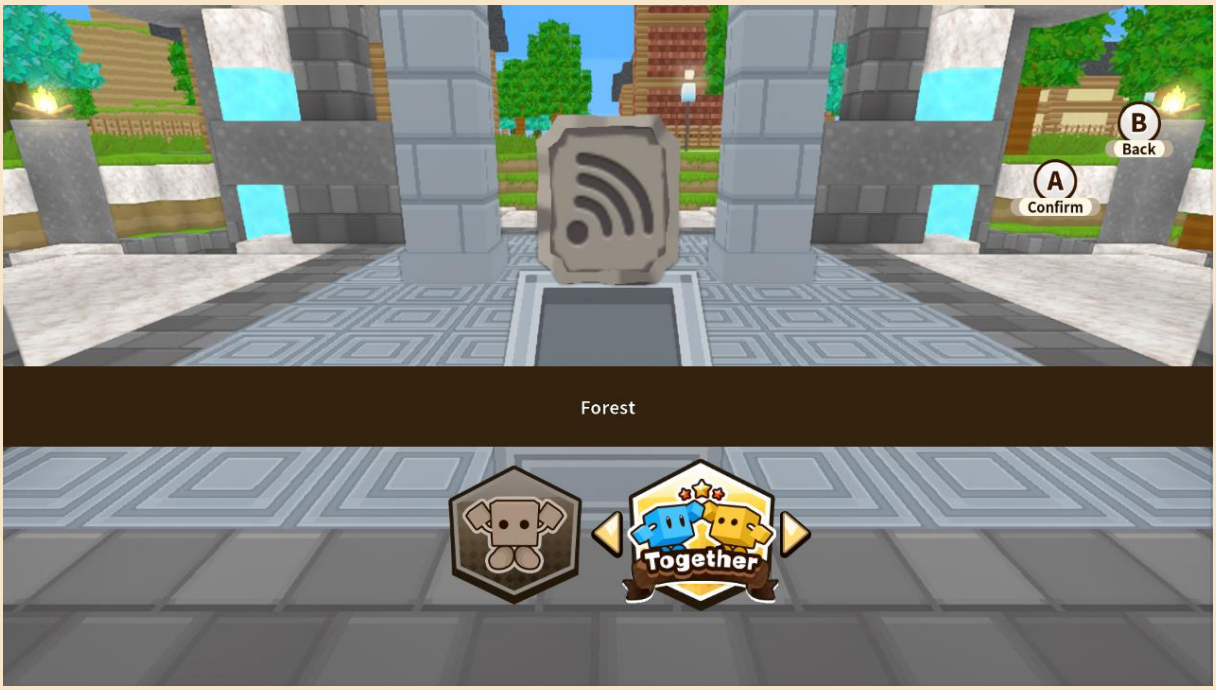


(If you choose to "Save and Quit" instead of continuing at a game over screen, the next time you play any items that were dropped prior to saving will still be lost and need to be retrieved. If you repeatedly lose items, eventually, previously lost items that haven't been retrieved will disappear.)

Multiplayer

You can play with other people in multiplayer mode.

※Max number of players：4



How to Play Online Multiplayer

To play in an online multiplayer session, one person must establish a room where all of the players can gather. Once the room has been established and the other online players join it, they can all play together in the same world.

-Only the player who establishes the multiplayer room can set the gameplay rules for that session.

-When playing multiplayer in Adventure mode, only the host who originally established the room will be able to save their progress.

(You cannot join multiplayer sessions that take place in worlds that you haven't unlocked in your own game save.)

Creating a Room and Recruiting Other Players

❶ Place a slate at the World Gate.

❷ Select "Together" and press [A](Game pad)/[Enter](keyboard).

❸ In the item explanation window marked with a key icon, select "Continue" and press [A](Game pad)/[Enter](keyboard)

❹ Select "Save" and press [A](Game pad)/[Enter](keyboard).

❺ In the number of players menu, select " Multiplayer mode" and press [A](Game pad)/[Enter](keyboard) .

❻ Select "Create a Room" and press [A](Game pad)/[Enter](keyboard).

❼ Select "Change the Room Settings" and press [A](Game pad)/[Enter](keyboard) . From there, you can change any multiplayer rule settings as necessary.

❽ After you've set the rules for your multiplayer session, select "Create This Room" and press [A](Game pad)/[Enter](keyboard) .

❾ Once the other players have Entered your room and everyone is ready to play, select the "Block On!" option and press [A](Game pad)/[Enter](keyboard) . That's it! You can now play with your friends!

Finding a Room and Joining a Multiplayer Session

❶ Place a slate at the World Gate.

❷ Select "Together" and press [A](Game pad)/[Enter](keyboard) .

❸ In the item explanation window marked with a key icon, select "Continue" and press .

❹ Select "Save" and press [A](Game pad)/[Enter](keyboard) .

❺ In the number of players menu, select " Multiplayer mode " and press [A](Game pad)/[Enter](keyboard) .

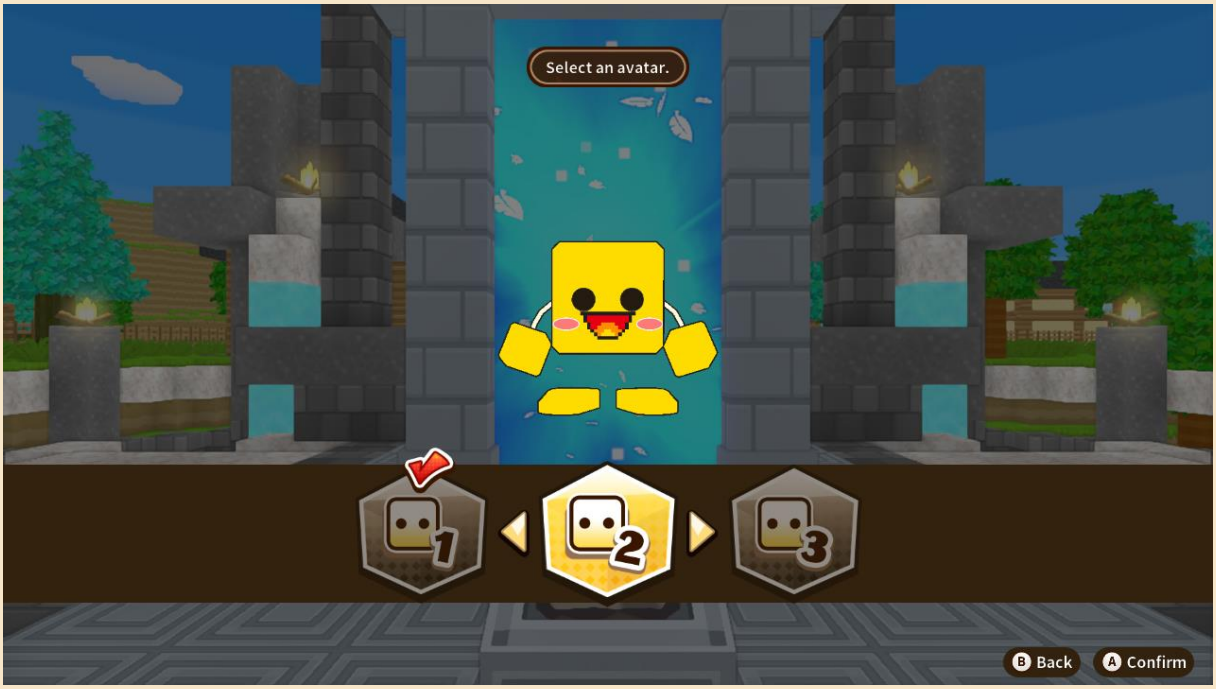
❻ Select either "Search for a Room" or "Join a Friend’s Room" and press [A](Game pad)/[Enter](keyboard) .

❼ Select the room you wish to join and press [A](Game pad)/[Enter](keyboard).

❽ Once you're ready to play, select "All Set!" and press [A](Game pad)/[Enter](keyboard) .
That's it! You can now play with your friends!

Changing Your Avatar

Before joining a multiplayer session, you can change the appearance of your avatar.



How to Change Your Avatar

❶ Place a slate at the World Gate.

❷ Select "Together" and press [A](Game pad)/[Enter](keyboard).

❸ In the item explanation window marked with a key icon, select "Continue" and press [A](Game pad)/[Enter](keyboard).

❹ Select "Save" and press [A](Game pad)/[Enter](keyboard).

❺ Select "Change Your Avatar" and press [A](Game pad)/[Enter](keyboard).

❻ Select the avatar you wish to change and press [A](Game pad)/[Enter](keyboard).

Creation Mode Screen





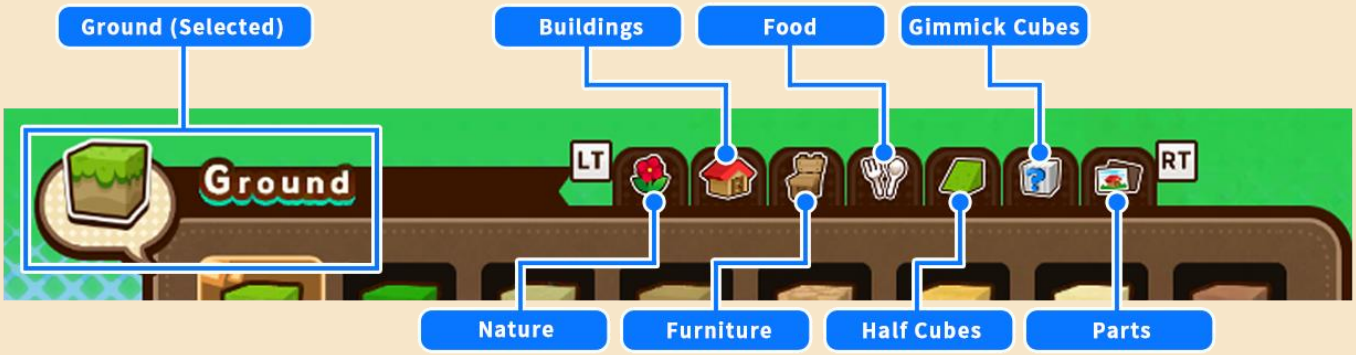
❶ Reticle

Press [X](Game pad)/[J](keyboard) to place a cube at the target reticle's current position.

❷ Item Slots

The slots located at the bottom of your screen contain items that you can use while roaming around the world. You can hold up to 8 items that you can freely switch between at any time.

❸ Inventory Tabs



When in your inventory, you can press either [LT] (Game pad)/ [←] (keyboard) or [RT] (Game pad)/ [→] (keyboard) to switch between the tabs "Ground," "Nature," "Buildings," "Furniture," "Food," "Half Cubes," and "Parts".

❹ Inventory Items

Your inventory displays all of the cubes that your character currently possesses. To select a cube to use, simply press the directional buttons [↑][↓][←][→] (Game pad/keyboard) or tilt [L Stick] (Game pad)/[W][S][A][D](keyboard) to change the currently highlighted item. Once you've found an item or cube to use and select an item slot to place it into, you can use it in the world. You can combine these cubes together to make any number of things, ranging from smaller things like parts and houses to huge worlds that are entirely your own creation. The possibilities are endless!

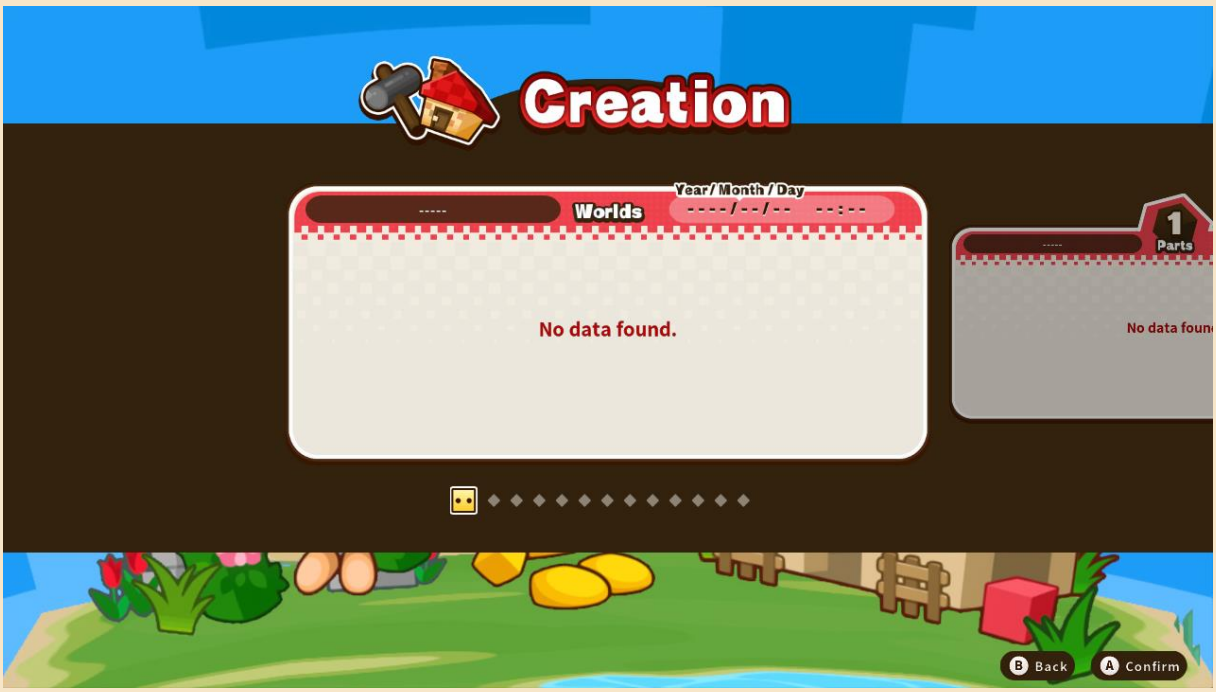
Playing in Creation Mode

Making a New World

❶ From the main menu, select "Creation" and press [A](Game pad)/[Enter](keyboard).



❷ On the following screen, select a save slot to save the new world‘s data and press [A](Game pad)/[Enter](keyboard).

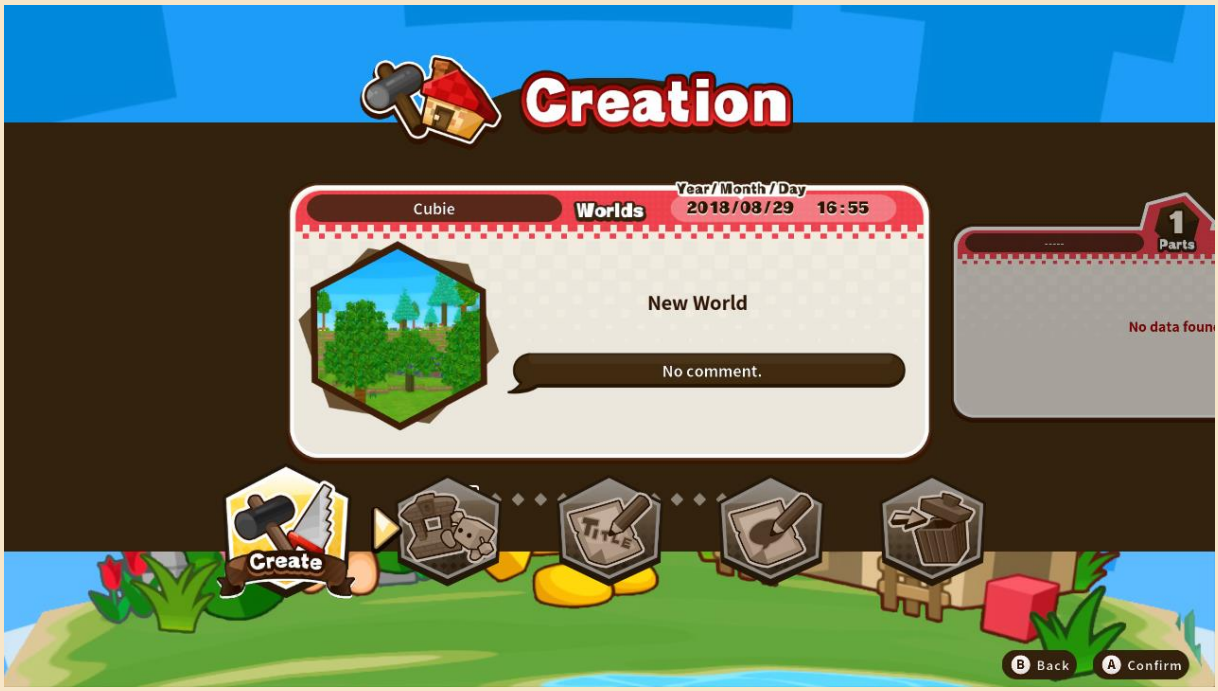


❸ Choose a base world such as the Forest World that will serve as the template for the new world and press [A](Game pad)/[Enter](keyboard).

❹ A confirmation screen will then be displayed. If all of the details are correct, select the "OK" option and press [A](Game pad)/[Enter](keyboard).



❺ A "Create" icon will then appear on the screen. Select it and press [A](Game pad)/[Enter](keyboard) to generate the new world.



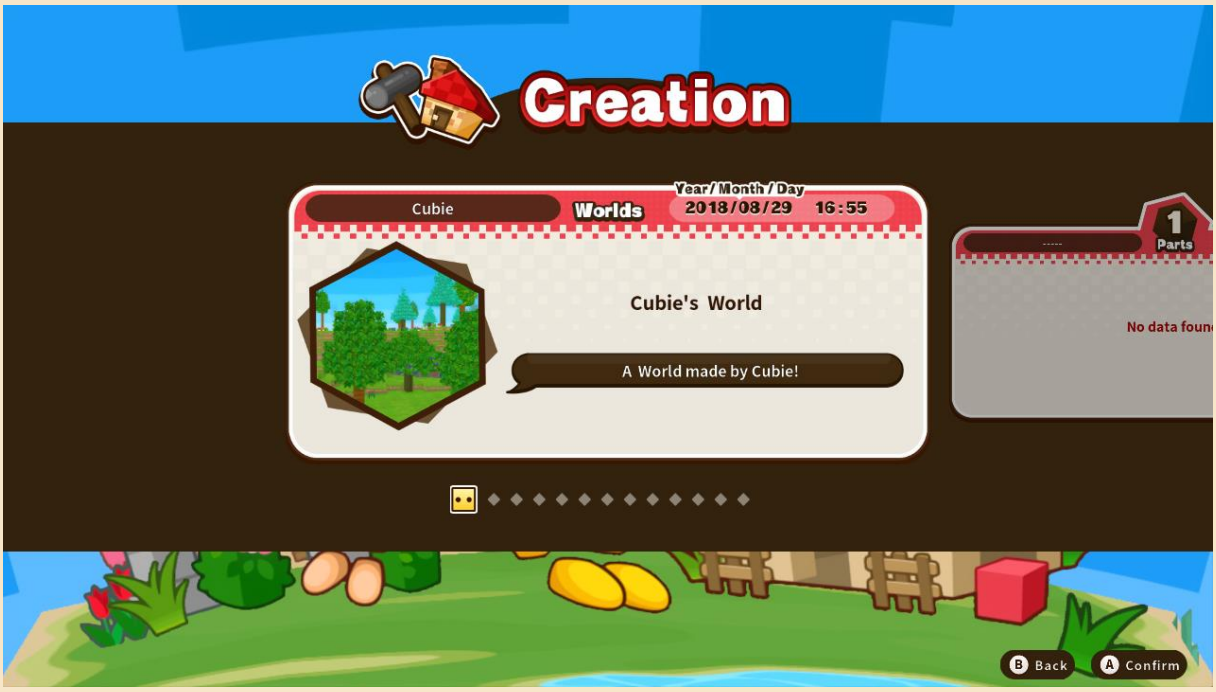
❻ That's it! You can now enjoy your new world to your heart's content!

Editing an Existing World

❶ From the main menu, select "Creation" and press [A](Game pad)/[Enter](keyboard).



❷ Select the world that you wish to load and press [A](Game pad)/[Enter](keyboard).



❸ A "Create" icon will then appear on the screen. Select it and press [A](Game pad)/[Enter](keyboard) to load the world.



❹ That's it! You can now get back to exploring and tinkering with your world!

Registering a Part

❶ Highlight the part with the reticle. Then tilt [L Stick](Game pad)/[W][S][A][D](keyboard) to set width.



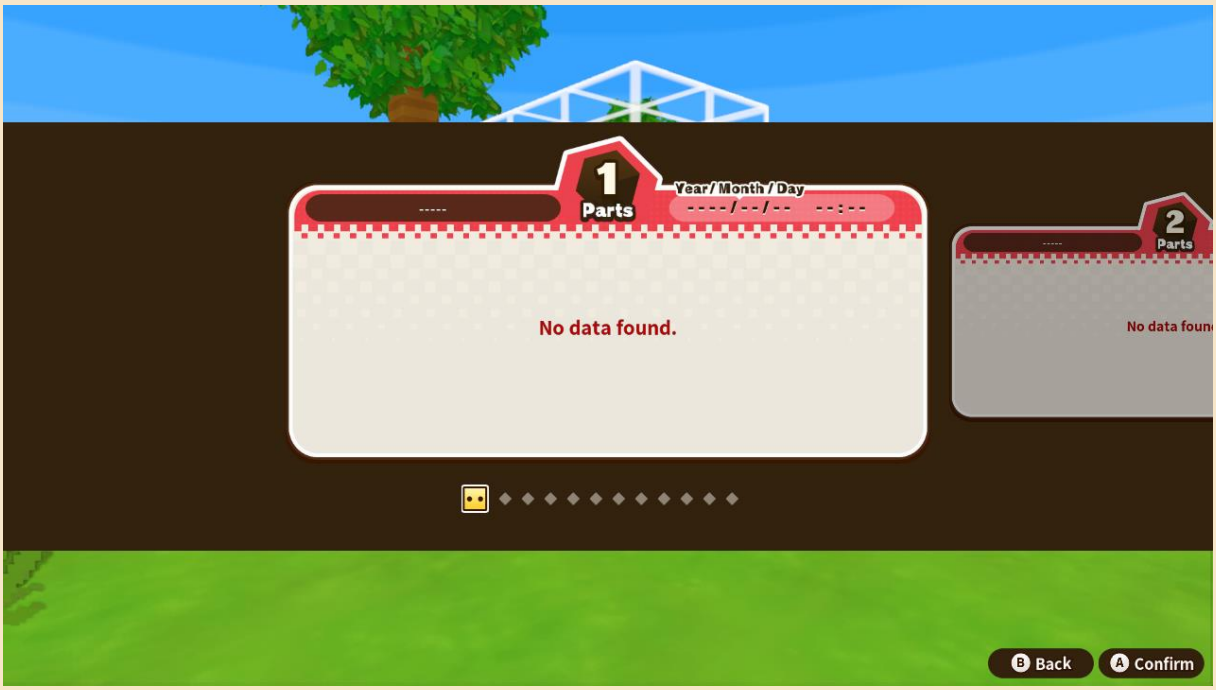
❷ If your part is multiple blocks tall, press [↑][↓](Game pad/keyboard) to set the height and press [A](Game pad)/[Enter](keyboard)



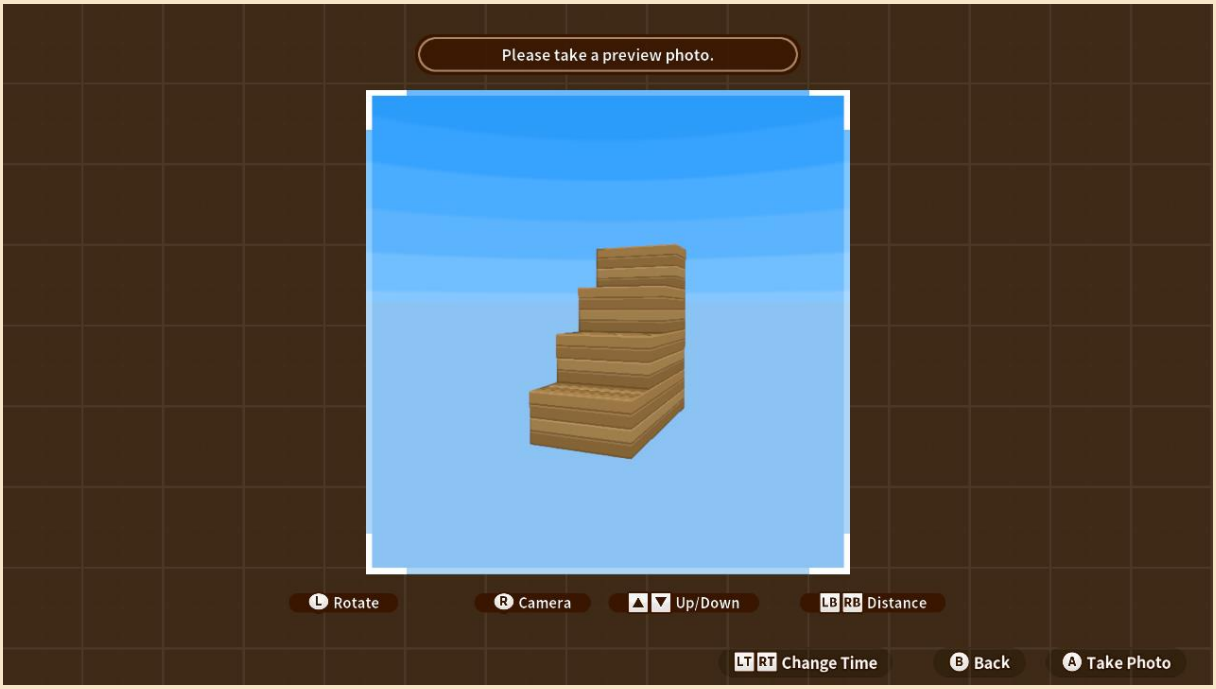
❸ Select the "Parts" icon and press [A](Game pad)/[Enter](keyboard).



❹ Choose a save slot to save the part and press [A](Game pad)/[Enter](keyboard).



❺ Take a photo of the part. Set the angle, distance, etc. and press [A](Game pad)/[Enter](keyboard).



❻ A message will be displayed saying, "You took a preview photo! Now Enter a title." Select "Next" and press [A](Game pad)/[Enter](keyboard) to proceed.



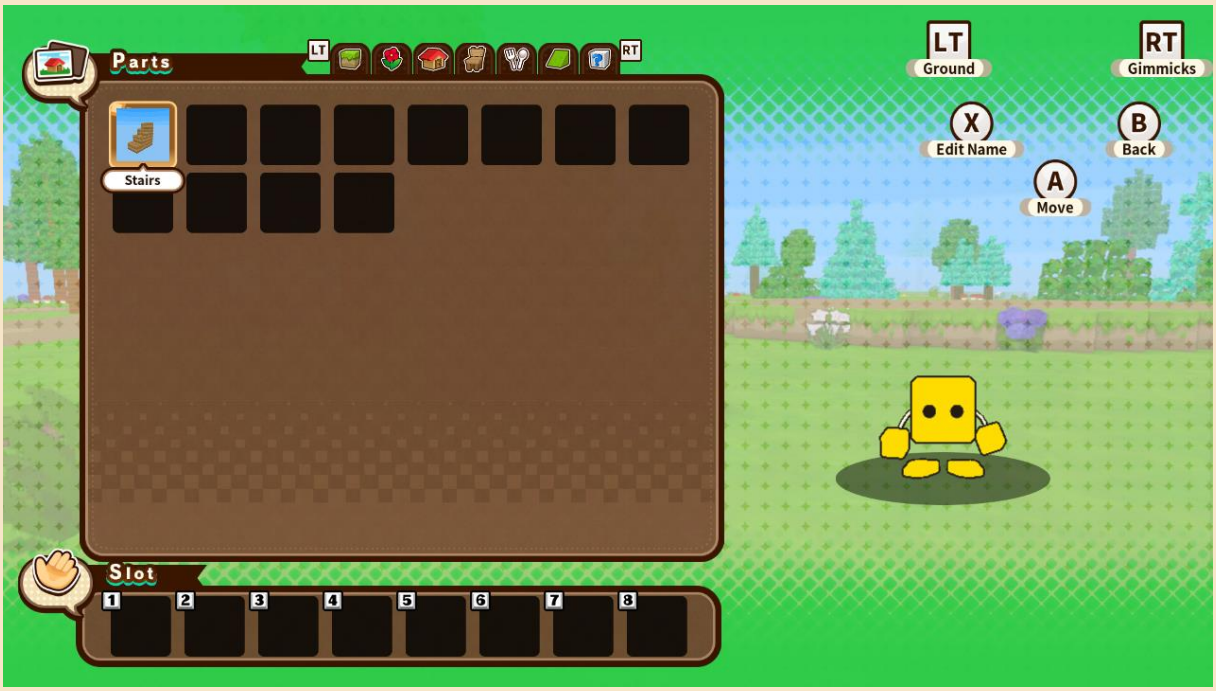
❼ Enter a title for the part and press [A](Game pad)/[Enter](keyboard) to proceed to the confirmation screen. If all of the details are correct, select "OK" and press [A](Game pad)/[Enter](keyboard).



❽ Your part will now be registered.



❾ To view the registered part, open your inventory, then go to "Parts".



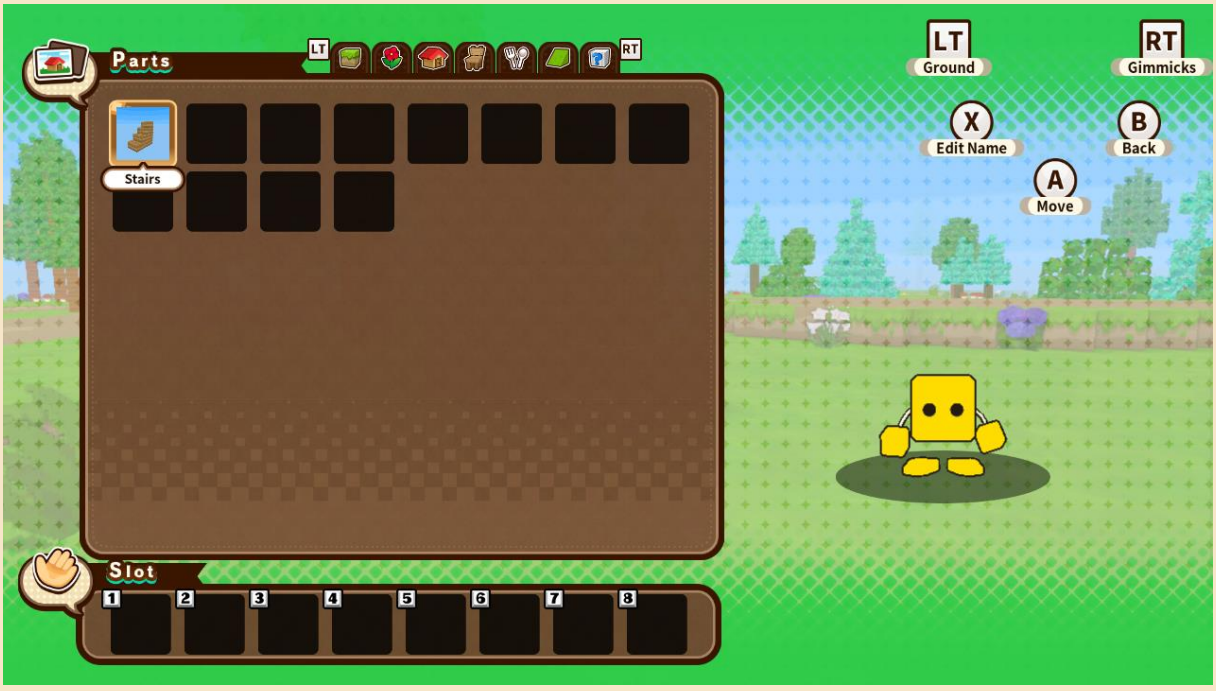
Editing Part Titles and Comments

Once you've registered a part, you can go back and edit the title and comment attached to it.

How to Change Part Titles and Comments

❶ Press [LT](Game pad)/[1](keyboard) to open the inventory screen.

❷ Press [LT] (Game pad)/[←] (keyboard) or [RT] (Game pad)/[→](keyboard) to navigate to the "Parts" tab.



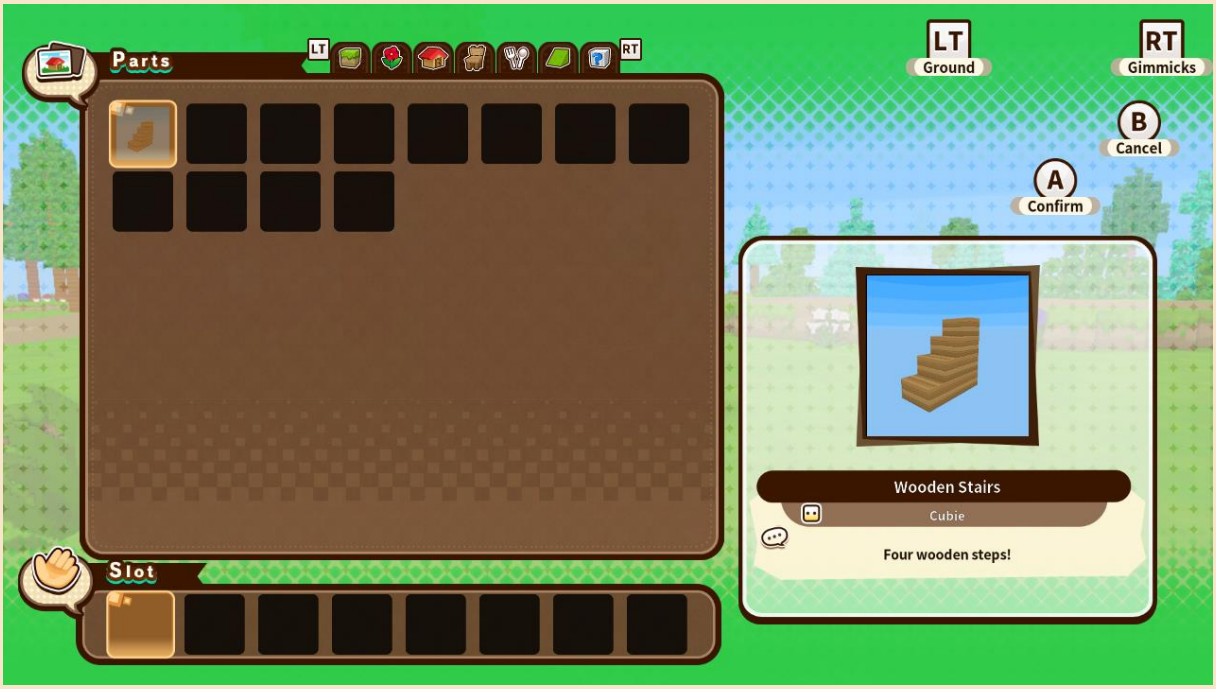
❸ Select the part whose title and/or comment you wish to change and press [X](Game pad)/[J](keyboard) . From there, select the relevant option to change the part's details, either "Edit Title" to edit the title or "Edit Comment" to edit the comment, and press [A](Game pad)/[Enter](keyboard) . From there, you'll be prompted to Enter the new text. Once you're done, select the "Save" option and press [A](Game pad)/[Enter](keyboard).



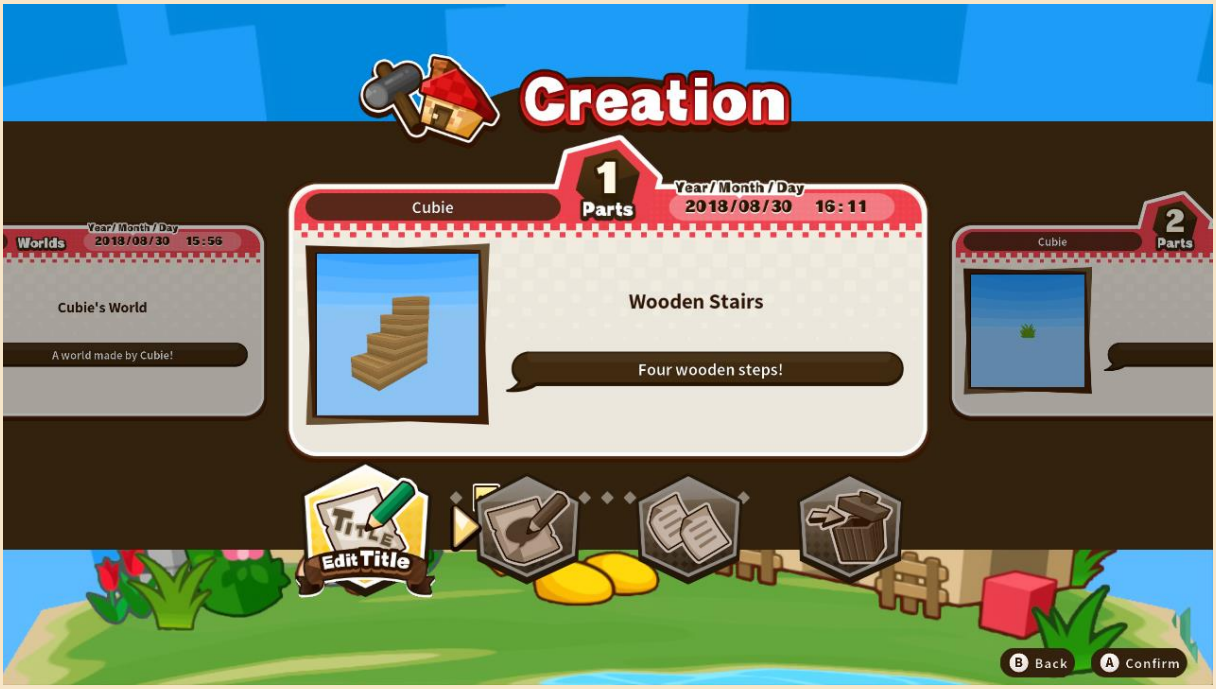
❹ A confirmation screen will then be displayed. If all of the details are correct, select "OK" and press [A](Game pad)/[Enter](keyboard).

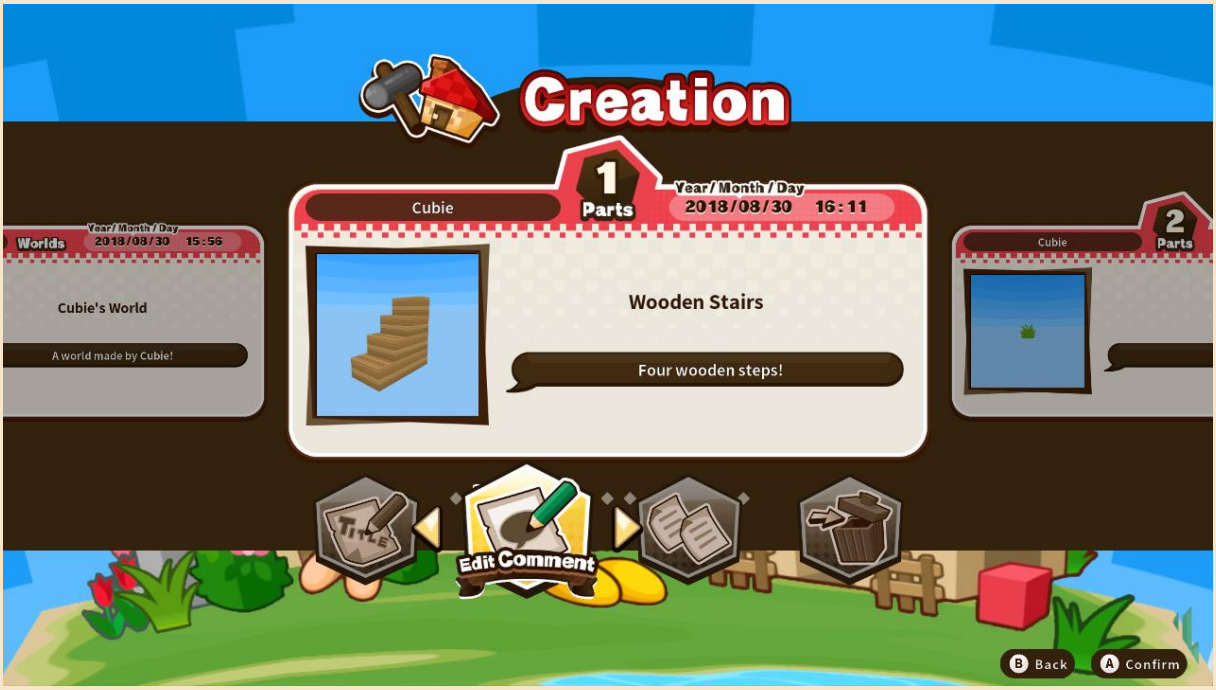


❺ The edited contents will now be saved.



(The title and/or comment for a part can be edited at any time via "Edit Title" and "Edit Comment".)





Doors and Ladders

Doors are three cubes tall. You can press [B](Game pad)/[E](keyboard) to open and shut them when controlling your avatar in the World. Ladders, meanwhile, can be placed in the World by attaching them onto other cubes. They can then be used to climb up to places or descend down from them.



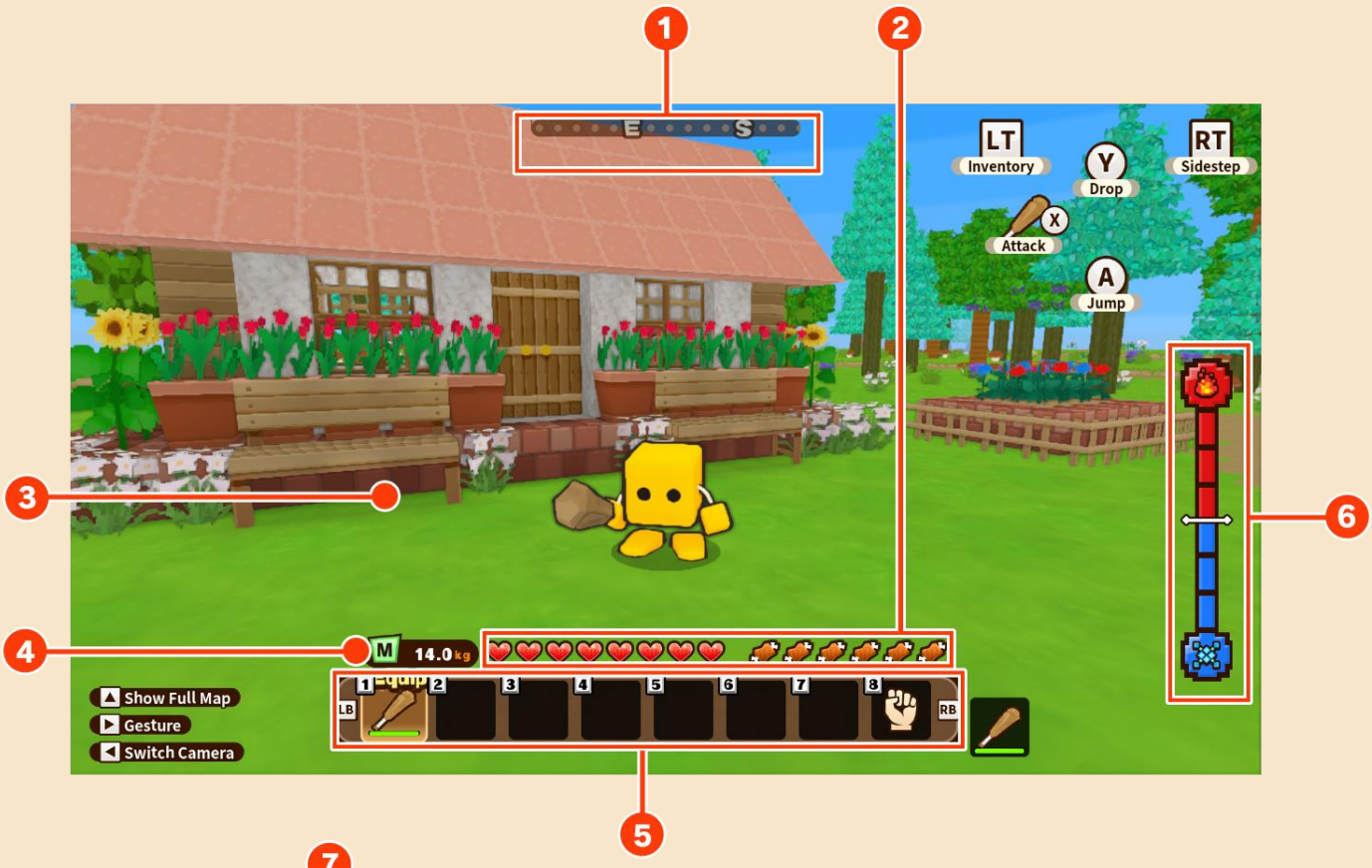
Playing in Created Worlds

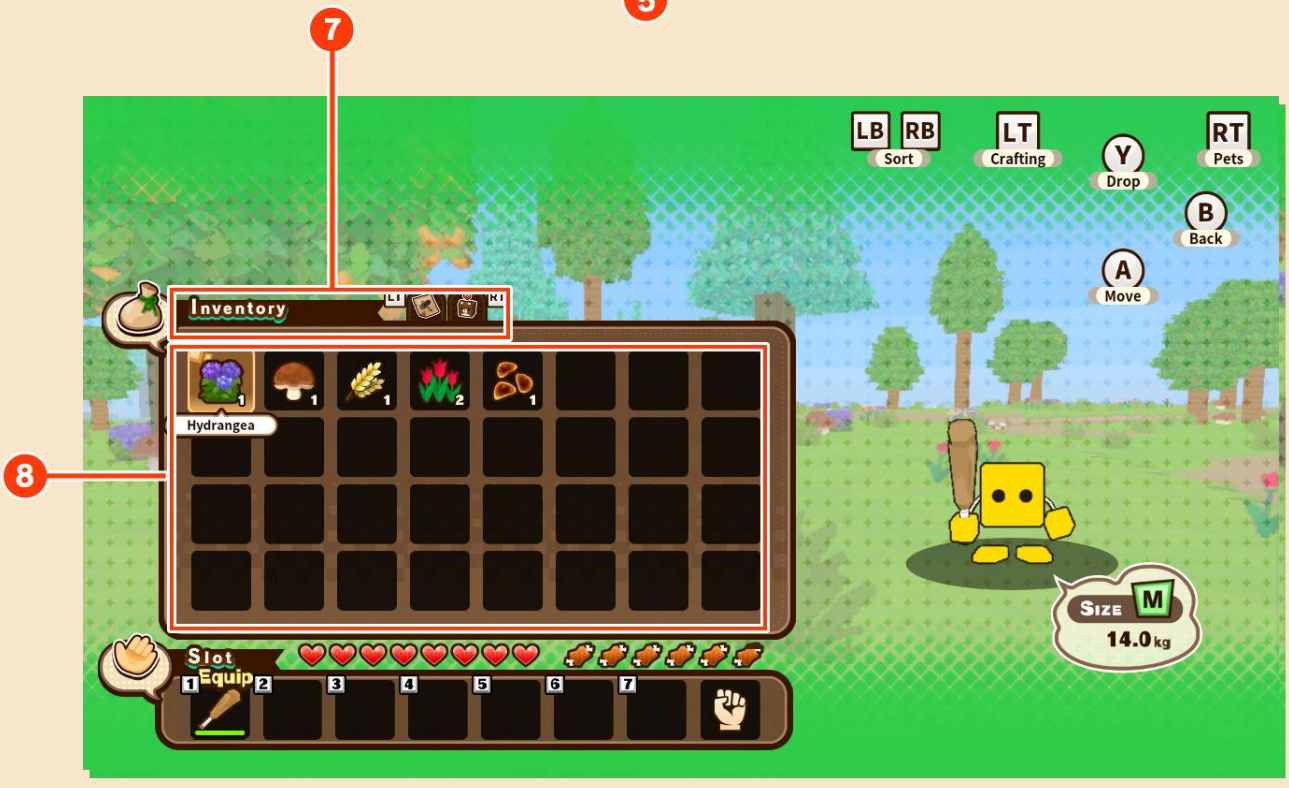
Select "Play" in Creation mode to play inside any world you've made.

(Progress will not be saved when playing inside worlds made using Creation mode.)



Play Mode Screen





❶ Compass

Icons on the compass will point you in the direction of objectives.

As you get close to an objective, the corresponding icon on the compass will grow bigger.

Similarly, an objective's icon will become smaller if you move farther away from it.

❷ Life Gauge and Hunger Gauge

The heart icons on the left represent your character's health, while the meat icons on the right are your character's hunger gauge. If your character's life gauge is fully depleted, it'll be game over.

Meanwhile, if your hunger gauge is fully depleted, your life gauge will begin to decrease over time. To restore your hunger gauge and stop the life gauge from decreasing, simply eat some food and you'll be good to go!



When your character is underwater, an underwater gauge will also be displayed on the screen, signified by bubble icons. Swimming back up to the surface of the water will restore the underwater gauge. Like your hunger gauge, if your underwater gauge is fully depleted, your life gauge will decrease over time.

❸ Reticle

When a character or object is highlighted in your reticle, you can press [B](Game pad)/[SPACE](keyboard) to interact with it.

❹ Character Size

The character size gauge displays the size of weight of your character.

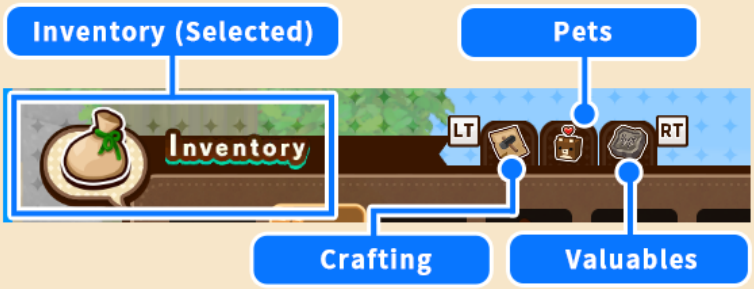
❺ Item Slots

The slots located at the bottom of your screen contain items that you can use while roaming around the world. You can hold up to 7 items that you can freely switch between at any time.

❻ Temperature Gauge

The temperature gauges display your current temperature. If you remain in hot places for long periods of time or repeatedly take hot attacks from enemies, the heat gauge, marked with a icon, will decrease over time. Similarly, if you remain in cold places for long periods of time or repeatedly take cold attacks from enemies, the cold gauge, marked with a icon, will decrease over time. If either gauge is fully depleted, your life gauge will begin to decrease.

❼ Inventory Tabs



When in your inventory, you can press either [LT] (Game pad)/ [←] (keyboard) or [RT] (Game pad)/ [→] (keyboard) to switch between the "Inventory" and "Crafting" tabs as needed in order to complete your objectives. Inside these tabs, you can manage your items, as well as craft new items altogether.

❽ In the Inventory

Your inventory displays all of the items and cubes that your character currently possesses. To select an item to use, simply press the directional buttons [↑][↓][←][→] (Game pad/keyboard) or tilt [L Stick] (Game pad)/[W][S][A][D](keyboard) to change the currently highlighted item. Once you've found an item or cube to use and select an item slot to place it into, you can use it in the World.

Multiplayer

You can play with other people in multiplayer mode.

※Max number of players：4



How to Play Online Multiplayer

To play in an online multiplayer session, one person must establish a room where all of the players can gather. Once the room has been established and the other online players join it, they can all play together in the same world.

-Only the player who establishes the multiplayer room can set the gameplay rules for that session.

- When playing multiplayer in Creation mode, only the host who originally established the room will be able to save their progress.

Creating a Room and Recruiting Other Players

❶ From the main menu, select the “Creation” option and press [A](Game pad)/[Enter](keyboard).

❷ In the menu where you determine the number of players you wish to play with, select the " Multiplayer mode " option and press [A](Game pad)/[Enter](keyboard).

❸ Select the "Create a Room" option and press [A](Game pad)/[Enter](keyboard).

❹ Select the world that you wish to load and press [A](Game pad)/[Enter](keyboard).

❺ Select either the "Create" or "Play" icons and press [A](Game pad)/[Enter](keyboard).

❻ Select the "Change the Room Settings" option and press [A](Game pad)/[Enter](keyboard) From there, you can change any multiplayer rule settings as necessary.

❼ After you‘ve set the rules for your multiplayer session, select “Create This Room” and press [A](Game pad)/[Enter](keyboard).

❽ Once the other players have entered your room and everyone is ready to play, select the “Block On!” option and press [A](Game pad)/[Enter](keyboard) . That's it! You can now play with your friends!

Finding a Room and Joining a Multiplayer Session

❶ From the main menu, select the "Creation" option and press [A](Game pad)/[Enter](keyboard).

❷ In the number of players menu, select " Multiplayer mode " and press [A](Game pad)/[Enter](keyboard).

❸ Select the "Search for a Room" option and press [A](Game pad)/[Enter](keyboard).

❹ Select either the “Create” or “Play” icons and press[A](Game pad)/[Enter](keyboard).

❺ Once you're ready to play, select the "All Set!" option and press [A](Game pad)/[Enter](keyboard) . That's it! You can now play with your friends!

Changing Your Avatar

Before playing inside of a world in Creation mode, you can change the appearance of your avatar.



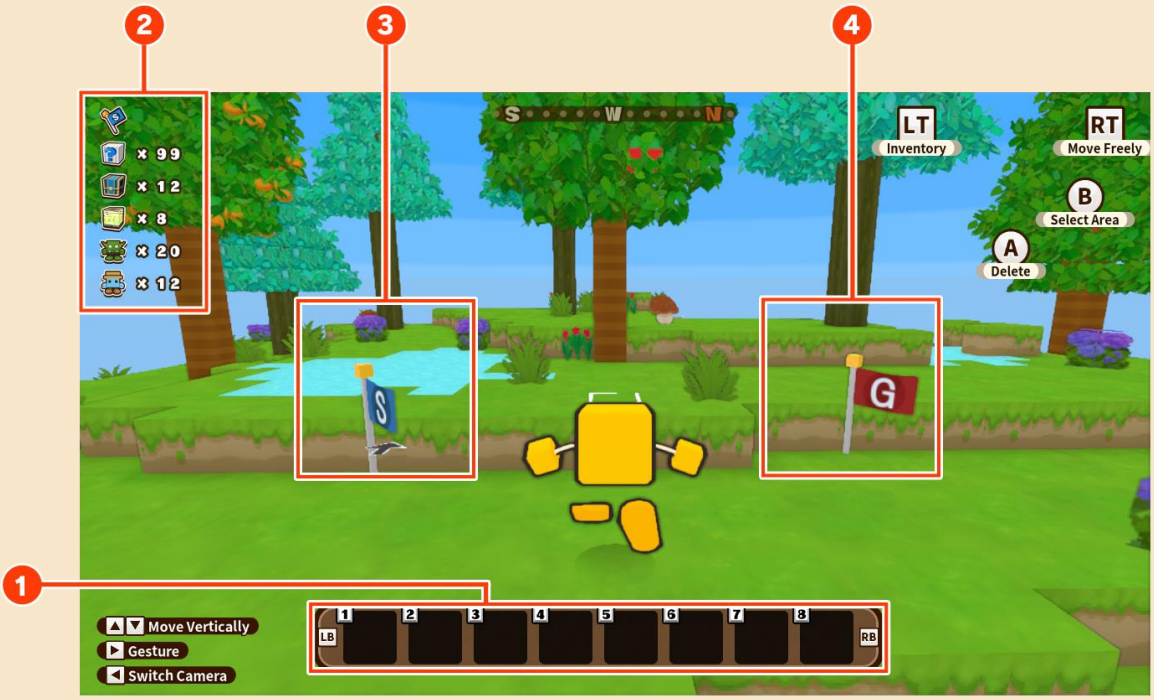
How to Change Your Avatar

❶ From the main menu, select the "Creation" option and press [A](Game pad)/[Enter](keyboard).

❷ Select “Change Your Avatar” and press[A](Game pad)/[Enter](keyboard).

❸ Select the avatar you wish to change and press [A](Game pad)/[Enter](keyboard).

Stage Creator Screen





❶ Item Slots

The slots located at the bottom of your screen contain items that you can use while roaming around the world. You can hold up to 8 items that you can freely switch between at any time.

❷ Remaining Blocks/Characters

The upper-left side of the screen displays how many more cubes, characters, and other objects you can place in your current stage.

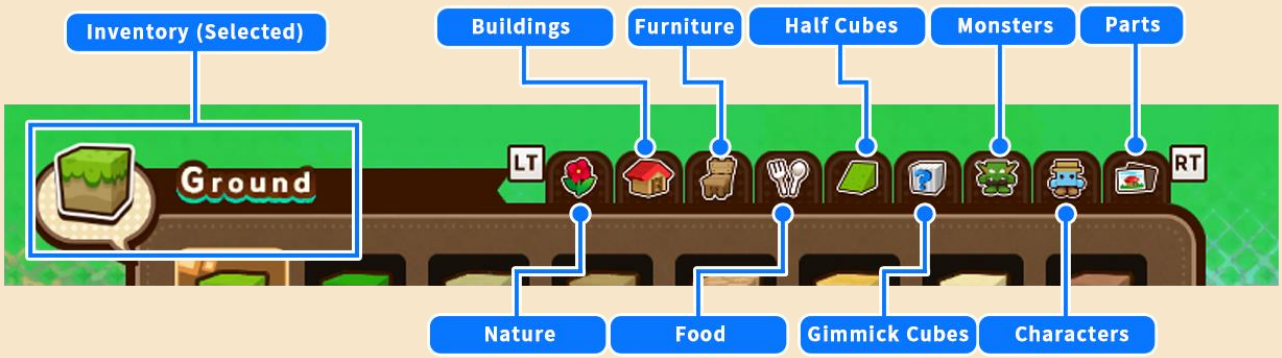
❸ Start Cube

The start cube marks the starting position for your stage. The arrow on the ground beneath the flag indicates the direction that your character will face when starting the stage.

❹ Goal Cube

The goal cube marks the position of the goal for your stage.

❺ Inventory Tabs



When in your inventory, you can press either [LT] (Game pad)/ [←] (keyboard) or [RT] (Game pad)/ [→] (keyboard) to switch between the "Ground," "Nature," "Buildings," "Furniture," "Food," "Half Cubes," "Gimmick Cubes," "Monsters," "Characters," and "Parts".

❻ In the Inventory

Your inventory displays all of the items and cubes that your character currently possesses. To select an item to use, simply press the directional buttons [↑][↓][←][→] (Game pad/keyboard) or tilt [L Stick] (Game pad)/[W][S][A][D](keyboard) to change the currently highlighted item. Once you've found an item or cube to use and select an item slot to place it into, you can use it in the world.

Creating a Stage

Stages

Stages are special maps that you and other players can create that have their own start and goal points, as well as objectives to complete such as crafting a specific item and reaching the goal to fulfill in order to clear them. You can also add other sorts of variables such as time limits in order to further refine a stage and make it your own. Stages can come in several different shapes, including square, wide, and tall, which you can set when creating a stage.
(Stages made in the Stage Creator are smaller than full-sized Worlds seen in the Adventure and Creation modes. No data from either mode can be used to create stages.)

Gimmick Cubes

Gimmick cubes are special cubes with unique properties. For example, the moving cube automatically moves along a set path. Gimmick cubes can spice up your stages, allowing you to create action- or even puzzle-oriented ones.



Moving Cube



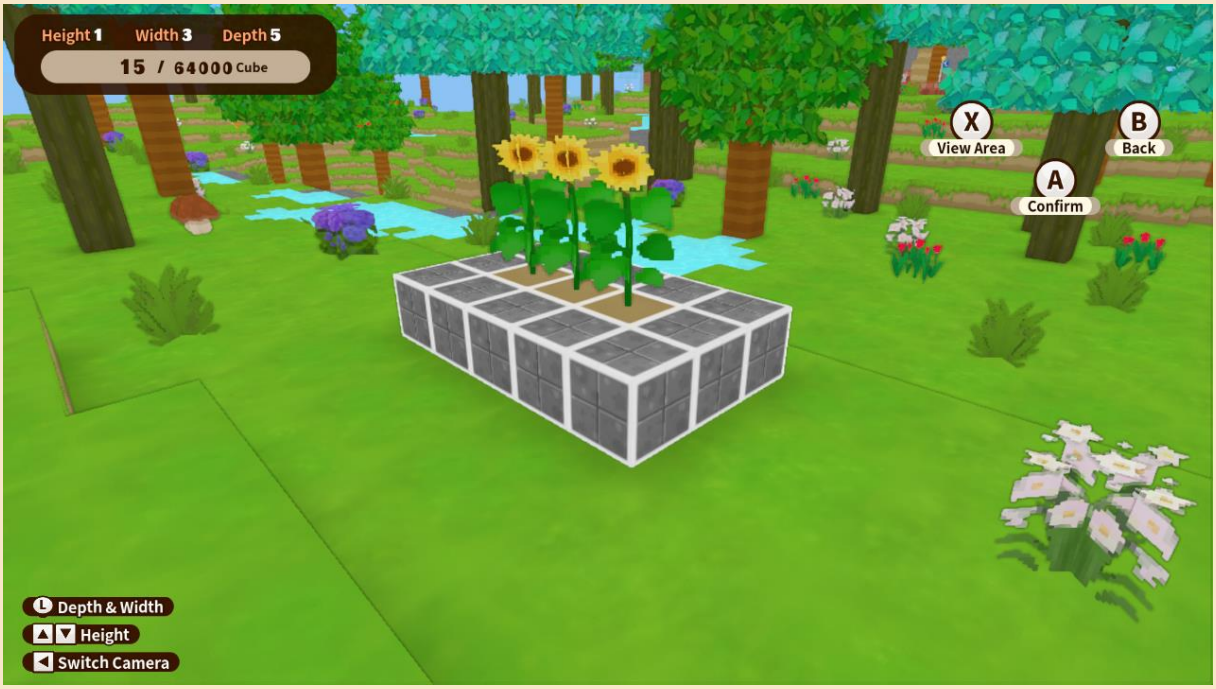
Trampoline



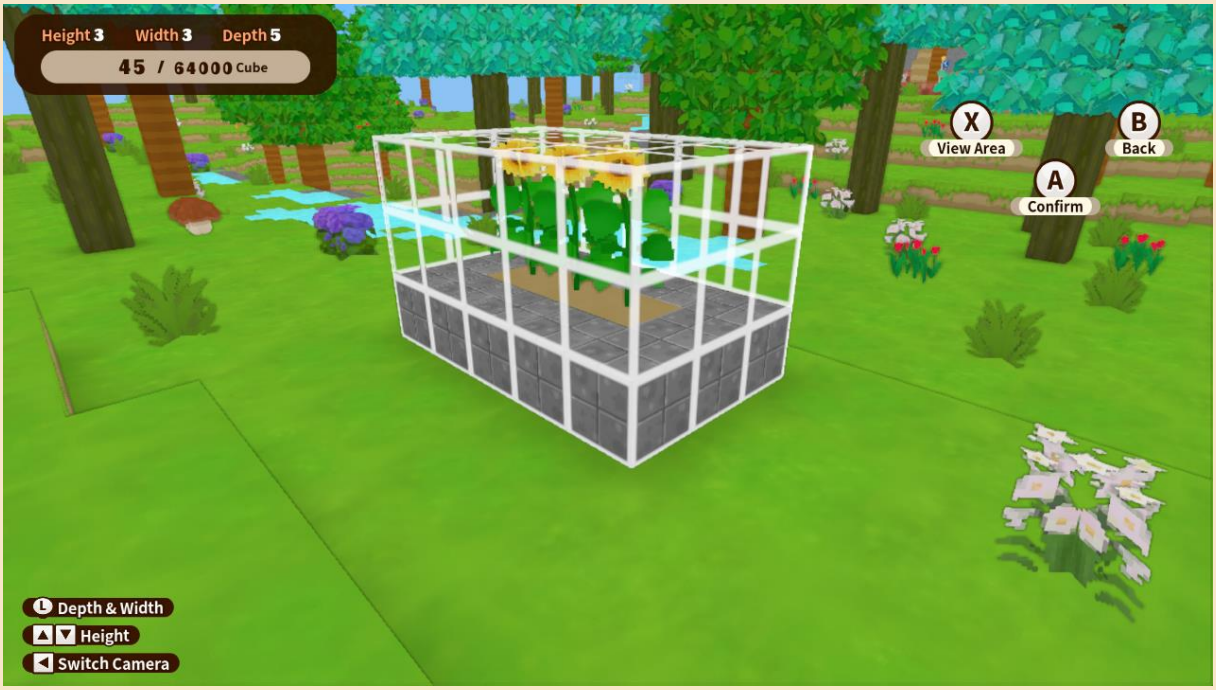
Vanishing Cube (Moon)

Registering a Part

❶ Highlight the part with the reticle. Then tilt [L Stick](Game pad)/[W][S][A][D](keyboard) to set width.



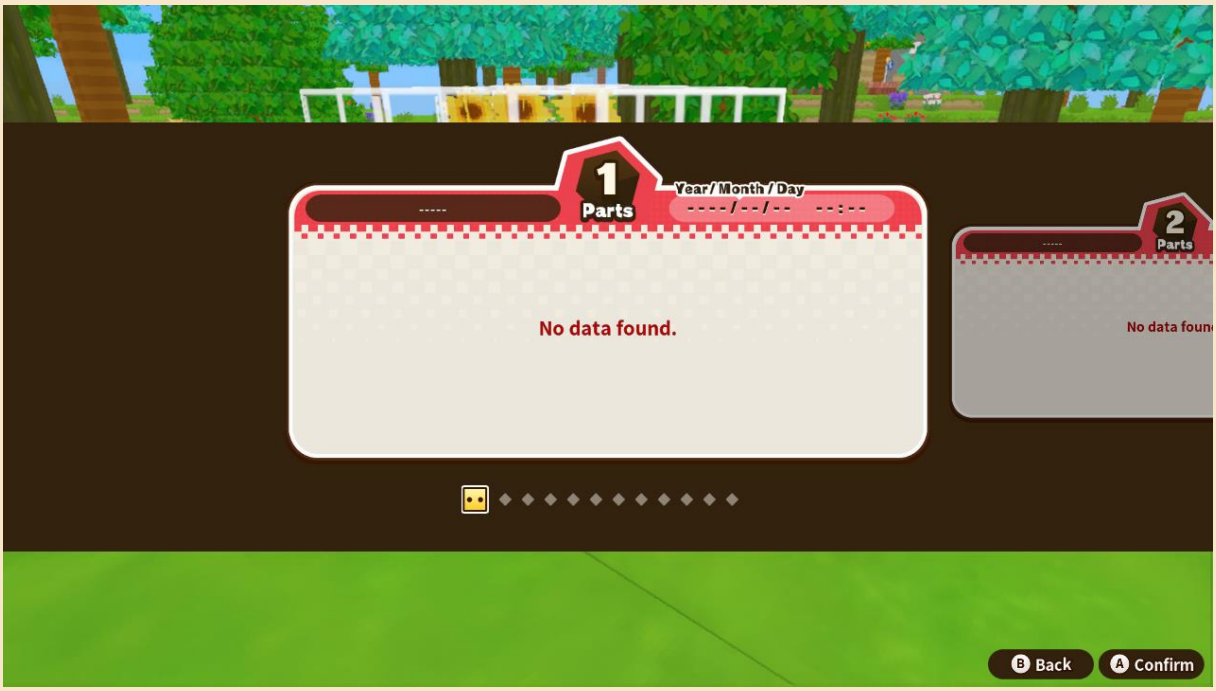
❷ If your part is multiple blocks tall, press [↑][↓](Game pad)[R][F](keyboard) to set the height and press [A](Game pad)/[Enter](keyboard).



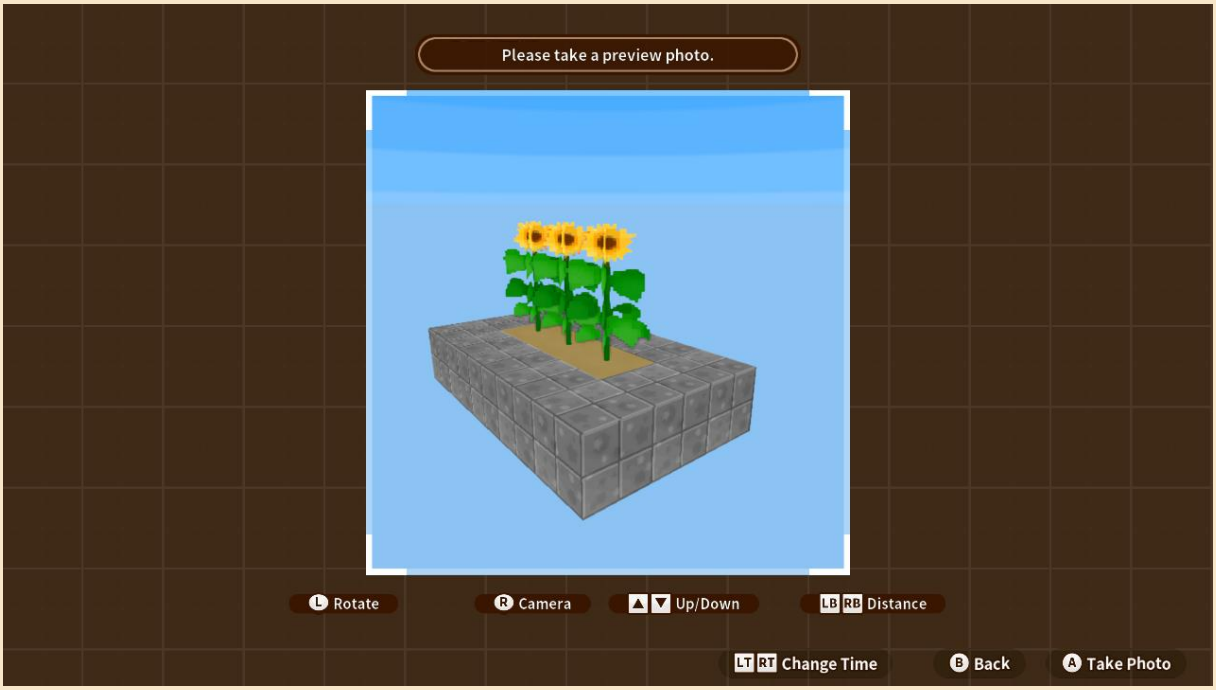
❸ Select the "Parts" icon and press [A](Game pad)/[Enter](keyboard).



❹ Choose a save slot to save the part and press [A](Game pad)/[Enter](keyboard).



❺ Take a photo of the part. Set the angle, distance, etc. and press [A](Game pad)/[Enter](keyboard).



❻ A message will be displayed saying, "You took a preview photo! Now Enter a title." Select "Next" and press[A](Game pad)/[Enter](keyboard) to proceed.



❼ Enter a title for the part and press [A](Game pad)/[Enter](keyboard) to proceed to the confirmation screen. If all of the details are correct, select "OK" and press [A](Game pad)/[Enter](keyboard).



❽ Your part will now be registered.



❾ To view the registered part, open your inventory, then go to "Parts".



Editing Part Titles and Comments

Once you've registered a part, you can go back and edit the title and comment attached to it.

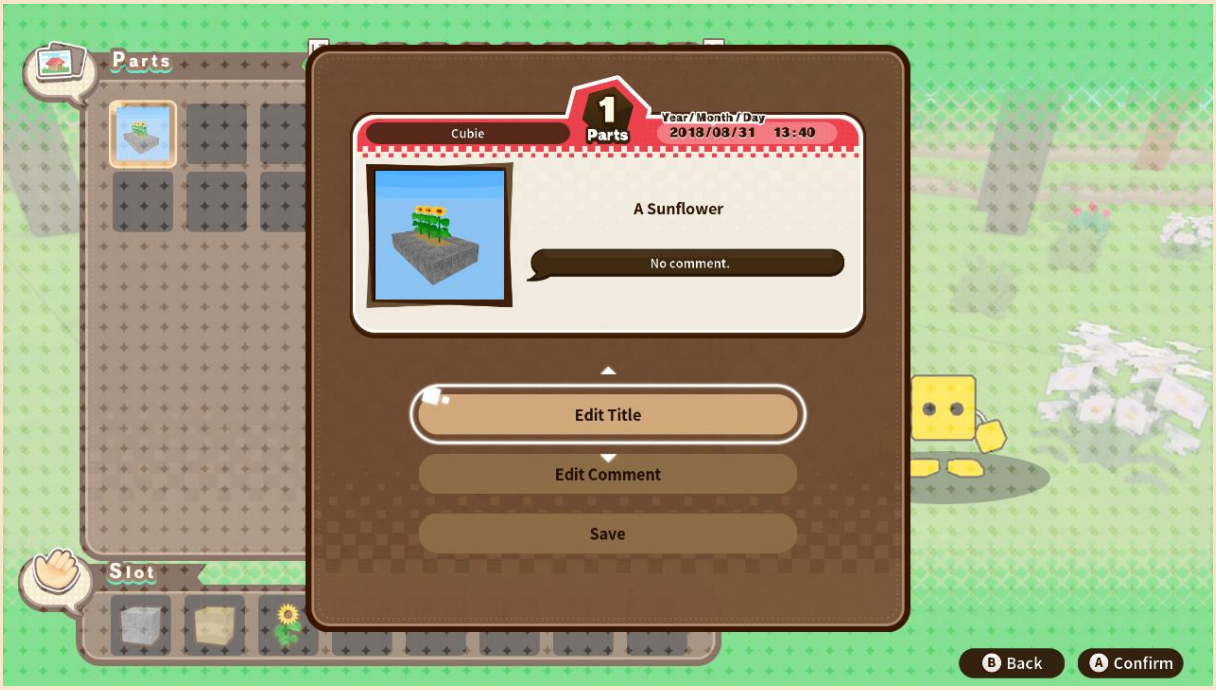
How to Change Part Titles and Comments

❶ Press [LT](Game pad)/[1](keyboard) to open the inventory screen.

❷ Press [LT](Game pad)/[←](keyboard) or [RT](Game pad)/[→](keyboard) to navigate to the "Parts" tab.



❸ Select the part whose title and/or comment you wish to change and press [X](Game pad)/[J](keyboard) . From there, select the relevant option to change the part's details, either "Edit Title" to edit the title or "Edit Comment" to edit the comment, and press [A](Game pad)/[Enter](keyboard) . You'll be prompted to Enter the new text. Once you're done, select the "Save" option and press [A](Game pad)/[Enter](keyboard) .



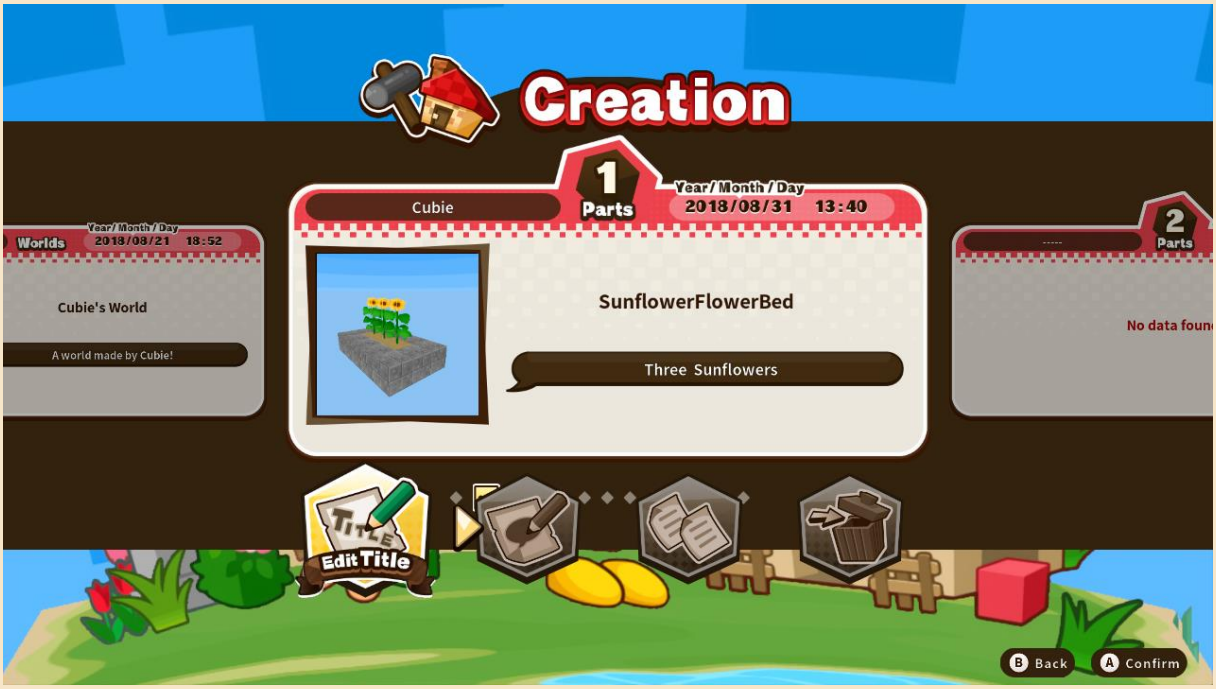
❹ A confirmation screen will then be displayed. If all of the details are correct, select "OK" and press [A](Game pad)/[Enter](keyboard) .



❺ The edited contents will now be saved.



(The title and/or comment for a part can be edited at any time using the "Edit Title" and "Edit Comment" options in Creation mode.)





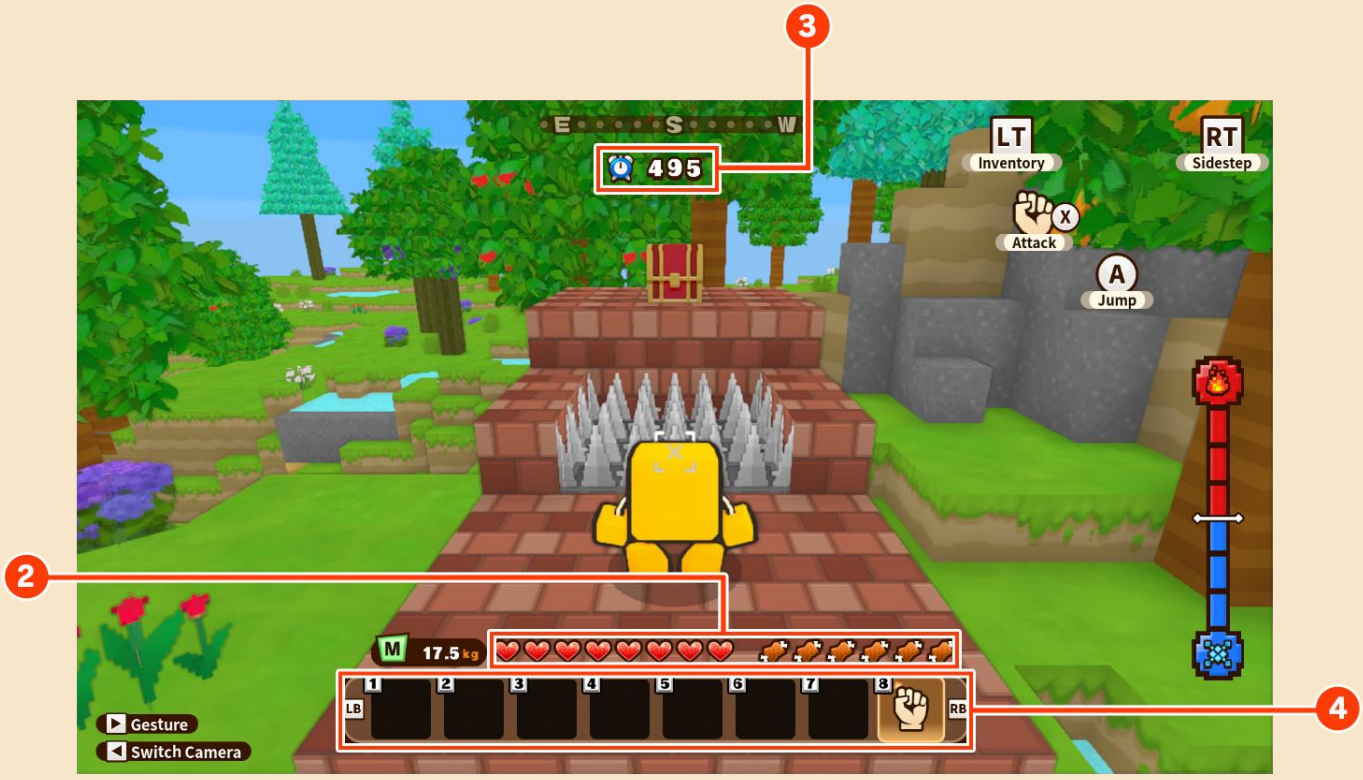
Stage Exploration

You can play created stages by selecting the "Play" option from the main Stage Creator screen.



Stage Exploration Screen Layout





❶ Stage Objective

This states the condition you need to meet in order to clear a stage. You can't cross the goal point laid on the stage without first completing the objective.

❷ Life Gauge and Hunger Gauge

The heart icons on the left represent your character's health, while the meat icons on the right are your character's hunger gauge. If your character's life gauge is fully depleted, it'll be game over.

Meanwhile, if your hunger gauge is fully depleted, your life gauge will begin to decrease over time. To restore your hunger gauge and stop the life gauge from decreasing, simply eat some food and you'll be good to go!



❸ Remaining Time

On stages where the creator has set a time limit, the timer in the upper part of the screen below the compass will count down. If it reaches 0, it's game over.

❹ Item Slots

The slots located at the bottom of your screen contain items that you can use while roaming around the world. You can hold up to 7 items that you can freely switch between at any time.

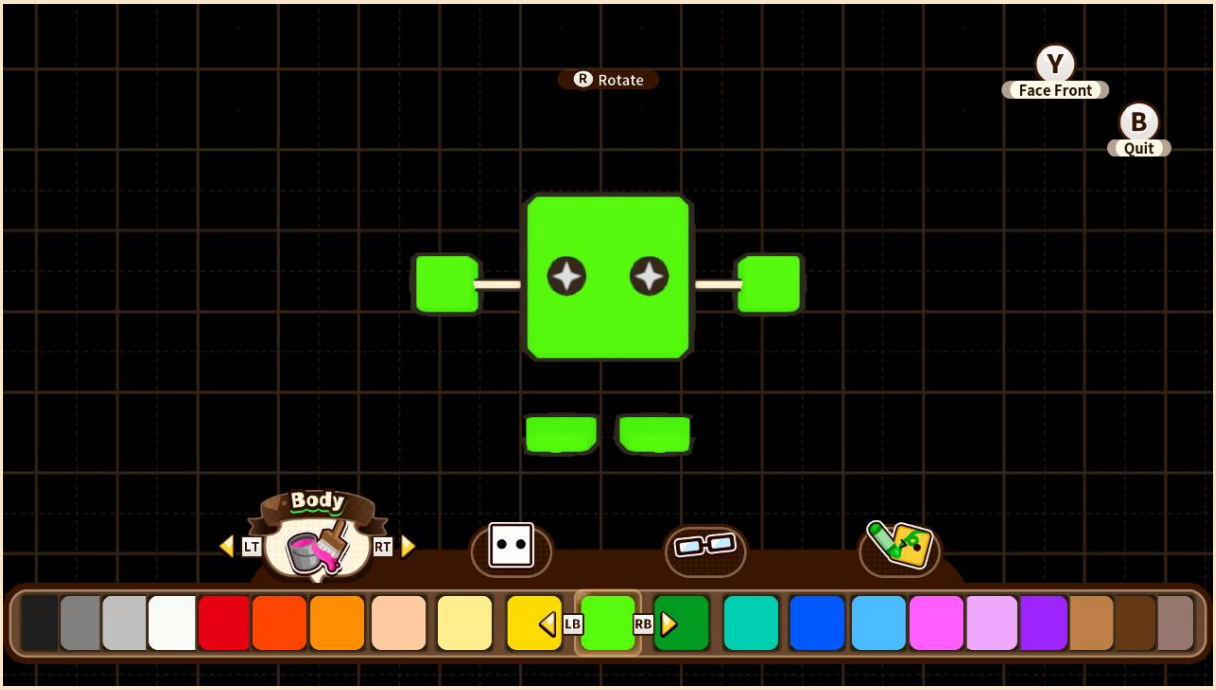
Avatar Customization

Avatar Customization Screen Layout



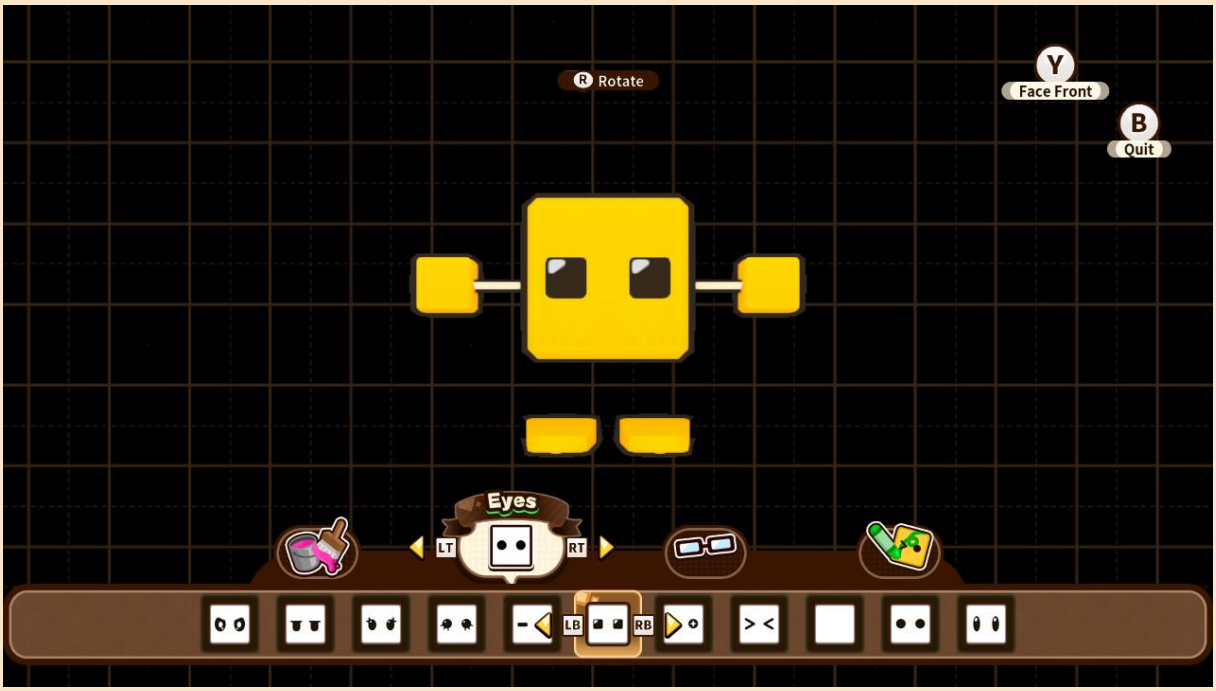
Changing Body Color

You can change the color of your character's body to any color that you like.



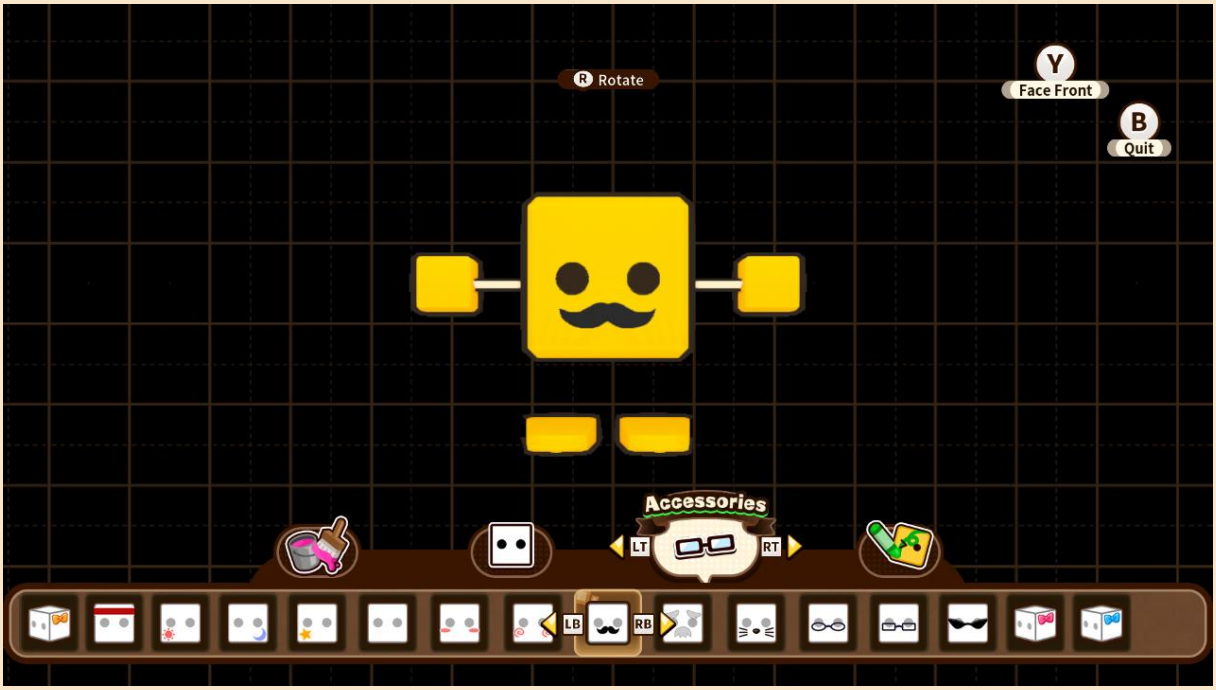
Changing Eye Type

You can change the shape and look of your character's eyes. Such options include square eyes, eyes with stars in them, and more.



Adding Accessories

You can add accessories to your character's body to further personalize their appearance. Such options include glasses, mustaches, and more.



Adding Designs

You can add designs you have drawn to your character's body.



The Plaza

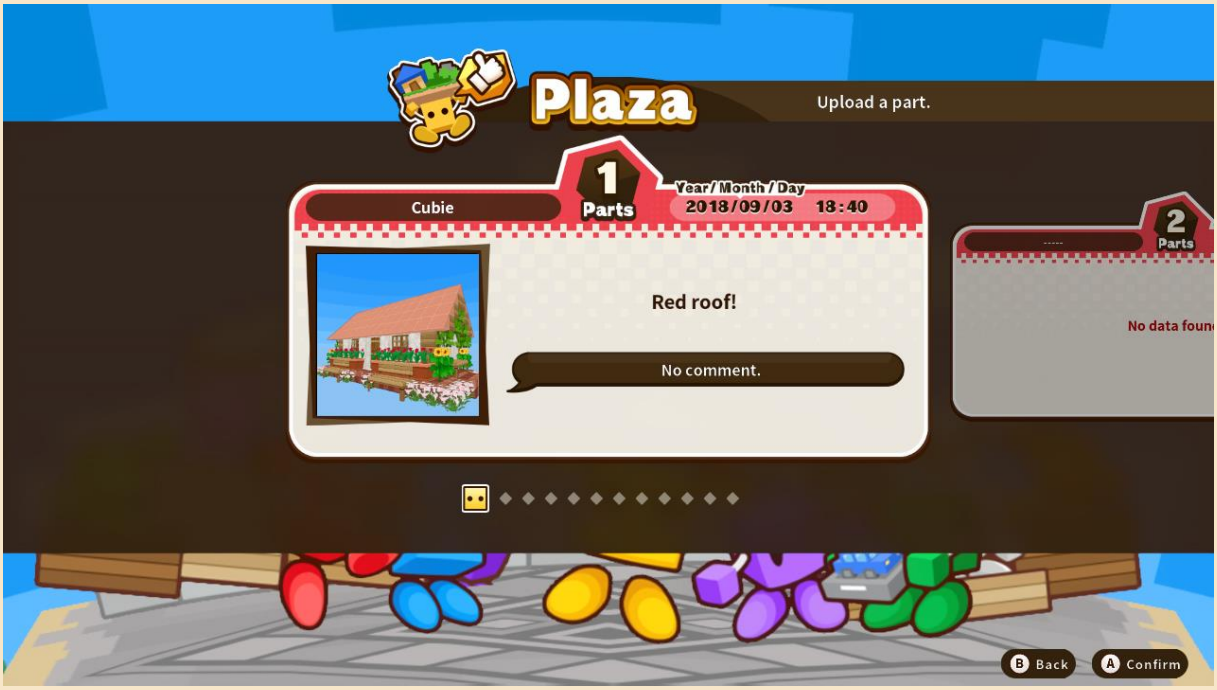
In The Plaza, you can upload and download stages, parts, and avatars that you and other players have created in the Creation, Stage Creator, and Avatar Customization modes across the Internet to enjoy each other's creations. After downloading other players' data, you can then play it.



Uploading Your Own Creations

To upload a part or stage you've created for other players to enjoy, select the "Upload" option in The Plaza and then select either the "Parts", "Stage", or "Avatar" icon, depending on what you want to send.

After that, select the part or stage to upload to send the data.



(You can only upload stages that you have cleared.)

Downloading Other People's Creations

To download a part of stage that another player has created, select the "Download" option in The Plaza and then select the "Parts", "Stage", or "Avatar" icon, depending on what you want to download.

After that, you can search for the type of part or stage you wish to download using several different search criteria, including "New", "Subscription", and "Search by Title".

Once you've found a part or stage that you wish to download, select a creation slot to save the data. After that, your data will be downloaded and you'll soon be able to enjoy it.



Giving ratings

You can give ratings in The Plaza menu to parts, stages, and avatars that you've previously downloaded from The Plaza to show their creators your support. Giving ratings to parts, stages, and avatars you like helps other players easily find content that they might enjoy, too, so go ahead and dish out those ratings!



Contact Information

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・ Phone Number: +81(0)45-470-1552

・ Email Address: support@arcsy.co.jp

(Please note that Arc System Works's customer service cannot provide basic gameplay tips and strategies for games.)

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