



*the*  
**Internet Puzzle Game**

**Introduction**

- "qb" is an easy-to-play puzzle game.
- The main game as well as several bonus games comprise "qb."
- You can play for a few minutes or for a few hours - whatever suits your fancy!
- You can play alone or with friends at home or over the Internet.
- "qb" has many levels of difficulty, all based on a simple game.
- If you're a beginner, "qb" will teach you the basics.
- You'll be amazed at how fun pressing directions and buttons can be!

**Main Game**

- The object of "qb" is to match the falling shapes with the corresponding squares and sides of your cube.
- There are up to 6 uniquely colored shapes and up to 6 corresponding colored sides to your cube.
- There is a finite number of shapes randomly distributed per game. This is known as a Shape List.
- When you correctly match a colored shape with the corresponding side and square of your cube, two things happen:
  - 1) When 2 or more squares on the target cube side are empty, the target cube square lights up and you receive points.
  - 2) When only one square on the target cube side is empty, the target cube side lights up and you receive more points. The cube side loses its 2x2 grid and appears as 1x1. The next successful match will give you more points and change the



side to a colored mirror version of itself. See "States" below for more details.

- When two or more visible cube sides are filled, two or more blasts are sent to your opponent, causing a corresponding number (up to 3 at a time) of simultaneous shapes (from their Shape List) to fall from different positions toward your opponent's cube. You also receive points.
- When a wrong-colored falling shape touches your cube, it bounces back to where it came from. You lose points and it is added to the end of your Shape List.
- The winner receives bonus points.
- At the end of a game, the number of shapes left in your Shape List are deducted from your score!!!

### Game Screens

- The first screen shows the Title image animation.
- The 2nd screen shows the following:
  - 0) Difficulty: Medium
  - 1) P1 vs. Com local
  - 2) P1 vs. P2 local
  - 3) P1 vs. P2 Internet
  - 4) Team v. Team Internet
  - 5) Options
- You can change the Difficulty setting. It will remember what you select for the next time you play.
- P1/P2 is short for "Player 1" and "Player 2."
- Com is short for "Computer Player."
- The Options selection contains things like Sound Control, Image Adjustment and the like.



## States

- You begin playing with a 6-sided cube. Each of its six colored sides are subdivided into 4 sections or squares. This is known as State 1.
- When a side is filled with the correct falling shapes, it loses its 2x2 grid and changes to State 2... where there is now just 1 position on the target cube side.
- The next time you fill this side, it changes to State 3... where its surface becomes a colored mirror.
- If a colored shape touches your cube's appropriately colored mirror side, it bounces back to where it came from, and is added to the other player's Shape List! You get points as well.
- If a colored shape that is of another color touches a cube side (in State 2 or 3), it bounces back to where it came from. In addition, the cube's side goes back one State and you lose points!

## Control

- By holding up or down your cube will rotate forward or backward like a dough-roller.
- By holding left or right your cube will rotate like a spinning frisbee.
- Tapping Button 1 will activate a Panic Bomb. Panic Bombs destroy any shapes on your side of the screen at the moment you activate them.
- Holding Button 2 will accelerate the drop-speed of the falling shapes.



## Elements

- There are up to 5 elements on screen for each player in "qb" which include:
  - 1) Your Cube
  - 2) Falling Shapes
  - 3) Your Score
  - 4) Panic Bombs
  - 5) Help Icon (HI)
- These same 5 elements exist for both players in a 2-player game (Multi-Play Mode).
- Smaller versions of these elements are displayed when playing with up to 3 other team members in the Tournament-Play Mode.

## Single-Play Mode

- Onscreen are your cube and 4 other elements (see "Elements" above for more details).
- If you're a beginner, all the sides of your cube are the same color.
- A new color (up to 6 total) will periodically be added to your cube sides and falling shapes to increase play difficulty.
- Later, the intro color-flash, drop-down time and pause time will change to add even more difficulty.
- You can start at 5 different levels of play:
  - 1) Very Easy - for those who just can't play games
  - 2) Easy - recommended for beginners
  - 3) Medium - a comfortable starting point
  - 4) Hard - for the seasoned "qb-er"
  - 5) Very Hard - reserved for great players
  - 6) Impossible! - you can't start here!



## Multi-Play Mode

- Two players can compete against each other locally or over the Internet.
- When multiple people compete the matches are timed.
- Whomever has the most points when time runs out is the winner.
- You can log on and compete with other "qb" players ("qb-ers") on the Internet.
- There are "qb" tournaments held on the Internet every week.

## Tournament-Play Mode

- Tournaments allow for many games within which two teams can compete against each other.
- Up to 4 players can play per team
- Teams are divided into different divisions, depending on their respective number of members.

## Elements Explained

- Your Cube: This is the 3-dimensional cube you see and rotate in the middle of your screen.
- Falling Shapes: There are 6 falling shapes in "qb:"
  - 1) Red Star
  - 2) Orange Cube
  - 3) Yellow Plus
  - 4) Green Sphere
  - 5) Blue Pyramid
  - 6) Purple Ye-oo
- Your Score: This measures your success in each "qb" game. There are two elements that comprise your score:
  - 1) 3-digit numerical display and below it...
  - 2) A cylinder that graphically reflects your score.Note: This score only represents the current game's score and not your User Score (see below).
- Panic Bombs: A player is given 3 Panic Bombs (PB) with



which to save themselves from tight spots. PB's destroy any shapes on your side of the screen at the moment you activate them.

- Help Icon: This is an option displaying a small representation of your cube. It will flash to indicate the color and direction of the next falling shape.

### **\_\_\_User Score\_\_\_**

- In order to give you Internet recognition for playing a lot and doing well, there exists "User Score." This is a running total of your completed game scores.
- Only when you finish an online game does its score get added to your User Score.

### **\_\_\_Bonus Game 1\_\_\_**

- There are 9 cubes lined in 3x3 rows and columns onscreen at once.
- The goal is to rotate the cubes so that they reveal a large picture of a number on their fronts within the time limit.
- Winning gives you the displayed number of points, while losing does nothing.
- Control is the same as the Main Game with the following exceptions:
  - 1) You control each cube separately.
  - 2) You can toggle between each cube from left to right and top to bottom by pressing button 1.
  - 3) You can toggle between each cube from right to left and bottom to top by pressing button 2.



## **Bonus Game 2**

- There are 3 cubes simultaneously rotating in independent directions onscreen at once.
- The cubes start rotating very fast and gradually slow their rotation speed.
- The goal is to stop them when the visible sides of each match.
- There are many chances, but you have only one try to accomplish this goal.
- The faster you stop them correctly, the more points you are awarded.
- There is no penalty for losing.
- The only control you have is to press a button that stops the cubes from rotating.

## **Bonus Game 3**

- There are 2 cubes placed side-by-side onscreen at once.
- The goal is to get both cubes to display the same set of visible sides within the time limit.
- Winning gives you points, while losing does nothing.
- Control is the same as the Main Game with the following exceptions:
  - 1) You rotate the 2 cubes simultaneously.
  - 2) You control the left cube, while the right does exactly the opposite.

## **Bonus Game 4**

- There are 4 cubes onscreen at once.
- 3 of the 4 cubes are placed at the points of a large, imaginary triangle (point up).
- The 4th cube is placed in the center.
- The goal is to independently rotate the outer 3 cubes so their sides that face inward (towards the center cube) match within the time limit.
- Each correct match causes the appropriate outer cube



to connect with the center cube's corresponding side.

- The faster you win, the more points you get.
- There is no penalty for losing.
- Control is the same as the Main Game with the following exceptions:
  - 1) You rotate each of the 3 outer cubes separately.
  - 2) You can toggle clockwise between them by tapping button 1.

### Time

- There are 4 types of time within "qb."
  - 1) Game Time which determines the length of any Multi-Play or Tournament-Play game.
  - 2) The introductory color-flash that warns you what color the next shape will be & from where it will approach.
  - 3) The drop-time of the shape from the edge of the screen to your cube
  - 4) The pause between the drop and the next introductory color-flash



## Timing Chart

- The following relates the various times and difficulty categories they are assigned:

### **-- Very Easy -----**

Drop	Pause	Intro
3.00	0.75	1.00
2.75	1.00	1.00

### **-- Easy -----**

Drop	Pause	Intro
2.50	1.00	1.00
2.25	0.75	1.00
2.00	0.75	1.00
1.75	0.75	1.00

### **-- Medium -----**

Drop	Pause	Intro
1.50	0.75	0.75
1.25	0.50	0.75
1.25	0.50	0.75
1.00	0.50	0.75

### **-- Hard -----**

Drop	Pause	Intro
1.00	0.75	0.75
1.00	0.75	0.50
0.75	0.75	0.50
0.75	0.50	0.50

### **-- Very Hard -----**

Drop	Pause	Intro
0.75	0.25	0.50
0.50	0.25	0.25
0.50	0.00	0.25
0.25	0.25	0.25

### **-- Impossible! -----**

Drop	Pause	Intro
0.25	0.00	0.00



## Score Chart

- The following chart lists all values for points earned or lost in the Main Game:

<b>Match falling Shape to:</b>	<b>Points:</b>
Correct but filled Square	0
2x2 cube side Square	5
1st 2x2 cube Side	10
2nd 2x2 cube Side	30
3rd 2x2 cube Side	60
4th 2x2 cube Side	100
1st 1x1 cube Side	10
2nd 1x1 cube Side	20
3rd 1x1 cube Side	35
4th 1x1 cube Side	55
1st 1x1 mirror cube Side	5
2nd 1x1 mirror cube Side	40
3rd 1x1 mirror cube Side	80
1 wrong 2x2 Square	-5
2 wrong 2x2 Squares	-15
3 wrong 2x2 Squares	-30
1 wrong 1x1 Side	-20
2 wrong 1x1 Sides	-35
3 wrong 1x1 Sides	-55
1 wrong 1x1 mirror Side	-25
2 wrong 1x1 mirror Sides	-50
3 wrong 1x1 mirror Sides	-90