



## Introduction

Welcome to Constricting Cubes. This Puzzle Match game was designed for the HTC Vive and motion controllers, but will also work on the Oculus Rift using a gamepad, or without VR hardware at all utilizing mouse, keyboard, or gamepad.

It features two game modes, though the second mode requires a motion controller and will currently only work with the HTC Vive. We plan to add Oculus Touch support after the Touch devices hit retail.

## Shoot Game Mode

The default Shoot mode is a color match mode and is available for all configurations. When the game begins you will notice that your laser targeter is a specific color. You can launch the ball by using the left mouse button, motion controller trigger button, bottom gamepad button, the space or enter key and it will launch a cube at the location that you have marked.

You want to aim for cubes that are the same color as your laser, and which have at least 2 other similarly colored blocks nearby. Assuming there are at least three colored blocks in the nearby vicinity it will destroy all of the blocks of that color that are within the destruction radius. If there are not enough blocks of this color in the radius that was struck a block of this color will be created nearby. The trick here is to strategically select the right color locations and keep the

blocks far enough away from you that they will not constrict upon you and crush you. You points based on how many blocks were destroyed on each hit, as well as the difficulty level of the game. Your score will be visible when paused or at the end of the game in VR mode.

After some time you will hear the broadcaster tell you to get ready and the cubes will constrict inward. Sometimes this will come from the front and back and sometimes it will occur on the sides of you. The Difficulty setting on the main menu will determine how quickly this will occur. The longer you play this speed will accelerate.

The Difficulty setting also determines how many color variations the cubes will start with. Over time additional colors will be added to the board to make gameplay more challenging. It caps at six different color variations.

## **Paddle Game Mode**

The Paddle game mode is currently only available to HTC Vive owners. In the future we plan to add Oculus Touch support, some time after that device hits retail. The option will be unavailable if you do not have both a Vive and a plugged in motion controller.

Paddle mode works similar to Shoot mode with a few exceptions. We will focus on the exceptions.

Your laser is replaced with a color coded paddle. You can use the trigger button to switch the paddle color. A ball will be spawned near the center of the play area. You can use the paddle to strike the ball and propel it towards the blocks. If your paddle color was a different color from the ball this will switch the ball to be the color of your paddle. This adds a strategic element to selecting an appropriate color for your strike.

Occasionally the ball may wind up behind blocks or just floating in a location that you don't want it in. You can use the Grip on your motion controller to reset the ball. There is a 7 second time limit in which this is unavailable after striking the ball with your paddle.

The other key difference between Paddle and Shoot mode is that in Paddle mode it will only destroy the blocks which come into contact with the ball. It will not destroy neighboring blocks. To compensate for this the time limit in between constriction is doubled in paddle mode.

## **Keyboard Controls**

**Left Arrow:** Move/rotate left.

**Right Arrow:** Move/rotate right.

**Up Arrow:** Move/rotate up.

**Down Arrow:** Move/rotate down.

**Space Bar or Enter:** Launch Ball or Interact with menu.

**Q:** Turn 90 degrees left.  
**R:** Turn 90 degrees right.  
**W:** Alternate for move upwards through menus.  
**S:** Alternate for move upwards through menus.  
**Escape:** Toggles Pause.  
**Backspace:** Toggles Audio.  
**]**: Toggles between Low, Medium, and High rendering options.

## Mouse Controls

**Mouse Movement:** Move/rotate in the appropriate direction or navigate through menus.  
**Left Mouse Button:** Launch Ball or Interact with menu.

## Gamepad Controls

**Analog Direction Pad:** Rotate view or Aim.  
**Digital Direction Pad:** Navigate menus or rotate 90 degrees to the left or right.  
**Shoulder Buttons:** Rotate 90 degrees to the left or right.  
**Start Menu:** Toggles Pause.  
**Select Menu:** Toggles Audio.

## Motion Controller Controls

**Trigger:** This will launch a cube if you are in Shoot mode, or will change the paddle color if you are in Paddle mode. It will interact if you are in a menu.  
**System Button:** Toggle Pause.  
**Grip:** Will reset the ball if you are in Paddle mode, assuming it enough time has passed since your last reset.

## How Can I Use Additional Languages?

We have added a launch menu to the Steam launcher allowing you to determine whether or not you wish to launch the game with VR support or without, and allowing you to select between English, Russian, Simplified Chinese, Japanese, Spanish, French, and German languages. There are additional languages installed however. If you wish to launch in a different language you can set your launch options to specify: `-culture=<language id>` in the launch options or from the arguments. If you wish to also launch it in VR mode you can add a `-vr`, as well.

The supported cultures are:

**Czech:** cs\_CZ  
**Danish:** da\_DK

**Dutch:** nl\_NL  
**Finnish:** fi\_FI  
**French:** fr\_FR  
**German:** de\_DE  
**Greek:** el\_GR  
**Hungarian:** hu\_HU  
**Italian:** it\_IT  
**Japanese:** ja\_JP  
**Korean:** ko\_KR  
**Malay:** ms\_MY  
**Polish:** pl\_PL  
**Portuguese:** pt\_PT  
**Russian:** ru\_RU  
**Simplified Chinese:** zh\_Hans  
**Spanish:** es\_ES  
**Swedish:** sv\_SE  
**Turkish:** tr\_TR  
**Ukrainian:** uk\_UA