

The Web Production



ST. PETERSBURG - RUSSIA

Cubes 3D

User Manual

Version: 1.00



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Cubes 3D

1. Goal

The goal of the game is to orient and to put one side of the cubes together to get the whole big picture. The game works on-line and takes external pictures from the server.

2. Procedure

When you type or click up the URL the movie is loaded. At this moment the movie tries to download cubes with pictures from the server. See Figure 1.

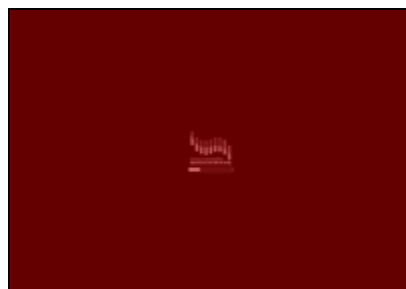


Figure 1

After picture is downloaded it appears on the screen. At the same time two buttons appear on the screen. One of them (the blue one) is a back button bringing to the home page URL.



The Back arrow



The Start button

As soon as the player has clicked the **Start** button the game starts and the cubes are scattered automatically. There are 15 cubes included. Each cube has 6 planes. Each plane has a picture; therefore you may try to put together 6 pictures without changing a game. See Figure 2.



Figure 2

To get the whole picture you should find all cube sides, which have one and the same picture. Then you have to rotate and drag and drop each piece to its neighbor. To rotate a cube, you have to set the cursor on the edge, wait till it turns from hand into an arrow and click the edge. If you set the cursor on the horizontal edge, you may turn the cube up and down according to the direction of arrow point.

If you set the cursor on the vertical edge, you can move the cube from the right to the left. When one brings the cube, with a picture to the correct neighboring one, both of them join together in a block (cubes have to have a zero rotation). If you try to drag the cube now, you will drag the whole block. See Figure3.



Figure 3

A click on the green button shows and hides the picture on the background. When you put all pieces together in one block the whole picture is shown. Then you can click on the start and play again.

2.1 Note

Every time you click on the **Start** button (the orange one) the cubes are scattered into different locations and orientations.

3. Variations

Several variations have been based on the game described above.

3.0 Cubes 3D

Free Skin

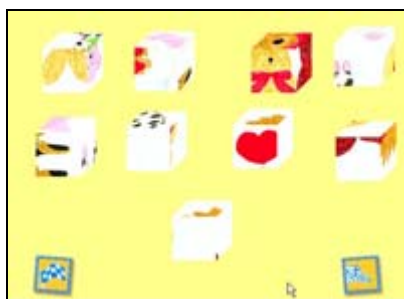
The presented variation is an eased variant of the game described above. The game includes 12 3D cubes.



3.1 Cubes 3D

Made Exclusively for Storytimes

The presented variation is an eased variant of the game described above. The game includes 9 3D cubes.



3.2 Cubes 3D

Made Exclusively for Junior



3.3 Cubes 3D

Made Exclusively for RTL (Christmas variation)



3.4 Cubes 3D

Made Exclusively for RTL



4. Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	Highscore function
Cubes 3D (Tivola)	Shockwave	253	780/560	16 bit	no	no
Variation						
Cubes 3D (Storytimes)	Shockwave	498	550/400	16 bit	no	no
Cubes 3D (Free Skin)	Shockwave	248	550/400	16 bit	no	no
Cubes 3D (Free Skin)	Shockwave	248	550/400	16 bit	no	no
Cubes 3D (Junior)	Shockwave	253	550/400	16 bit	no	no
Cubes 3D (RTL, Christmas)	Shockwave	879	550/400	16 bit	no	no
Cubes 3D (RTL)	Shockwave	963	550/400	16 bit	no	no

5. Contact

Hyperlink: <http://www.thewebproduction.com/>

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