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The Cube is a challenging twisting puzzle game.

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What is The Cube

The Cube is a challenging twisting puzzle game played on a colorful cube. Each of The Cube's six sides are a different color and are made up of nine squares of that color. Starting the game mixes up the squares of colors. To solve the puzzle and win the game, you must turn the planes of The Cube until each side is all one color again. Race against the clock as you challenge yourself and your friends. Take a short pause to plan your strategy or a short break to save your sanity. Save games to finish later or to recall in case your strategy fails. There are four levels of difficulty. Start as a Beginner, finish as Master of The Cube.

Keeping Score

The counter located at the bottom of the screen displays your playing time in hours:minutes:seconds. The faster the time, the better the score. The timer begins when you start the game

Playing the game

In the start-up configuration, each of the cube's six sides are a different color with each side being made up of nine squares of that color. When the game is started, the squares of color are mixed up. The center square on each side never moves and is used as the reference point when turning the planes of the cube until each side is all one color again. A plane of The Cube consist of one side of nine colored squares and the adjacent four rows of three colored squares. A move is a rotation of one of the six planes and is executed by choosing the plane you wish to rotate, moving the cursor to a square in one of the adjacent rows, pressing and holding the left mouse button while on that square, dragging the cursor over one boundary line into an adjoining square in the direction you wish the plane to turn, and releasing the mouse button.

The diagrams below show all the planes of The Cube using the location of the sides and colors as they are pictured in the start up configuration and the moves for each plane are explained.





The Light Red Plane consist of the nine light red squares on that side of The Cube and the adjacent yellow, green, white and blue rows of three colored squares. To rotate the Light Red Plane, move the cursor to a colored square in the yellow, green, white or blue row, press and hold the left mouse button while on that square, drag the cursor over one boundary line into an adjoining square in the direction you wish the Light Red Plane to turn, and release the mouse button.





The Yellow Plane consist of the nine yellow squares on that side of The Cube and the adjacent green, light red, blue and dark red rows of three colored squares. To rotate the Yellow, move the cursor to a colored square in the green, light red, blue or dark red row, press and hold the left mouse button while on that square, drag the cursor over one boundary line into an adjoining square in the direction you wish the Yellow Plane to turn, and release the mouse button.





The Green Plane consist of the nine green squares on that side of The Cube and the adjacent light red, yellow, dark red and white rows of three colored squares. To rotate the Green Plane, move the cursor to a colored square in the light red, yellow, dark red or white row, press and hold the left mouse button while on that square, drag the cursor over one boundary line into an adjoining square in the direction you wish the Green Plane to turn, and release the mouse button.



The White Plane consist of the nine white squares on that side of The Cube and the adjacent dark red, blue, light red and green rows of three colored squares. To rotate the White Plane, move the cursor to a colored square in the dark red, blue, light red or green row, press and hold the left mouse button while on that square, drag the cursor over one boundary line into an adjoining square in the direction you wish the White Plane to turn, and release the mouse button.





The Blue Plane consist of the nine blue squares on that side of The Cube and the adjacent white, dark red, yellow and light red rows of three colored squares. To rotate the Blue Plane, move the cursor to a colored square in the white, dark red, yellow or light red row, press and hold the left mouse button while on that square, drag the cursor over one boundary line into an adjoining square in the direction you wish the Blue Plane to turn, and release the mouse button.



The Dark Red Plane consist of the nine dark red squares on that side of The Cube and the adjacent blue, white, green and yellow rows of three colored squares. To rotate the Dark Red Plane, move the cursor to a colored square in the blue, white, green or yellow row, press and hold the left mouse button while on that square, drag the cursor over one boundary line into an adjoining square in the direction you wish the Dark Red Plane to turn, and release the mouse button.

File

Open

Opens a game that was previously saved.

Save

Saves a game in progress along with the elapsed time and selected skill level and resets The Cube.

Quit

Quits the game . If the game is in progress, you will be given the option to save the game.

Game

Start

Mixes The Cube and starts the timer.

Reset

Ends the game and restores The Cube to the start-up configuration.

Pause

Stops the timer and puts the game on hold.

Start Demo

Shows a demonstration of The Cube at the selected skill level.

Stop Demo

Ends the demonstration and restores The Cube to the start-up configuration.

Skill

Beginner

Can be solved in 3 moves or less.

Novice

Can be solved in 6 moves or less.

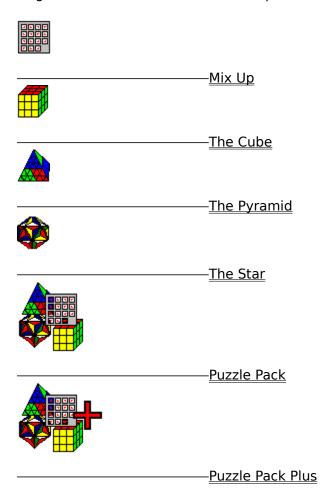
ExpertCan be solved in 9 moves or less.

Master

Can be solved in 20 moves or less

Product Information

To get more information about these products click the product name below.



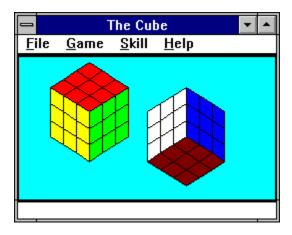
What is Mix Up



Mix Up is a challenging sliding puzzle game.

For more information on this game and other products see the order_me.wri file.

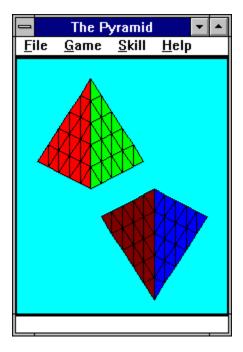
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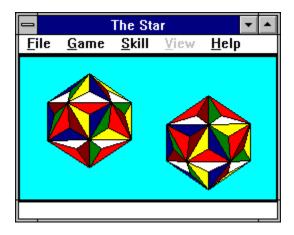
What is The Pyramid



The Pyramid is a challenging twisting puzzle game played on a colorful pyramid. Each of The Pyramid's four sides are a different color and are made up of twenty-five triangles of that color. Starting the game mixes up the triangles of colors. To solve the puzzle and win the game, you must turn the points of The Pyramid until each side is all one color again. Race against the clock as you challenge yourself and your friends. Take a short pause to plan your strategy or a short break to save your sanity. Save games to finish later or to recall in case your strategy fails. There are four levels of difficulty. Start as a Beginner, finish as Master of The Pyramid.

For more information on this game and other products see the order me.wri file.

What is The Star



The Star is a challenging twisting puzzle game played on a colorful star. Each of The Star's twelve multicolored stars has a solid color pentagon shaped background. Starting the game mixes up the colors. To solve the puzzle and win the game, you must turn each of the twelve individual stars of The Star until the background of each star is all one color again. Race against the clock as you challenge yourself and your friends. Take a short pause to plan your strategy or a short break to save your sanity. Save games to finish later or to recall in case your strategy fails. There are four levels of difficulty. Start as a Beginner, finish as Master of The Star.

For more information on this game and other products see the order_me.wri file.

What is The Puzzle Pack



The Puzzle Pack for Windows contains the four puzzle games; Mix-Up, The Cube, The Pyramid, and The Star.

For more information on the Puzzle Pack and other products see the order_me.wri file.

What is The Puzzle Pack Plus



The Puzzle Pack Plus for Windows/DOS contains the four puzzle games for Windows; Mix-Up, The Cube, The Pyramid, and The Star, and the five puzzle games for DOS; Mix-Up, Link Up, The Cube, The Pyramid, and The Star.

For more information on the Puzzle Pack Plus and other products see the order_me.wri file.