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## **Story**

You wake up within the confines of a strange room, a syringe by your side and your arm throbbing from an injection wound. The room consists of abstract walls and six doors, one on each wall and one each on the ceiling and the floor. All but the door on the ceiling are accessible.

As you explore the rooms you notice that each door is labeled with a series of numbers. Perhaps a clue as to how you escape? Pain-filled screams echo throughout the complex: you are not alone and others are dying. Perhaps the numbers on the doors hold a clue as to how to avoid their fate as well.

The further you explore the more you realize that, either due to your confinement or due to the drugs in your system, you are quickly losing your mind. You can no longer trust what you see and hear. Can you make it out alive and with at least a shred of your sanity intact?

Can you survive the horrors of the Cube?

## **Controls**

'W' key.....move forward

'S' key.....move backwards

'Mouse'.....look around, change direction to walk

'Q'.....open notes

'E'.....see next note

'Mouse Left Key'...open door

'P' Key.....pause the Game

'Escape'.....return to main menu (you cannot quit the game while in a tunnel)

## **Saving / Loading**

The game is automatically saved every time you enter a room that is not trapped. You can load a game from the main menu. If you die you will start at the last save point before a trap room when you select 'Load Game' from the Main Menu.

## **Notes**

As you move through the Cube you will come across notes left by others that were trapped inside before you. When you receive a message on screen that you have found a note you can cycle through them by pressing 'Q' to look at the collected notes (they will appear on screen) and 'E' to cycle through them. Click 'Q' again to stop showing them on screen.

## **Credits**

**Cube the Game Created by and coding, artwork copyright to**

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**Created with Game Maker by**

*Yoyo Games*

[www.yoyogames.com](http://www.yoyogames.com)

**Based on Cube the Movie copyright to**

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<http://www.cfccreates.com/>

**Music by**

*Looper Agent, desibell*

<http://www.flashkit.com>

**Made with Super Sound System by**

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**With special thanks to**

*John J.A.H. Weeren*

<http://gamesguy.bravehost.com/index.html>

**Additional Sound Effects courtesy of**

<http://www.freesound.org/>

**And the following...**

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