INTELLIGENT QUBE

PlayStation®Classic

THINK OR DIE!

Think you're smart enough to challenge this devious regenerating puzzle? Willing to bet a life on it? Played on a three-dimensional plane called the Grid, this game is a challenging and fun brain twister that will put your problem solving abilities to the test.

Destroy the "Playable" Qubes as they roll forward from one end of the Grid to the other, while avoiding "Forbidden" Qubes. Solve the puzzle and you'll live to face another onslaught of the huge rolling Qubes. Fail and you'll get crushed or fall off the edge of the Grid.

IQ points are awarded based on how efficiently you eliminate each set of rolling Qubes from the Grid. As each stage is cleared, the number of Qubes to be cleared and the speed and complexity of the puzzles increases.

DEFAULT CONTROLS

directional buttons	move character on the Grid
SQUARE button	speed up Qube rotation
CROSS button	"mark" a square on the Grid
CROSS button	destroy a Qube (when it rolls over the marked square)
TRIANGLE button	activate an Advantage Zone. The Advantage Zone includes the eight Qubes adjacent to the glowing green square.
START button	pause game

You can change these control settings in the Options Menu.

QUBES

NORMAL QUBES
Normal Qubes are the same color as the Grid for that stage. Destroy these Qubes before they reach the end of the Grid to avoid losing rows of the Grid.

MARKING NORMAL QUBES
To "mark" a square on the Grid, press the CROSS button. The marked square will glow blue to signal that the square is ready to "destroy" the next Qube that rolls over that square. Press the CROSS button again to destroy a Qube when it rolls over the previously marked square.

DESTROYING NORMAL QUBES
Press the CROSS button as a Normal Qube is turning above a "marked" square, and that Qube will sink into the Grid, eliminating that Qube and scoring you 100 points. This is called "destroying" a Normal Qube.

Fail to destroy a Normal Qube before it reaches the end of the Grid and it will fall and one of the squares on the Block Scale will turn red.

ADVANTAGE QUBES
Advantage Qubes are green. Depending on how these Qubes are played, they may or may not be beneficial to you.

MARKING ADVANTAGE QUBES
Press the CROSS button to "mark" a square directly in the path of an approaching Advantage Qube.

DESTROYING ADVANTAGE QUBES
The destroying method for Advantage Qubes is the same as for Normal Qubes, but after an Advantage Qube is destroyed, that square on the Grid will glow green.

ADVANTAGE ZONE
Press the TRIANGLE button to destroy the Advantage Square as well as the eight Qubes on the Grid that are directly adjacent to the Advantage Square. This is known as the Advantage Zone. The adjacent squares will glow red when the TRIANGLE button is pressed, highlighting the Advantage Zone. By using Advantage Zones effectively, you can destroy many Qubes with less effort. However, if there is a "marked" square within the Advantage Zone, that square will be released from the Advantage Zone and will not destroy the Qube directly above it.

FORBIDDEN QUBES
Forbidden Qubes are black, and as their name suggests, you should avoid destroying these Qubes.

DESTROYING FORBIDDEN QUBES
If you accidentally destroy a Forbidden Qube, the last row of the Grid will collapse for every destroyed Forbidden Qube. When only Forbidden Qubes are left on the grid, you can press and hold the SQUARE button to move them off the Grid quickly.

STAGES
There are a total of eight stages numbered from 1 to 8, plus a Final Stage. The Final Stage will not appear on the continue menu until you clear the eighth stage.

TYPICAL ROTATION NUMBER (TRN)
The Typical Rotation Number is the maximum number of rotations expected to clear the playable Qubes. In the upper right corner of the screen during a 1 player game there are two numbers. The bottom number is the TRN and the number above it counts the rotations as the Qubes are rolling forward. Bonus points are given if all of the playable Qubes have been destroyed. The amount of points is based on the number of rotations it took to clear the section. The counting of the rotations begins at the moment you destroy the first Qube.

BLOCK SCALE

The white squares in the lower right corner of the screen is the Block Scale. The Block Scale counts the number of playable Qubes that fall off the Grid and for each playable Qube that falls off the Grid, one square of the Block Scale will turn red. When all the squares on the Block Scale are red, you can allow one more playable Qube to fall off before you lose the last row of the Grid.

SCORING

A unit of Qubes that rotates forward on the Grid is called a "Section". If you correctly destroy an entire Section without destroying any Forbidden Qubes or losing any Normal Qubes off the edge of the Grid, you will achieve "Perfect" to earn bonus points, and another row of the Grid will be added.

The bonus points for achieving "Perfect" are:
1,000 pts   if the rotation number is higher than TRN
5,000 pts   if the rotation number is equal to TRN
10,000 pts   if the rotation number is less than TRN

STAGE CLEARING BONUS

Clear an entire stage by successfully handling the required number of sections to earn 1,000 bonus points for each remaining row of the Grid.

GAME OVER

When the character happens to be standing on a collapsing portion of the Grid or when the provided puzzle (the length of a Section) becomes longer than the length of the Grid, the character will fall off the Grid and the game will end.

When it's game over, the score and "IQ" will be displayed. But don't worry, the IQ has no relation to your actual Intelligence Quotient.

IQ is calculated using the following factors: points, multiplied by the number of stages cleared, divided by a number related to the difficulty level, for example IQ from clearing level 1 will be around 400. At level 4, it will be around 600. The IQ will be significantly less if you have fallen off the stage and used a "continue" to make it to the Final Stage. 999 is the highest achievable IQ.

CREDITS

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