



Copyright 2010, D. Eugene Perry

www.blackratstudios.com

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

D. Eugene Perry

www.blackratstudios.com

Created with Game Maker by

Yoyo Games

www.yoyogames.com

Based on Cube the Movie copyright to

Canadian Film Centre

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

Music by

Looper Agent, desibell

<http://www.flashkit.com>

Made with Super Sound System by

tsg1zzn

trondsg@gmail.com

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...

By *hello_flowers* (<http://www.freesound.org/usersViewSingle.php?id=199517>)

Sword.wav (<http://www.freesound.org/samplesViewSingle.php?id=37596>)

By Syna-Max (<http://www.freesound.org/usersViewSingle.php?id=111920>)
insane_screaming.wav (<http://www.freesound.org/samplesViewSingle.php?id=58799>)
death_scream.wav (<http://www.freesound.org/samplesViewSingle.php?id=58793>)

By Benboncan (<http://www.freesound.org/usersViewSingle.php?id=634166>)
Metal Scrape 3.wav (<http://www.freesound.org/samplesViewSingle.php?id=78488>)

By ingsey101 (<http://www.freesound.org/usersViewSingle.php?id=556708>)
Help me.wav (<http://www.freesound.org/samplesViewSingle.php?id=50617>)

By Pooleside (<http://www.freesound.org/usersViewSingle.php?id=99904>)
nnb04_maxed.wav (<http://www.freesound.org/samplesViewSingle.php?id=21558>)

By 7by7 (<http://www.freesound.org/usersViewSingle.php?id=849692>)
door_knock_echo.aif (<http://www.freesound.org/samplesViewSingle.php?id=77165>)

By UATAudio (<http://www.freesound.org/usersViewSingle.php?id=195066>)
hugeSlidingDoorSlamSM57.wav (<http://www.freesound.org/samplesViewSingle.php?id=31155>)

By Connum (<http://www.freesound.org/usersViewSingle.php?id=32572>)
electric_sparks.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=11709>)

By studiorat (<http://www.freesound.org/usersViewSingle.php?id=59647>)
girls singing-PiSh_01.wav (<http://www.freesound.org/samplesViewSingle.php?id=22349>)

By cdrk (<http://www.freesound.org/usersViewSingle.php?id=65641>)
scream_02.flac (<http://www.freesound.org/samplesViewSingle.php?id=21324>)

By FreqMan (<http://www.freesound.org/usersViewSingle.php?id=92661>)
psycho scream 1.wav (<http://www.freesound.org/samplesViewSingle.php?id=42847>)

By redjim (<http://www.freesound.org/usersViewSingle.php?id=15504>)
Carpet footsteps.wav (<http://www.freesound.org/samplesViewSingle.php?id=32575>)

By trip2000 (<http://www.freesound.org/usersViewSingle.php?id=626078>)
gun shot.aif (<http://www.freesound.org/samplesViewSingle.php?id=52357>)

By Lunardrive (<http://www.freesound.org/usersViewSingle.php?id=120830>)
Four Heartbeats HQ_BeatSmith.wav (<http://www.freesound.org/samplesViewSingle.php?id=22416>)

Disclaimer

The end user assumes all responsibility for the use of this software.

This software may be freely distributed so long as the software is not modified and this Read Me file remains with it.

This game may not be sold, modified, decompiled or reverse engineered in any away.

