

# Cubular

Units are Resources.

## Rules & Walkthrough

See the Controls Document for the general control Scheme.

Play around and get used to it. The controls may be unusual at first, but you will find it intuitive in no time.

Be careful: Some Bugs remain in this prototype version. See the list of known bugs at the end of the Document, when you get confused.

This Document will cover the complete way to play the game sequentially, you can play alongside reading it (the enemy spawn time is set accordingly. You will be safe for the first 5 minutes).

You can pause and resume anytime using the Escape Key.

There also is a Video Walkthrough that you can watch to get an understanding of how the game works.

## Basic Units

All Units and Buildings in the Game are composed of these three Basic Units. Think of them as your basic unit types and basic resource types.



### Builders

are the most important Building Resource. You can build Defense Structures like Towers with Builders only, all other Buildings need Builders too.



### Collectors

are used to collect more Units from resource Pools. Right-click on a resource Pool for them to start collecting. They will collect one Unit of the color the Pool has, and bring it to your Hub. If there are no Units left in the Pool, it will stop.



### Warriors

are the only Unit that can fight. If an Enemy is nearby, they will attack them automatically, you can also send them to attack enemies by right-clicking on them.

## Goal

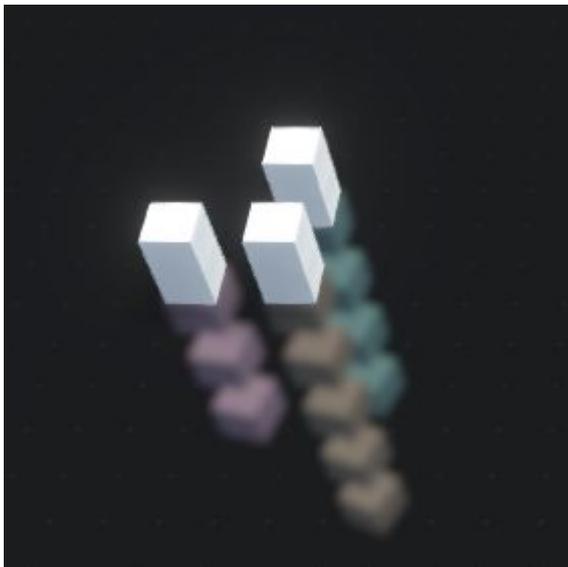
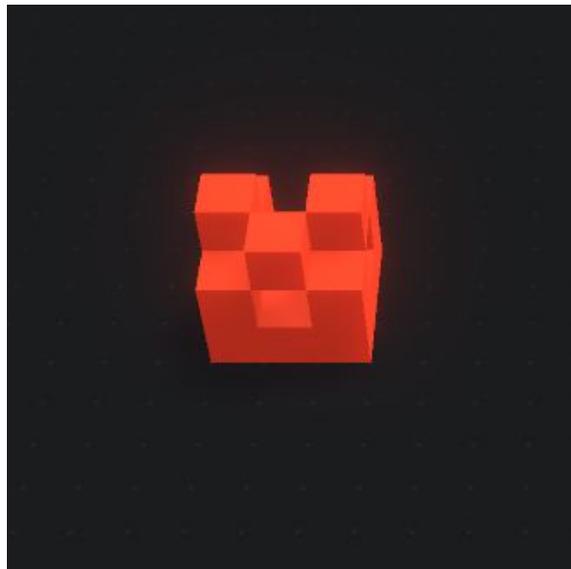
Your Goal is to destroy the five Enemy Bases, without having your Hub destroyed by the Enemies.

The Enemy Bases are in different Locations on the Map.

## Enemy Base

this is an Enemy base, five of them are on the map. Search and destroy all of them to win the game.

Spawns Enemies in increasing Numbers in decreasing Intervals.



## Hub

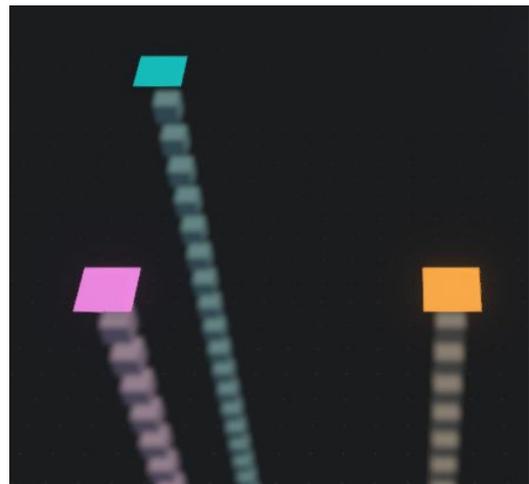
this is your Hub. It is your most important Building, as if it is destroyed, you lose. All your collected Units are stored underneath it, and can either be released by producing them, or assembled to bigger, stronger Units in Production Buildings. Right-click on the Hub to send selected Basic Units back into the Hub.

## Collection

To collect new Units, select some **Collectors** and right-click on a Resource Pool.

The Collectors will start patrolling between the Resource Pool and your Hub (you can also build a Sub-Hub, which is another collection Point), carrying one Unit with them.

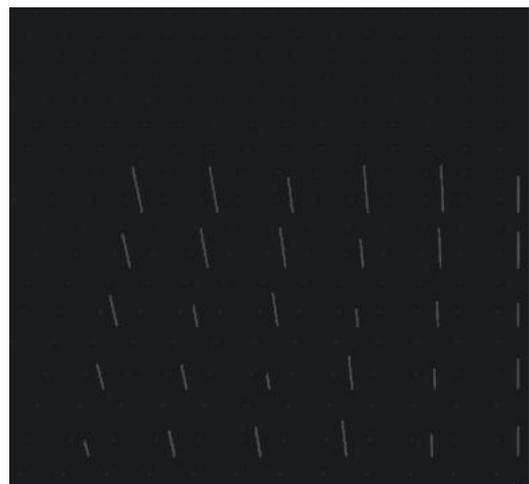
Resource Pools are scattered all over the map.

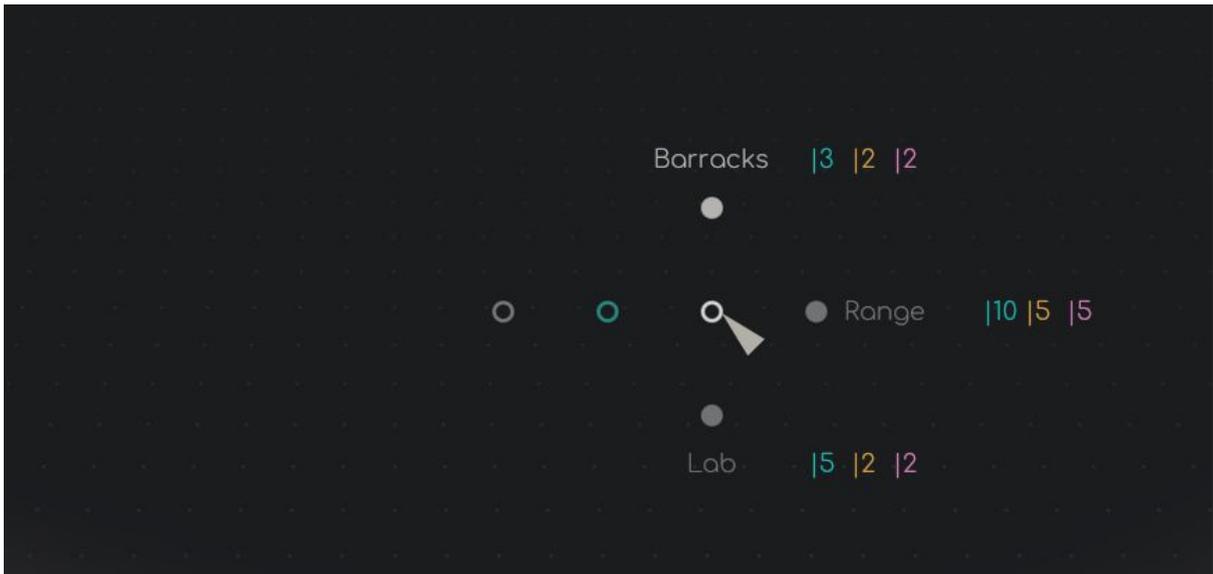


## Obstacles

These Line-structures are in your way. You can neither walk through the lines nor build Buildings on them.

Your Enemies are also not able to traverse these Obstacles, so you can place your Units strategically.





## Building

To build, select some basic Units. You will assemble your Building from Units outside your Hub only.

If at least one **Builder** is selected, you will have the blue circle in your Menu. hover over it, and you will see that you will have different categories of Buildings.

Hover over a category. You will see different Buildings. Right of them is their price: you need to select at least those Numbers of Units.

Example: For the Barracks, you would have to select at least **three Builders**, **two Warriors** and **two Collectors**.

Those Units will be used up in the Building, you can never get them back.

If a Building is greyed out and does not react to hovering over, that means that you do not have enough Units selected to build them (in the Picture above, the Range and the Lab cannot be built with the current Selection).

Release your right Mouse Button over the Circle of an Option to build it at the origin of your Menu (the place you first started holding the right Mouse Button).

The required Units will grey out and move to the Position of the Building to finish it.



## Production

To produce a Unit, select a Production-Building.

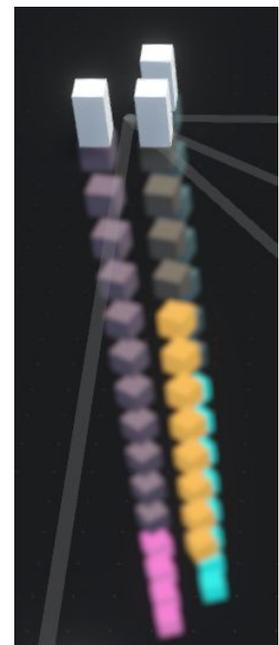
Right-click at the location you want your Units to move to after Production and hold. In the "Production" Option of the Buildings Menu, you will find the Units the Building can produce.

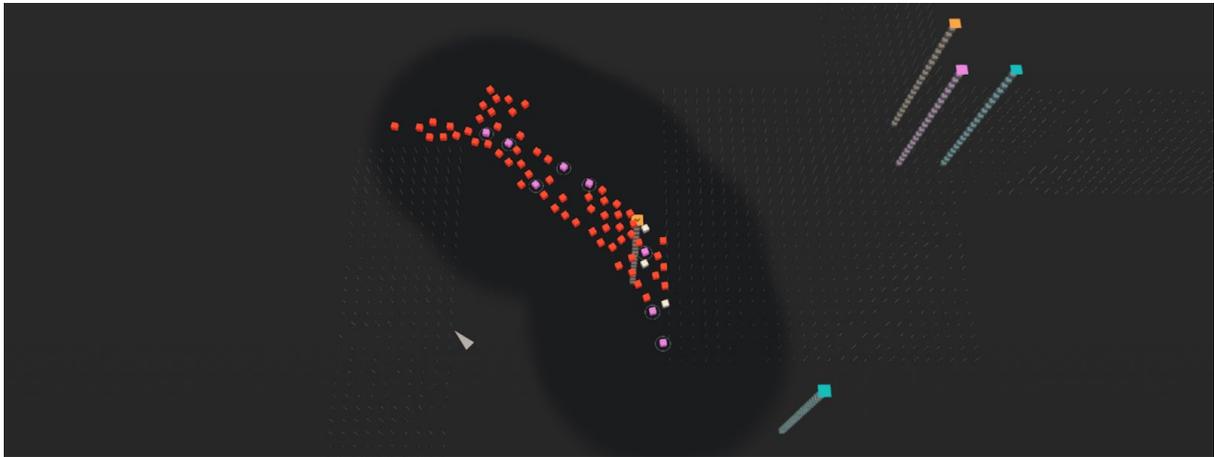
Hover over the Unit you want, then hover over the Production Number. This is how many Units you are going to produce. Right of the Production Number is the price of all Units you are going to buy, additionally the Units underneath the Hub that would be consumed start to glow.

Scroll or move to the Arrows to increase or decrease your Production Number. You can only increase if you have enough resources stored. If it is zero, you do not have enough resources in your Hub(the resources have to be stored inside the Hub. If you have released them from the Hub by producing them, you can just send them back by right-clicking on the Hub).

Release the right mouse button while over the Production Number or one of the Arrows to start the Production. You can see the progress as a dotted circle around your Building.

You can also set the Production Point while the Building is producing by right-clicking.





## Fighting

Enemies will spawn in increasingly fast intervals at Enemy Bases, and in greater Numbers.

One Enemy is about as strong as one **Warrior**, you will need to produce complex Units to win (and just to survive).

Enemies and **Warrior Units** will attack each other automatically when in viewing range. You can also right-click on Enemies if you have **Warriors** in your Selection to command them to attack.

Close Combat Units are produced in the Barracks.

There are Units that attack ranged, those are produced at the Range.

The Lab produces special Units.

You can see how much health your Units have by their selection circle, if it is fully white your Units are at full health. Build a Healer to increase the health of your Units.



## Walkthrough

Select your **Collectors**.

Send them to collect on the **Collector Pool** close to your Hub.

As soon as the **Collectors** have returned, produce **four more Collectors** from the Hub.

Send those new **Collectors** to the **Warrior Pool**. Meanwhile, more **Collectors** should have arrived at the Hub. Release them, and send them to the **Builder Pool**.

As soon as you have enough **Builders**, release enough to have seven outside your Hub. Select them, and build a Tower near your Hub to protect it.

As soon as your **Collectors** have emptied all Pools, release enough Units from your Hub (But keep enough for Unit-Building) to build Barracks.

As soon as your Barracks are finished, start to produce complex Units.

If you want to have more Units or a Range/Lab, collect **Builders** from the Pools right outside you Base.

Send your complex Units and some **Warriors** to the Enemy Bases to destroy them, but keep some at your Base to protect it. When all Enemy Bases are destroyed, you win.

The map below shows the locations of the Enemy Bases. You can zoom to the Map by holding the middle mouse Button.



## Known Bugs and how to avoid them

The prototype still has some stubborn Bugs. None of them are game-breaking, so don't worry.

- NEVER left-click in the Menu to apply an Option. Just release the right mouse button. This leads to all kinds of weird behaviour, including getting Buildings for free. (You can exploit that, if you want to cheat)
- Sometimes, the Production Counter does not appear when you hover over a Unit you want to produce. Don't worry, it's still there: The Production Counter is always right of the Unit Option, and if you move there it will promptly appear.
- You may not get a Win Screen even though all Enemy Bases are destroyed. You did still win.
- If you send Units back into the Hub, sometimes some of them will stay outside. To avoid this, left-click immediately after sending them back, also, you can just collect them with your [Collectors](#).
- Sometimes, Units will not react to your right-click commands after a fight. Just deselect them and select them again.