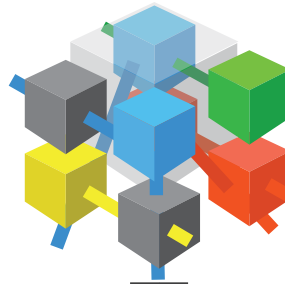


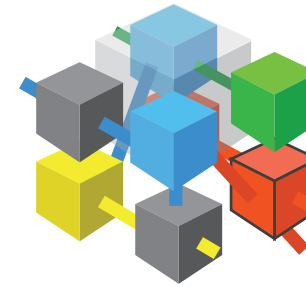
Qu.b'd

Jeremiah Warm

Start with a bunch of blocks...

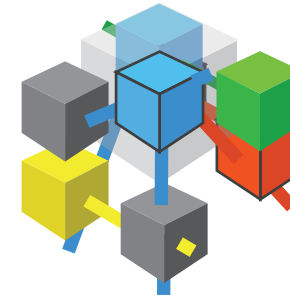


Many are connected to each other



If a block is connected to another block and the connection is the same color as the block when that block moves so does the other one

So when this red block moves...

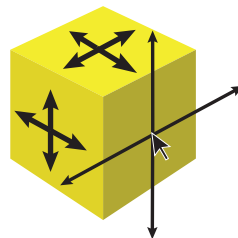


...The other red block and the closest blue block move too!



...And get them all in the gray area!

Try and do it in the fewest moves you can!

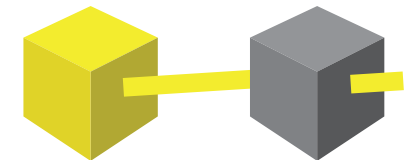


Blocks are moved by clicking and dragging along a plane parallel to the side that was clicked on
Block movement is on a discrete 3D grid and blocks can only move one notch on this grid at a time

Moves are counted each time a block is released by the mouse

Unidirectional Connection

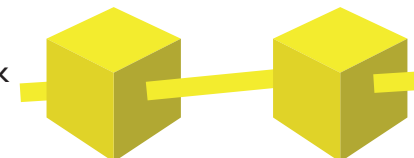
Master Block Connected Block



The Yellow block moves the gray block, the Master Block moves the Connected Block

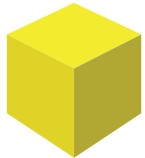
Bidirectional Connection

Master Block Master Block



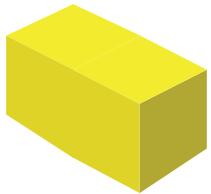
The blocks move each other

Standard Block



Can be moved in any direction
Can be a Master or Connected Block or both

Large Block



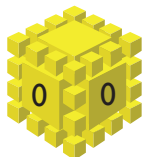
Same as Standard Block only twice the size

Locked Block



Can only be moved through connections, the mouse cannot move this block
Can only be the Connected Block, not the Master Block

Timer Block



Acts the same as Standard Block
Can only be moved a set number of notches on the grid before it is destroyed