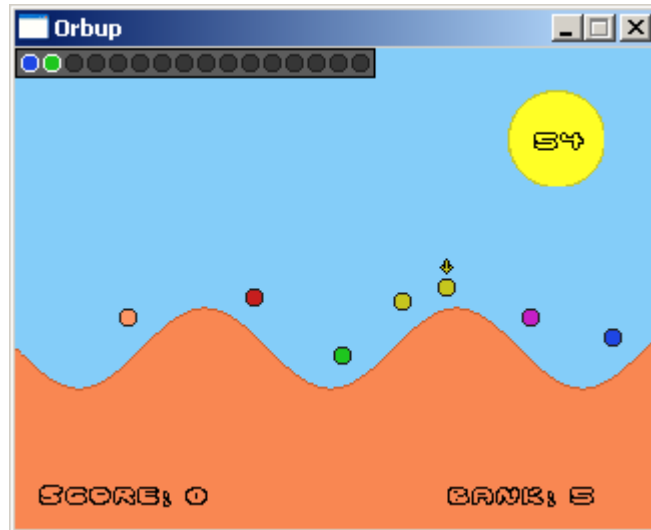


Orbup Instructions



Orbup is a simple Puzzle game represented by seven different colours of puzzle pieces, which I will be referring to as 'Orbs'.

The aim of the game is to match the orbs in the Puzzle Bar () with the orbs you have in the environment.

On each new round you will be given 3 – 6 new Orbs, so you will quickly find that you will have to start saving some of the orbs for the next round. This can be done using the bank; the bank can hold up to 20 orbs at one time and operates as a simple Queue.

This means that when you add an orb, it gets added to the end of the Bank Queue

And when you take an Orb it's taken from the front of the bank queue.

You should now see a pattern emerging; if you keep taking orbs from the **front of the queue** and putting them straight back into the **back of the queue** you will essentially be shuffling through the Bank Queue like a deck of cards.

You are awarded more score for completing each round quicker, and you cannot 'lose' the game until round 10 where you will be given two puzzles to complete per round.

Failing both of these puzzles in a round will result in the end of the game.

Keyboard Controls:

Orbup Instructions

Enter/Return	Bank Selected Orb
X	Un-bank Orb
D	Delete Orb
F	Forfeit Round
M	Change Music
Escape	Menu
Left Arrow	Select Orb
Right Arrow	Select Orb