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Developed by N-gon Games L.L.C
Produced by HatBoy Studios, Inc.

Platforms iOS , Android and HTML 5

Game Premise

HueBricks is a puzzle game that focuses on teaching the player RYB subtractive color theory. Players are able to directly interact with the blocks in the Play area by adding or subtract colors from the refresh line. Players may also indirectly interact with blocks by rotating the Play area.
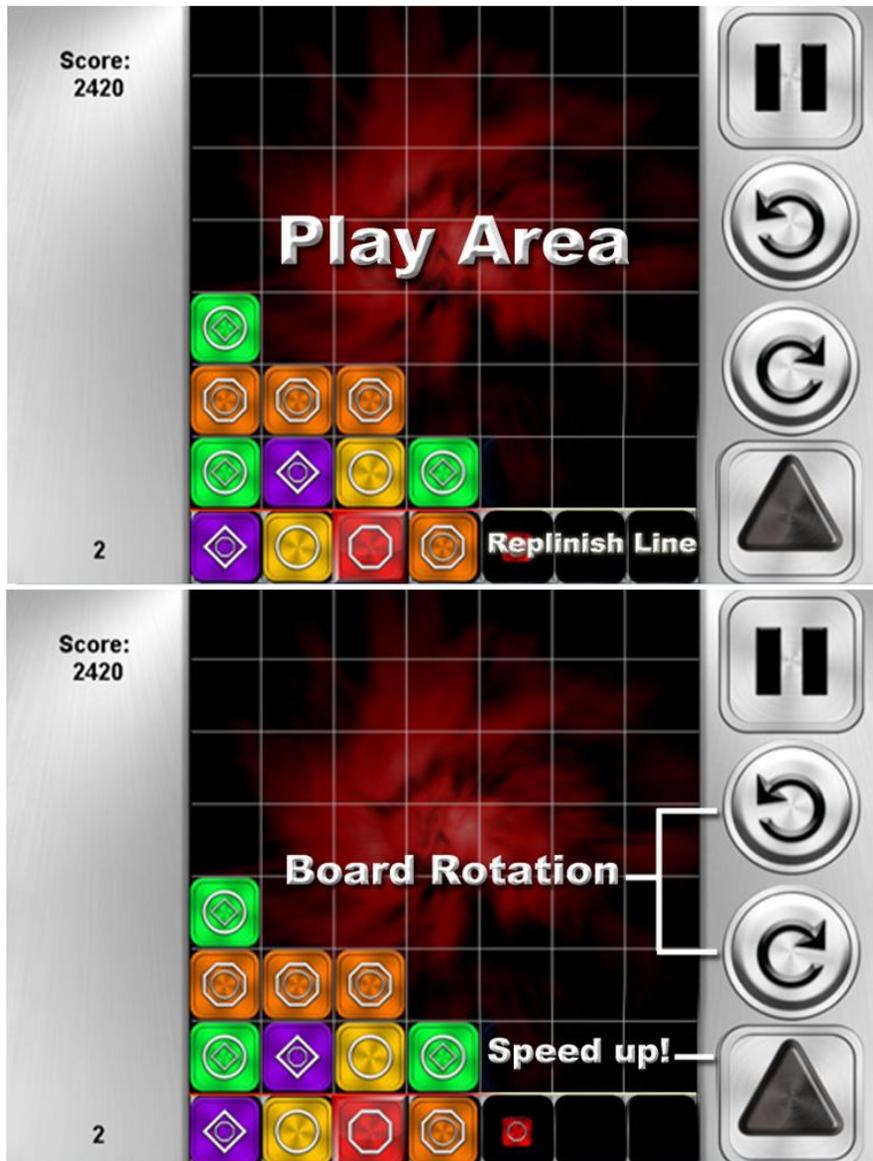
The Basics of the RYB Subtractive Color Model

Primary Colors

Red   **Yellow**   **Blue**

The symbols on a brick will help
identify what colors a brick contains.

Secondary Colors

Purple   **Orange**   **Green**

Secondary Colors contain
two primary colors.

Tertiary Colors
Chomatic Gray

Chomatic Gray contains
all three primary colors.

Rules of Play

Play Area
In all modes of the game there will be a 7x7 play area. If four or more of the same colored blocks are adjacent (horizontal or vertical) to each other in the play area, the blocks will be eliminated.

Replenish Line
Every x seconds a new random colored block is added to the replenish line. When there are 7 colored blocks on the replenish line they will push up into the Play Area.

Direct Block Interaction
The Player clicks on a block from the replenish line and then clicks on a block in the play area this causes the two to interact. How the two blocks will interact is based on their relationship to each other.

Block Interaction
1. If the selected replenish block is a primary color and the selected play area block is one of its two secondary colors it will always subtract itself leaving the other primary color.
ie if the player clicks on a red block(from the replenish line) then clicks on an orange block(in the play area) red is subtracted from the orange block leaving Yellow.
2. If the selected replenish block is a primary color and the selected play area block is a different primary color the two will add together and make their appropriate secondary color.
3. If the selected replenish block is a secondary color it will only add itself to its complementary primary color and make a black block.
4. Four connecting black blocks will eliminate each other as per normal block elimination rules. They also can be subtracted from.

Indirect Block Interaction
The player may rotate the blocks in the play area by 90 degrees at a time. This is achieved by clicking the rotate right and left buttons. Once blocks have rotated they will fall to the bottom of the play area. Rotation cannot be changed until all blocks have settled. Settling blocks can cause blocks to be eliminated.

Block Values
Base Block Value:20
When a match is made each block over the minimum 4 adds 5 points to the value of each block. Once points are awarded the block value resets to 20. Ie if you had 6 red blocks match each block for the one chain would award 30 points for a grand total of 180 points.
Max block value: 100

Refer to Appendix A for Level goals.

Item and upgrade purchase

Items can be purchased and equipped between levels. These are purchasable with the credits earned while playing the game. The player can have no more than 3 items at a time.

Credits

The amount of Credits earned is equal to the point value achieved while playing the game.

Items and upgrades

Name	Item size	Effect	Cost	Cool down	Usage
Addition	1	Addition Bonus increased by 1	840	NA	Permanent
Addition 2	2	Addition Bonus increased by 2	1680	NA	Permanent
Max	1	Max block value increased by 10	1680	NA	Permanent

Name	Item size	Effect	Cost	Cool down	Usage
Max 2	2	Max block value increased by 20	4200	NA	Permanent
Randomizer	2	Randomizes color of selected block	840	NA	One time use
Red Remove	3	Removes all red from secondary color blocks	1680	NA	One time use
Blue Remove	3	Removes all blue from secondary color blocks	1680	NA	One time use
Yellow Remove	3	Removes all yellow from secondary color blocks	1680	NA	One time use
Destroyer Orange	3	Destroy all orange blocks. Gain points equal to half of their value.	3360	60 seconds	Permanent
Destroyer Violet	3	Destroy all Violet blocks. Gain points equal to half of their value.	3360	60 seconds	Permanent

Name	Item size	Effect	Cost	Cool down	Usage
Destroyer Green	3	Destroy all green blocks. Gain points equal to half of their value.	3360	60 seconds	Permanent

Appendix A - Normal

Level	Goal pops	Starting bricks	Replenish Timer(sec)
1	10	18	2
2	11	19	2
3	12	20	2
4	13	21	2
5	14	22	1.5
6	15	23	1.5
7	16	24	1.5
8	17	25	1.5
9	18	26	1.25
10	19	27	1.25
11	20	28	1.25
12	21	29	1.25
13	22	30	1
14	23	31	1
15	24	32	1
16	25	33	1
17	26	34	.75
18	27	35	.75
19	28	36	.75
20	29	37	.75

Game modes

Puzzle — Clear the Play Area to win the level.

Normal — Pop a set number of goups to win the level.

Zen — Just like Normal mode, but you can't lose.

Objectives of each Mode of game play.

Lose Condition (Normal mode)
If the replenish line pushes a block on the game area out of the playable area.

HueBricks Menu Flowchart

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Main Menu

What action?
- Credits → **Credits screen** → **Done with credits?**
  - Yes
  - No
- Achievements → **Achievements Screen** → **Done with Achievements?**
  - Yes
  - No
- Play

What game mode?
- Zen → **Tutorial?**
  - Yes → **Instructions** → **Zen level selection 1-7**
  - No → **Zen level selection 1-7**
- Puzzle → **Tutorial?**
  - Yes → **Instructions** → **Puzzle level selection 1-7**
  - No → **Puzzle level selection 1-7**
- Normal → **Tutorial?**
  - Yes → **Instructions** → **Normal level selection 1-7**
  - No → **Normal level selection 1-7**

What happened during Game play?
- Paused → **What action?**
  - Un-pause
  - Main Menu
  - Sound → **Sound on/off**
- Won → **What action?**
  - Next Level
  - Main Menu
  - Items → **Buy items**
- Lost → **What action?**
  - Play again
  - Main Menu
  - store → **Buy items**