

**Team Cube:**

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**Goal:**

Reach the red door on the upper levels. To manage that, you have got to build stepping stones and bridges, in the Editor Mode, out of the cube parts lying on the floor and after that, use them in First Person Mode to reach your goal.

**Controls:**

Enter                      Switching between Editor and First Person Mode

First Person Mode

WASD                      Walking into the specified direction

Space                      Jumping

Mouse                      Mouselook

Editor Mode

Left click                      Choose the cube part you are pointing at

Right click                      Switch from Translation to Rotation Mode and the other way around

WASD                      In Translation Mode: Moving the chosen cube part around

In Rotation Mode: Rotating the cube part into this direction

Arrow up/down                      Cycle through your history of movements and rotations. The history only contains your last 10 moves in case you make a wrong decision.

Arrow down goes back in time, arrow up the other way around.

**Effects:**

Shadow maps

Lensflares