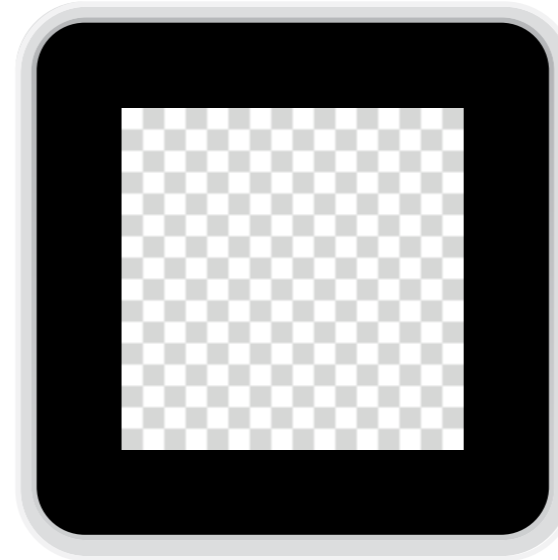
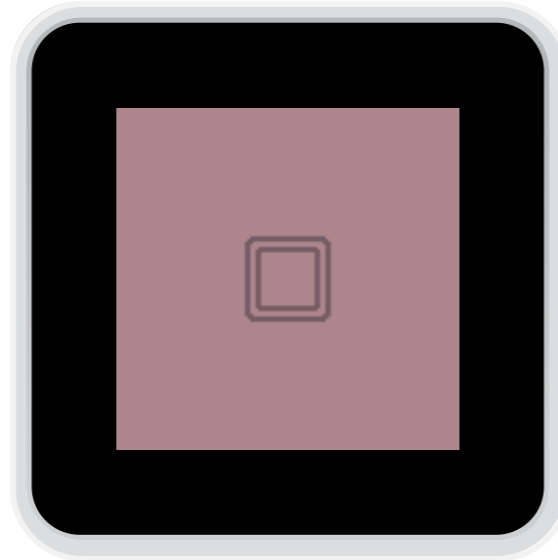


# Introducing **Colorigins**

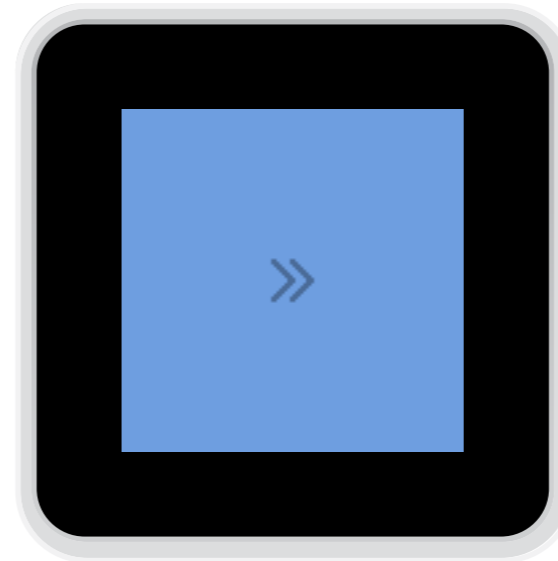
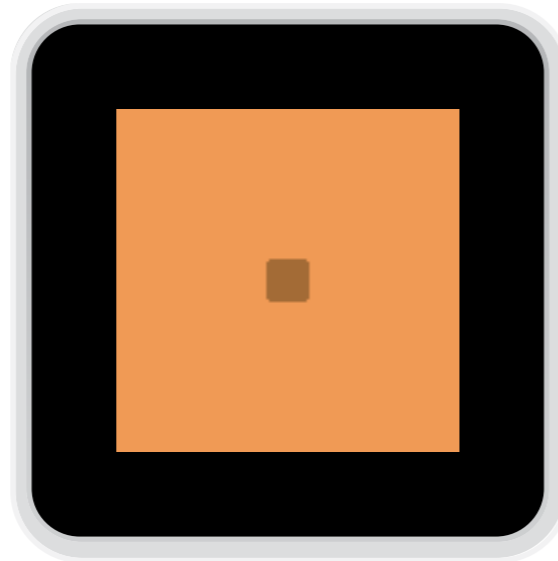
A tactile color mixing and matching game designed and developed for the Sifteo Cubes platform

The *target cube* displays the color that a player needs to match.



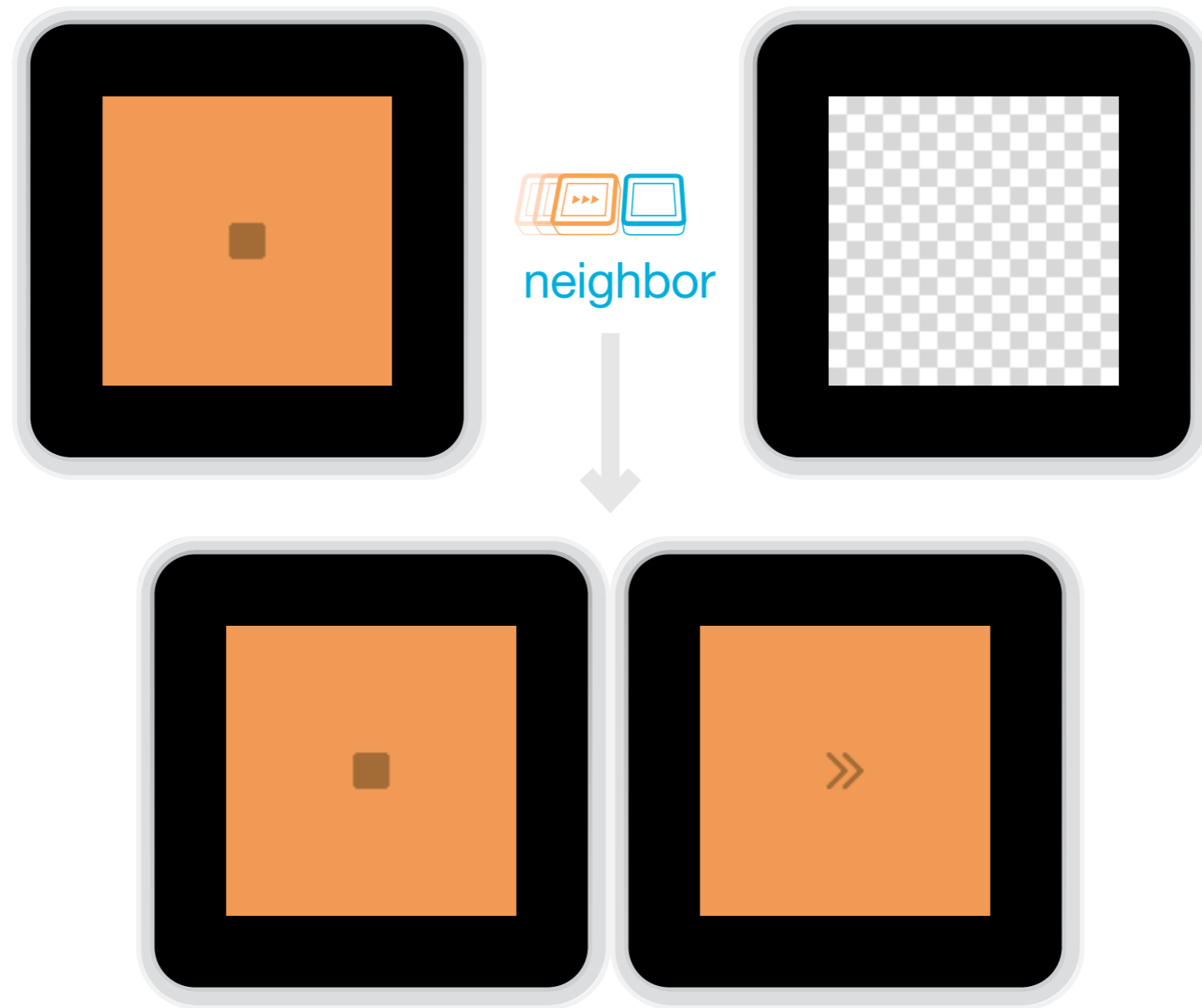
*Empty mix cubes* are workspaces for mixing color.

*Source cubes* contain colors to be combined into new color mixtures.



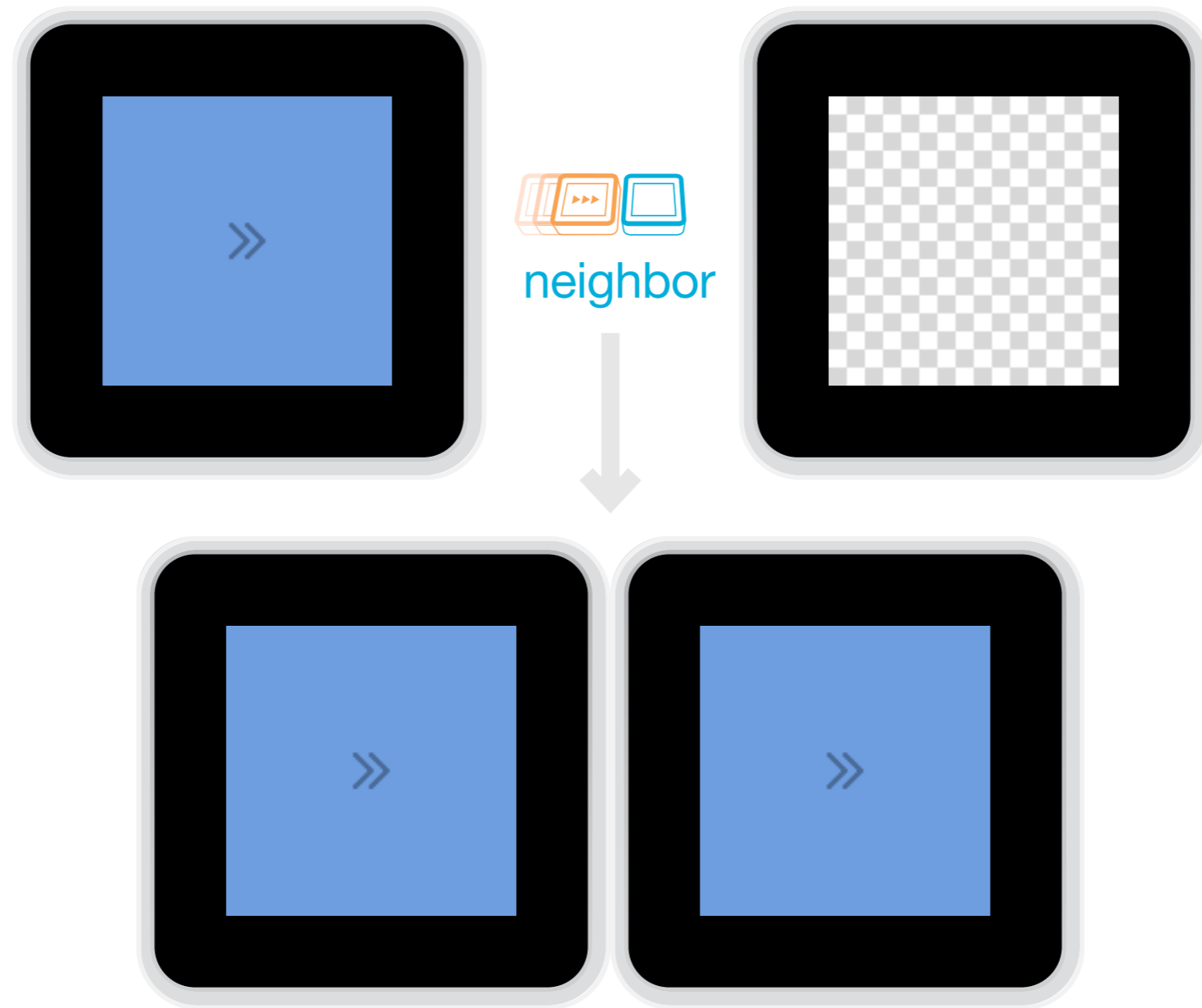
Empty mix cubes become *filled mix cubes* when filled with a source color or other color mixture.

# Cube Types



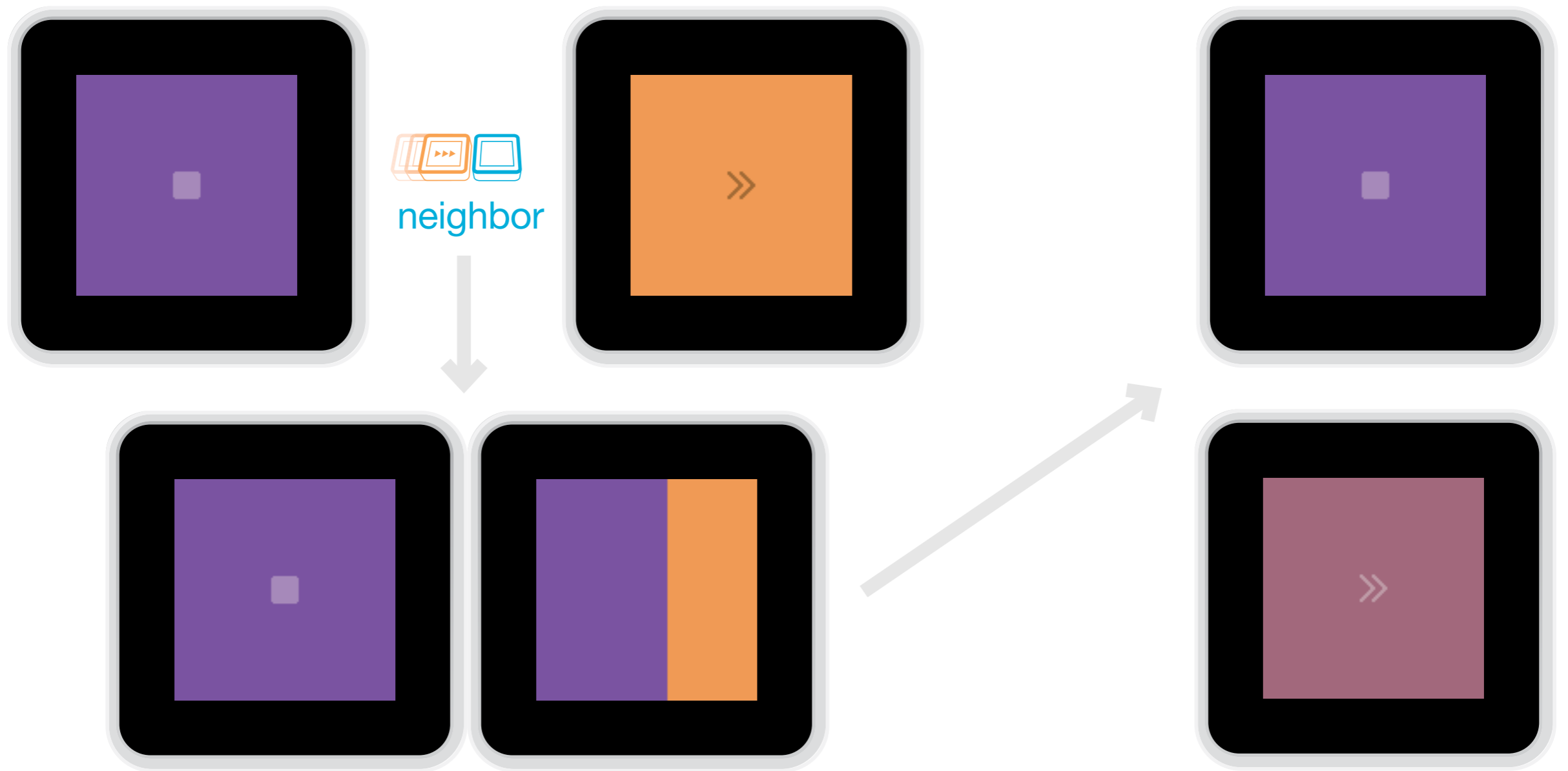
# Cube Actions: **Neighbor**

Neighboring a source cube to an empty mix cube will fill the empty mix cube entirely with the source cube color.



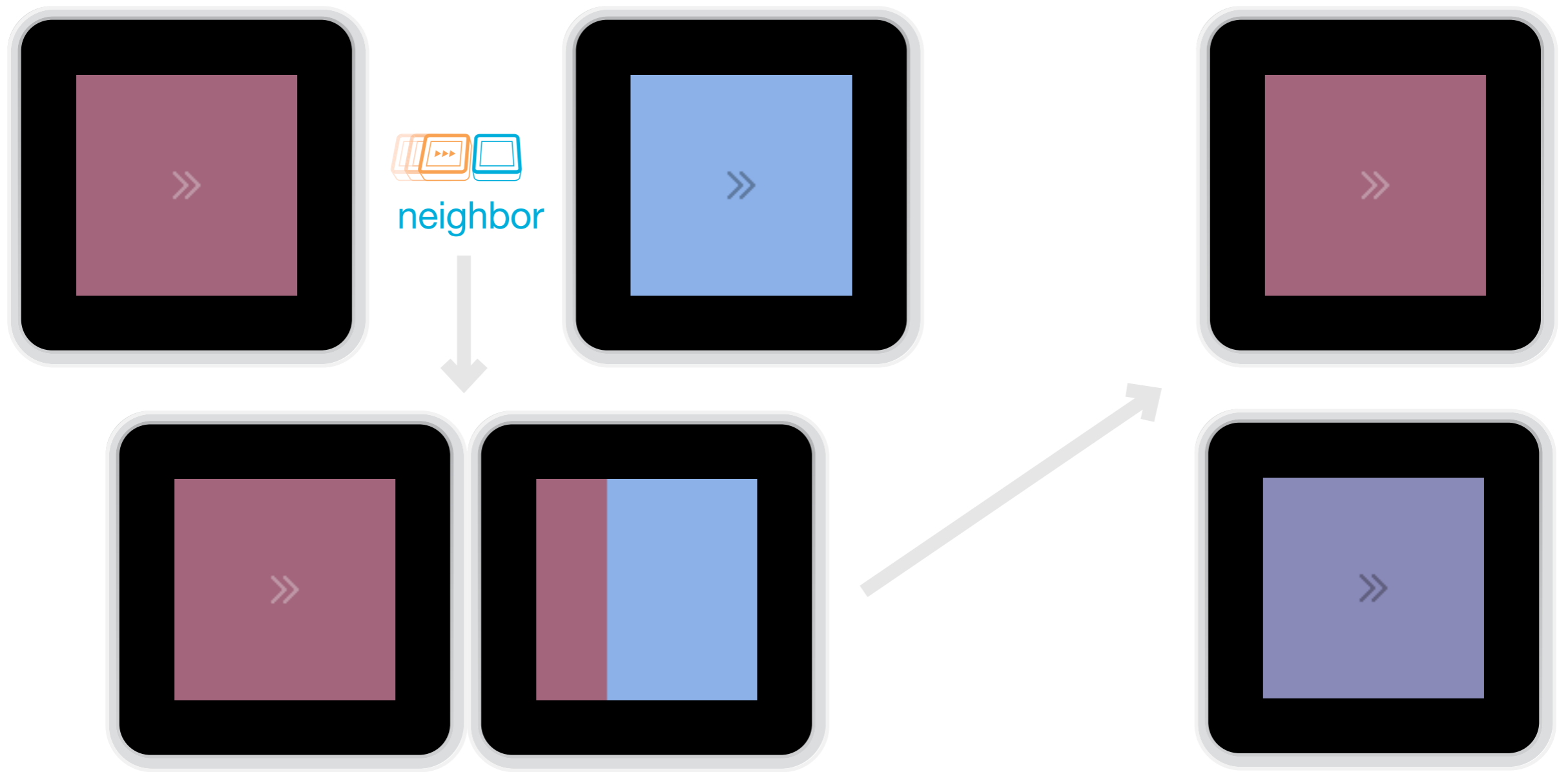
# Cube Actions: **Neighbor**

Neighboring a filled mix cube to an empty mix cube will fill the empty mix cube entirely with the filled mix cube color.



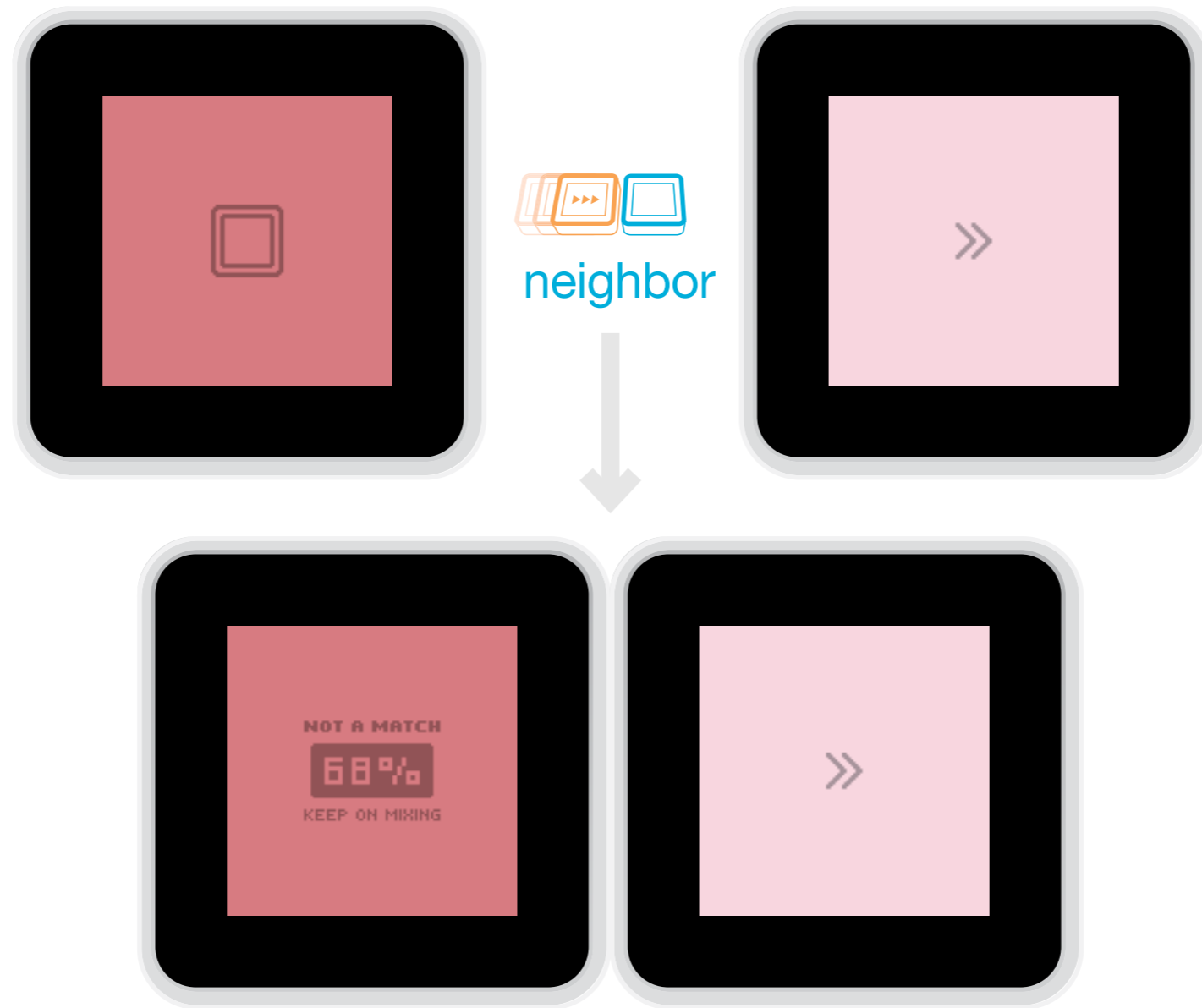
## Cube Actions: **Neighbor**

Neighboring a source cube to a filled mix cube will fill the filled mix cube with a mix of the source cube color and the filled mix cube color.



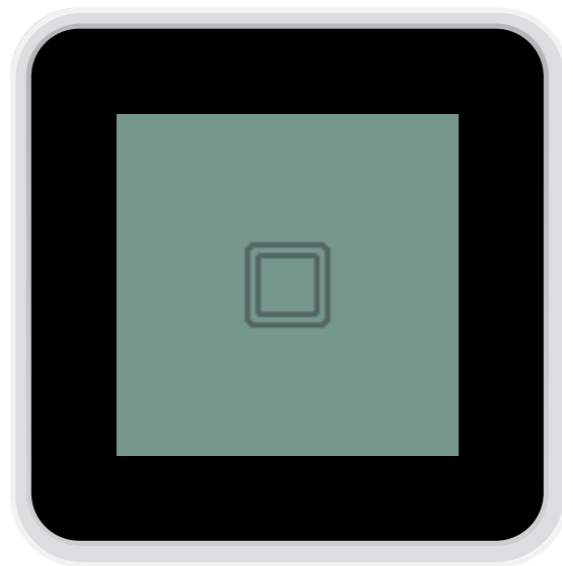
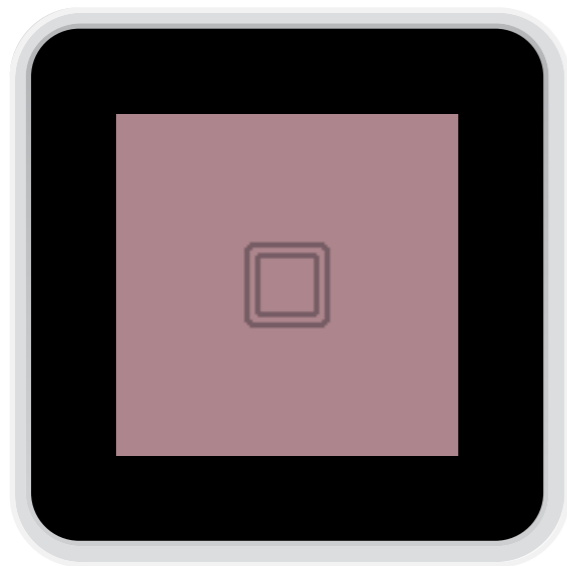
## Cube Actions: **Neighbor**

Neighboring a filled mix cube to another filled mix cube will fill the second filled mix cube with a mix of both filled mix cubes' colors.

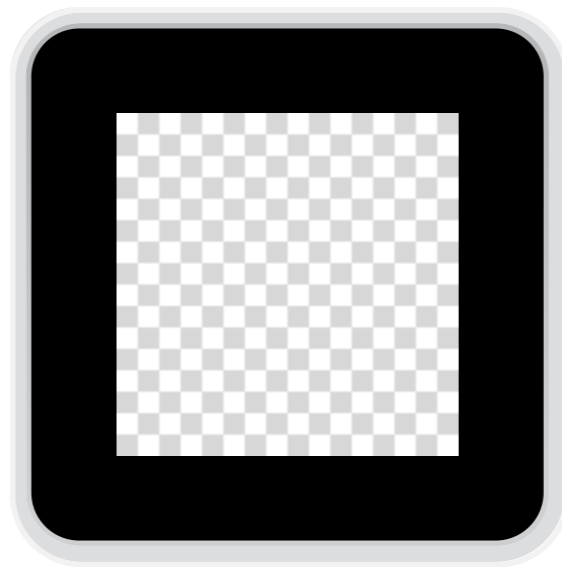
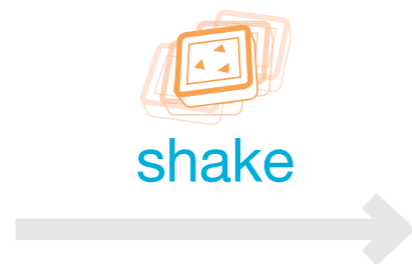
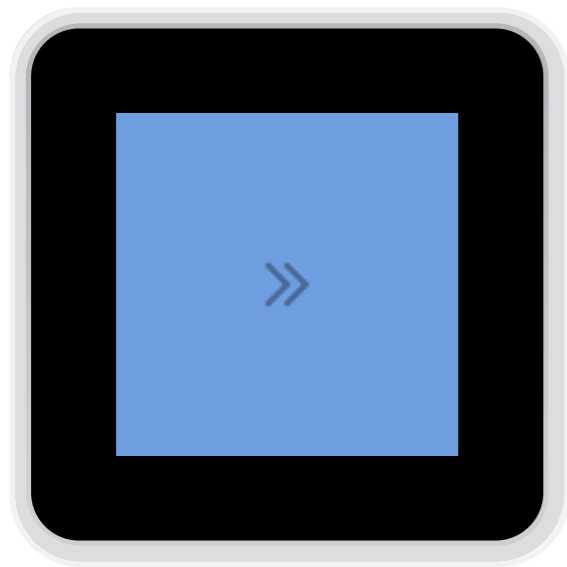


## Cube Actions: **Neighbor**

Neighboring the target cube to a filled mix cube will display a match accuracy score. Players must achieve 97% to win.



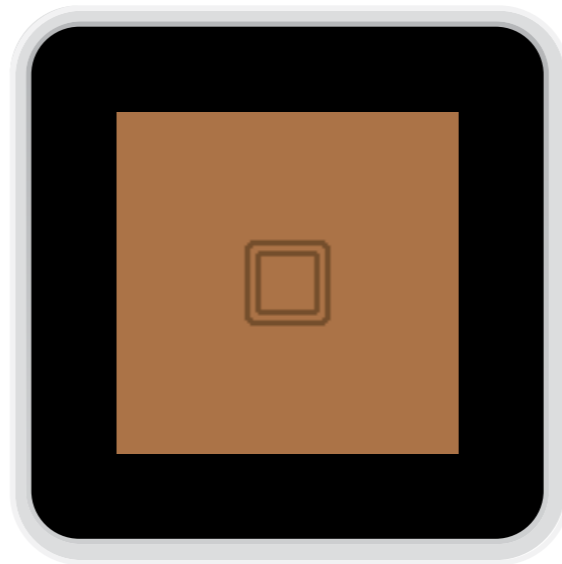
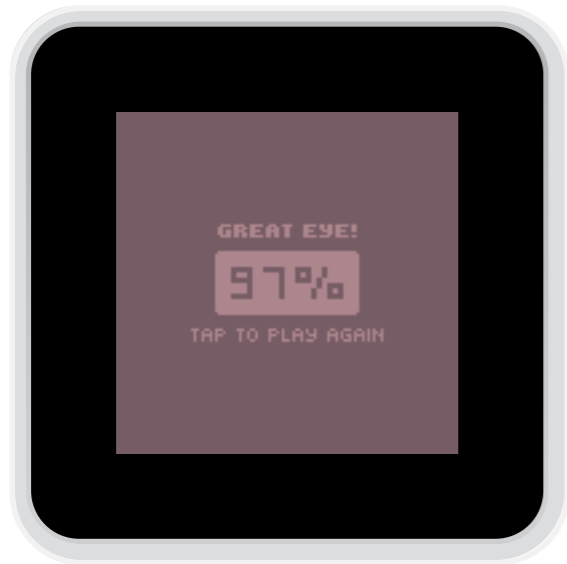
Shaking the target cube generates a new color to try to mix and match.



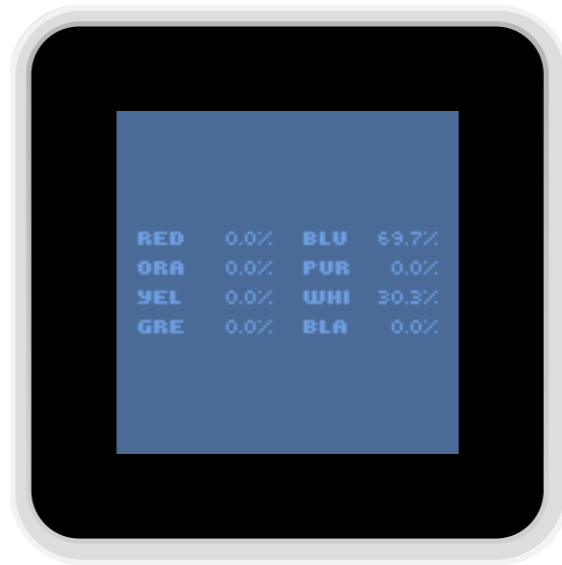
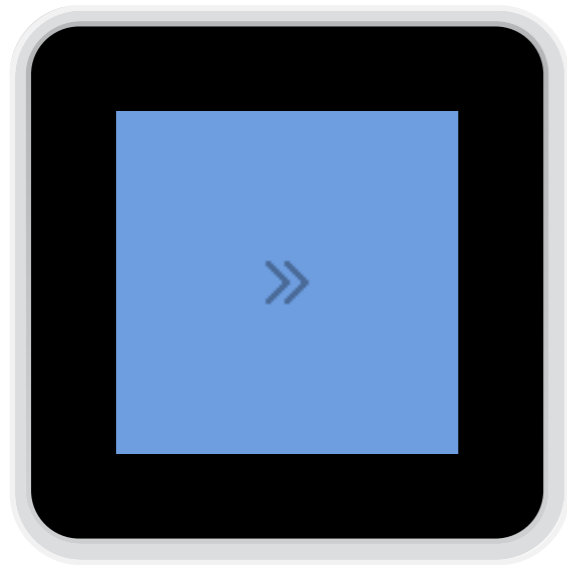
Shaking a filled mix cube makes it into an empty mix cube once again.

## Cube Actions: **Shake**





Pressing a winning target cube resets the game and generates a new color to try to mix and match.



Pressing a filled mix cube displays an analysis of the cube's color mixture.

## Cube Actions: **Press**