Game Manual

You are a triangle on a sheet of glass above a neon city at night. Eat your way up, one side at a time, until you become the circle.

The goal

Eat **yellow** shapes: they have exactly one more side than you. Each one adds a side. Reach **20 sides** to become the **circle**: for 10 seconds you can eat everything on the table. Then the next table starts. There is no last table, so play for the best score.

Controls

Action	Mouse + keyboard	Controller
Roll	Move the mouse (you roll corner-over-corner toward the cursor)	Left stick
Stop, or hold to charge a pulse	Left mouse button / Space	A / Right trigger
Dash (8+ sides)	Right mouse button / Left Shift	X / RB / Left trigger
Restart	R	Y
Pause	Esc / P	Start / B
Menus	Arrows / WASD / mouse, Enter, Esc	D-pad / left stick, A, B

Few sides make big, clunky flips; more sides roll smoother and faster.

Shapes

- **Yellow**: exactly one more side than you. Food.
- **Red**: fewer sides than you. Touching one costs you a side.
- **Two or more sizes bigger**: solid. You bounce off.
- **Same size**: hit it and it flies off as a **green pinball** for 2 seconds, smashing other shapes. Ricochets off the rim also scare creatures and hit the Diamond.
- **Gold 20-sided shapes** can appear on circle tables as a big bonus.

© 2026 Falcon Gaming Studios, LLC | All Rights Reserved.

Decay and chains

You must keep eating. If the decay timer runs out you lose a side. It starts at 4.8 seconds and grows by 0.1 seconds for every side you gain on that table. Decay never takes you below a triangle. Eat again within **4 seconds** to build a **chain** for bonus points; getting hit breaks it.

Powers

Power	How	Effect
Pulse I	Stand still, hold Stop 0.6 s	Pushes shapes away
Pulse II	Hold 1.2 s	Red shapes become food; repairs the glass 10%
Pulse III	Hold 2.0 s (fires by itself)	Hits the whole table, repairs 30%, refills decay, the only way to kill stars
Dash	8+ sides; Right mouse / X	Snap to the cursor; up to 3 charges (+1 per side gained), 0.25 s cooldown
Wall slam	Dash into the rim	The wall shakes and scares creatures along that wall
Shield	8+ sides, automatic	Blocks one hit, recharges in 8 s

Charging a pulse slows everything on the table, down to 40% speed at a full Pulse III, and blades can't cut you while you charge it.

The glass and the creatures

Every hit you take cracks the glass and costs 10%. Creatures claw at the glass from outside. Roll close to one to **scare** it off (bonus points). If one breaks in, it floods the table with shapes that hurt you and leaves a sticky crack that slows you down. Pulse II and III repair it. If the glass shatters, the run ends.

Enemies

- **Blades** fly across the table and cut you down.
- **The chaser** wanders the table; don't let it catch you.
- **Stars** drift around and fire rings of baby stars. Touching a star sends you back to a triangle. Only Pulse III destroys a star; any pulse pops baby stars.
- **The Diamond** starts crawling around the rim 30 seconds into each table and takes 2 minutes per lap. Hit it 3 times at 8+ sides with a wall slam or a pinball ricochet before it finishes, or it seals the border and the run ends.

More stars and blades join as you clear tables (one more every 5 tables).

© 2026 Falcon Gaming Studios, LLC | All Rights Reserved. · vigintigon.com · info@vigintigon.com

Continues

A game over spends a continue instead: you go back to a triangle, the threats are cleared and the run goes on. You start with 1 and can hold up to 5. Earn one for every 5 stars destroyed, every 500,000 points, a 15-hit pinball ricochet, or every 20 in an eat chain.

Game over

Get hit as a triangle and you are flattened into a line. The table keeps moving in slow motion for 5 seconds so you can see what got you, and the game over screen lets you view the **death shot** of that final moment.

Need help? See the Read Me, email info@vigintigon.com or join the Discord: discord.gg/NNYhG5VRuT

© 2026 Falcon Gaming Studios, LLC | All Rights Reserved. · vigintigon.com · info@vigintigon.com