



General Inquiries:

Telephone: 1-800-Tet-risd (1-800-838-7473)

Email: 289lines_cleared@tetrisKJ.com

Customer Service:

Telephone: 1-800-289-2389

Email: bricked_in@tetrisKJ.com

Website:

<http://www.tetrisKJ.com>



Manual

*Let's begin on the journey
to learn the mastery of
clearing lines!*





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Copyright/ Disclaimer

This game is a version of the original tetris but does not represent the original tetris. Credits of the idea of this game goes to the original creator of the game. The only credit taken for this version is that it was made from scratch code.

This version of the game was made by Kent T. of class 12L, finalized May 30th 2014. All code, images and this manual are only allowed use by his authority. However, feel free to distribute a copy of the game to anyone you want as many times as you want.

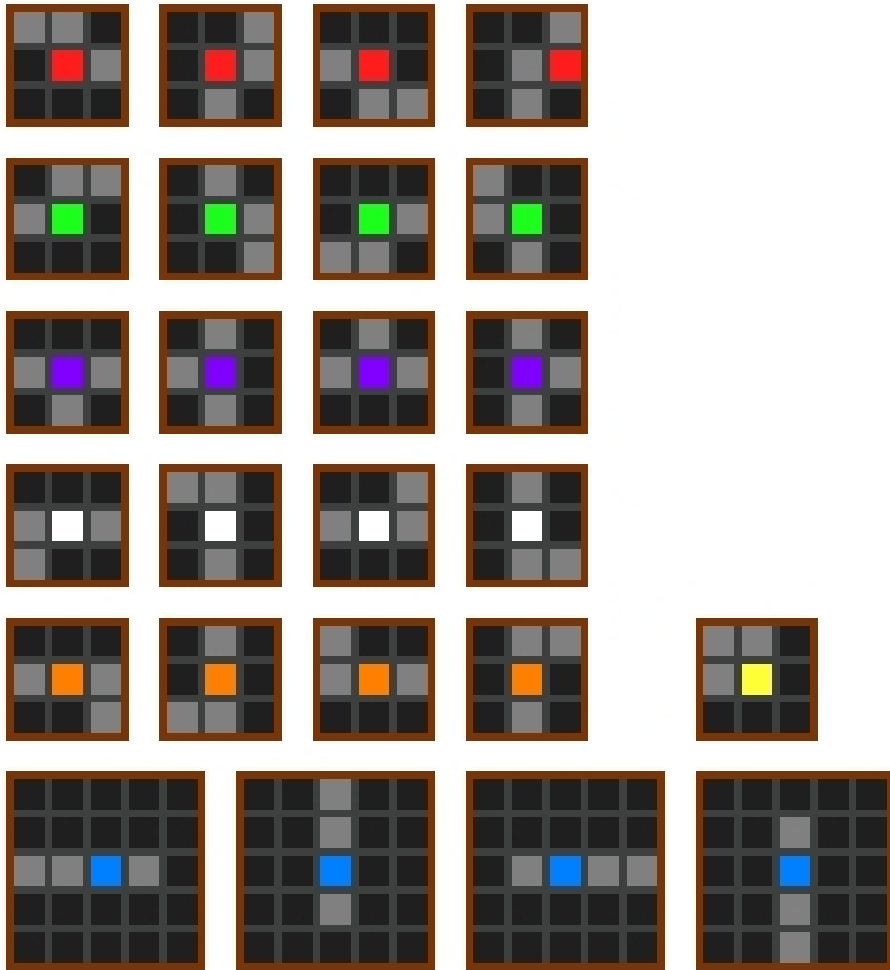
The developer of this game is not liable to any damages caused physically or mentally to the user using the program, please be advised that there may be many undiscovered bugs in the program. If any are found, please feel free to contact the developer with the bug and he'll fix it as soon as possible. Contact information is on the back.

Thank you for using this program, hope you enjoyed it!



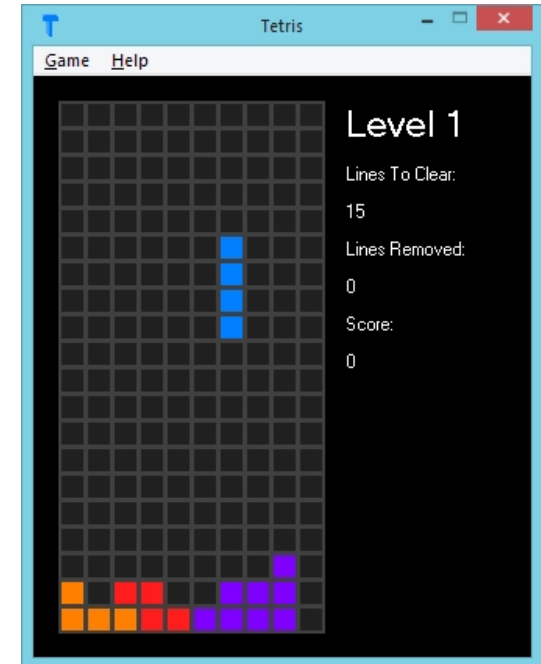


Piece Rotating Diagrams



Introduction

Tetris is a puzzle game where strategy is involved in the placement of blocks with the practice of hand-eye coordination skills to see how many lines and levels one can go pass.



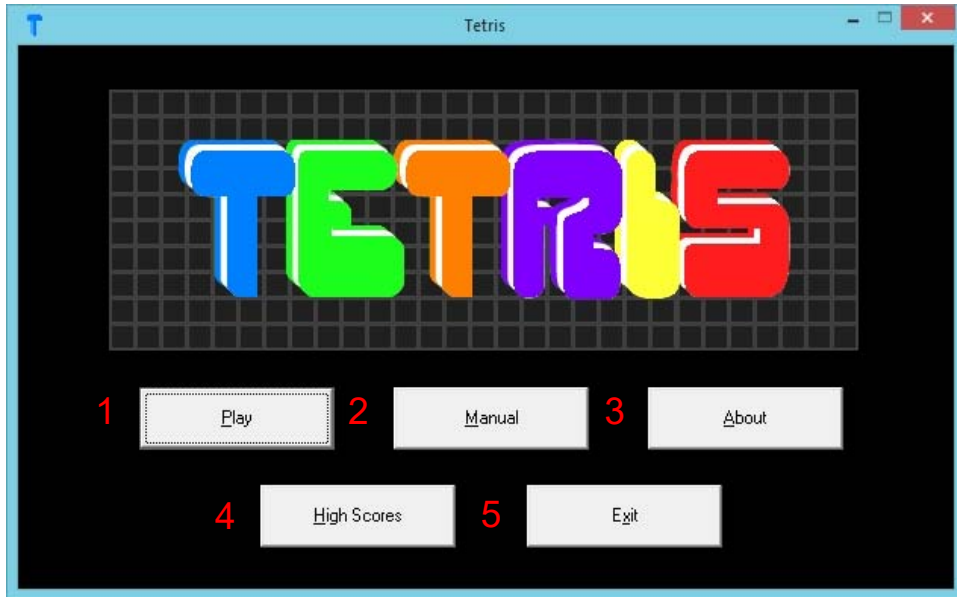
Objective

The objective of this game is that it requires the skill to be able to stack pieces and to clear rows as they begin to fill up. By clearing rows, you clear lines and you gain points. As the game proceeds, when you clear the required amount of lines for the current level, you will be able to move onto the next level where the speed of the falling piece will be faster.





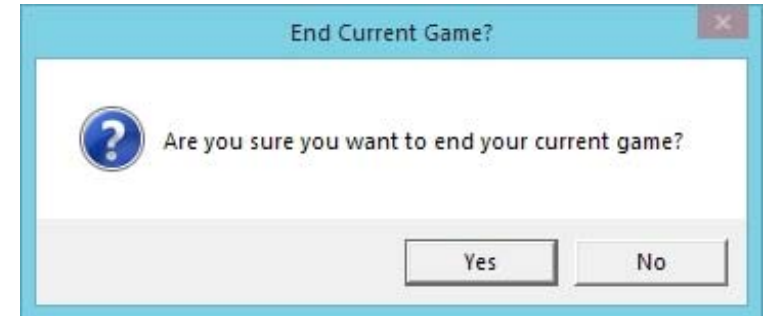
User Interface



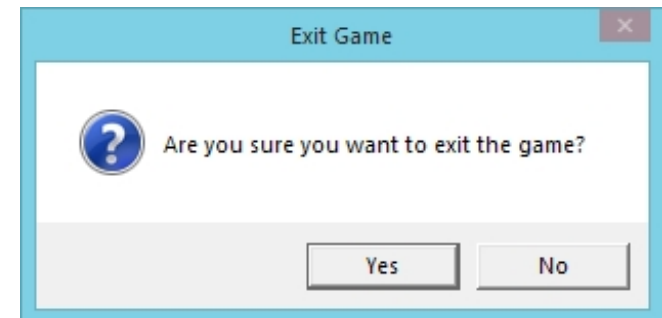
1. Play the Game
2. Read the manual for a short introduction
3. Check out the copyright
4. View the top 10 scores
5. Exit the game



Ending/Exiting Game



When you are tired of your game and you do not want to continue or wait until you reach game over, you may retire from your current game by going to the menu strip, game, and select the End Game option. Alternatively, you may press F5 to end your current game.



To exit the game while in the game interface, you may click on the close button in the top right corner of the window. You will be prompted if you want to exit the game.





Game Over

The game is over when a new piece cannot spawn at the top of the playing field as shown below. The spawn field is considered to be the top two rows, starting from the fourth column to the seventh column. If your score is within the top ten score range, then you will be prompted to add your name to the high score table. You may

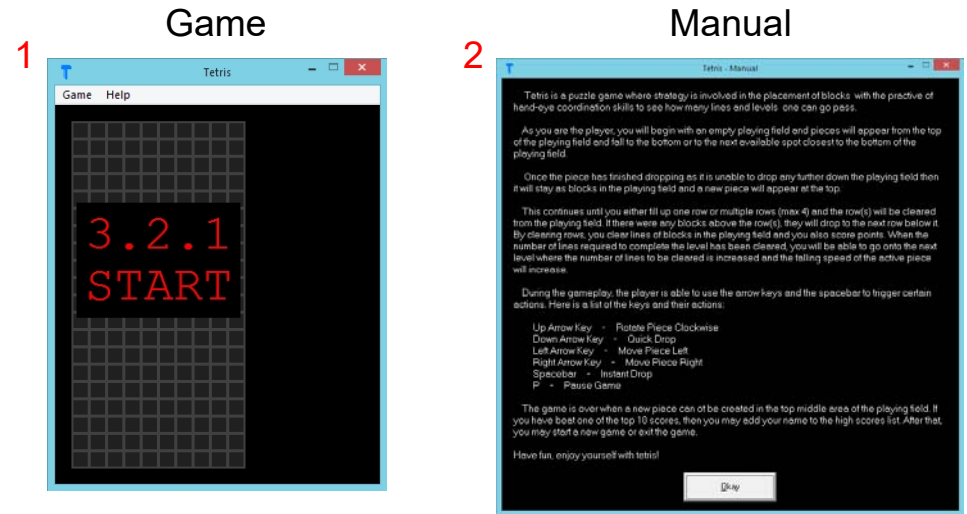


choose to start a new game afterward by going to the menu strip and select the Play option or press F2 on your keyboard.

Name	Score
The One	20728600
Philip Tran	1896522
Steven Harper	974664
Victor Wu	731232
Mr Tickle	564564
Conner Zilch	22132
Andrew Silico	90005
Bob The Builder	1023
Tony Zhang	10
William Tsuen	0



User Interface (Cont'd)



Name	Score
The One	20728600
Philip Tran	1896522
Steven Harper	974664
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Andrew Silico	90005
Bob The Builder	1023
Tony Zhang	10
William Tsuen	0





User Interface (Cont'd)

Level 1

- Current Level
- Lines To Clear: 15
- Lines Removed: 0
- Score: 0

Playing Field

Level 1

- Show High Scores F6
- Manual F7
- About F8

Pause Current Game

End Current Game

Play New Game

High Scores Table

Brief Instructions

About Developer

Levels

Once the required number of lines for a level has been reached, you may proceed to the next level where the number of lines to clear will increase and the speed of the falling piece will increase.

Level 2

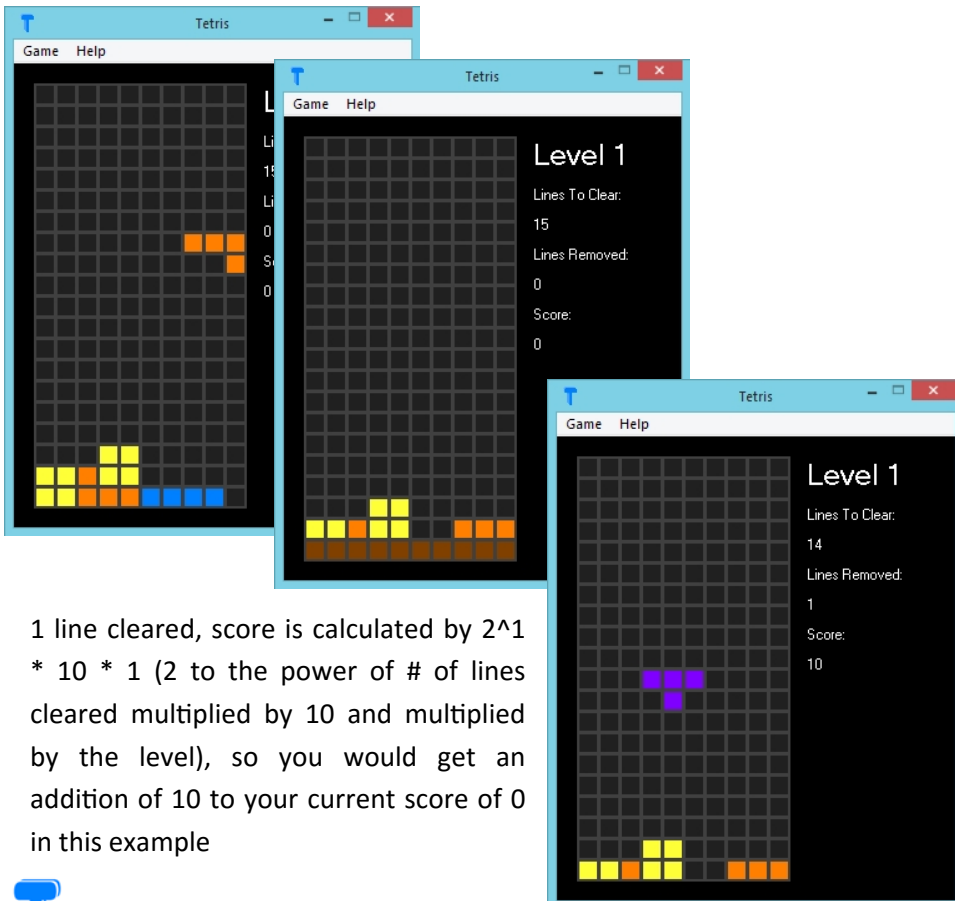
- Lines To Clear: 26
- Lines Removed: 19
- Score: 330





Clearing Lines and Scoring

As the game progresses you will begin to clear lines, lines that are about to be cleared will turn brown as shown. The number of cleared lines will be added to the total number of lines cleared. Score will be added by the 2 to the power of number of lines cleared multiplied by 10 and multiplied by the level you are on.

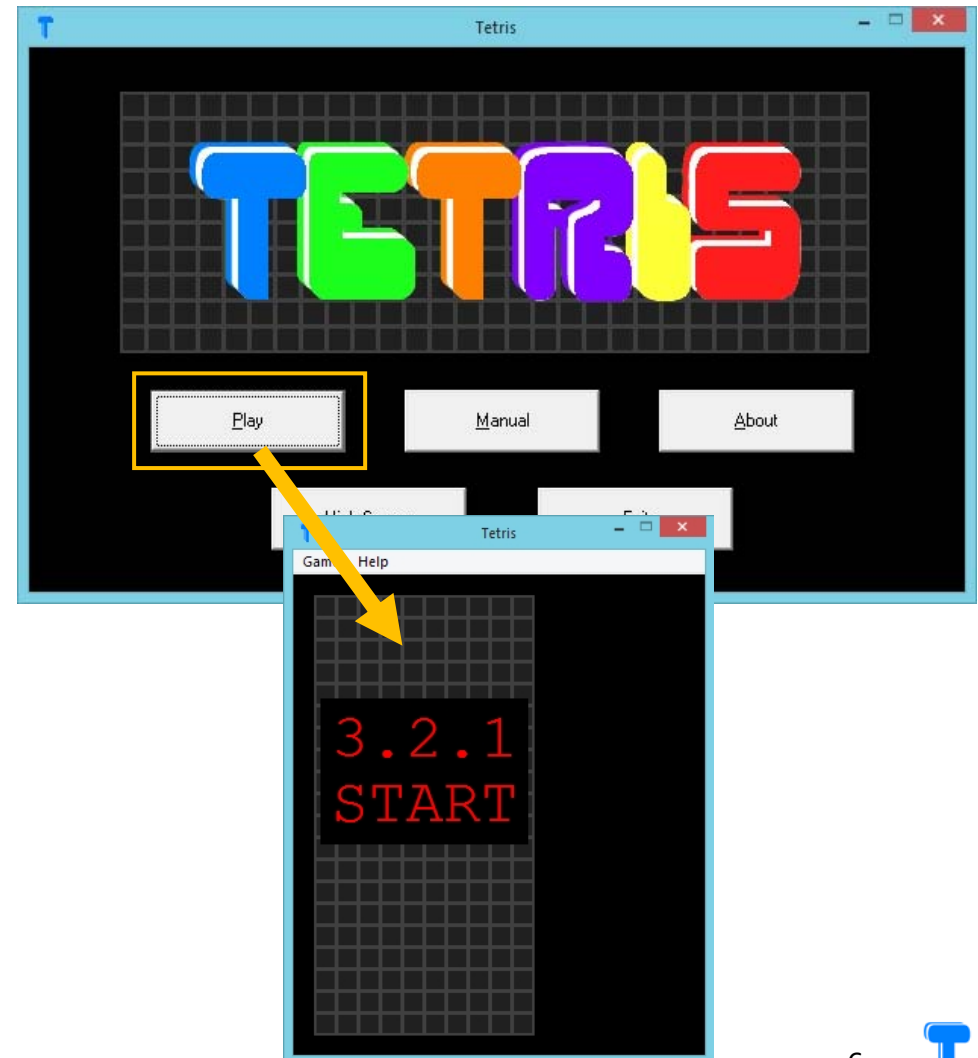


1 line cleared, score is calculated by $2^1 * 10 * 1$ (2 to the power of # of lines cleared multiplied by 10 and multiplied by the level), so you would get an addition of 10 to your current score of 0 in this example



Getting Started

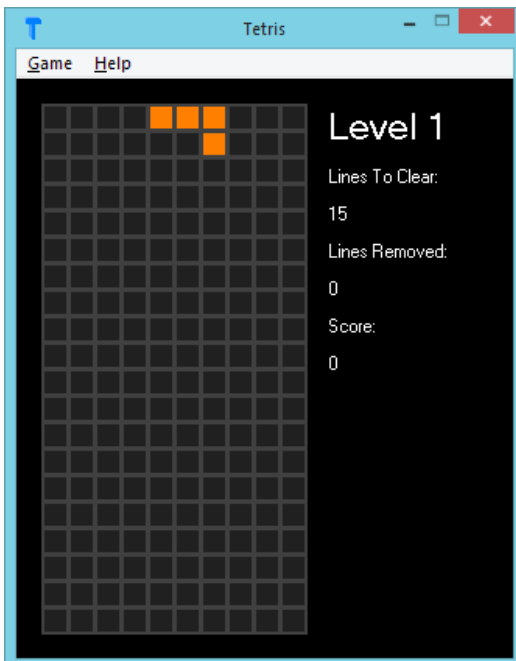
To start the game, from the menu click "Play". There will be a count down before the game begins as shown below:



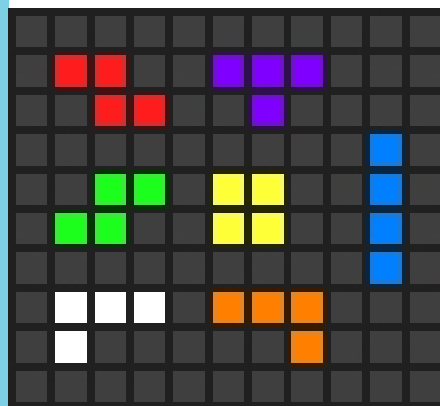


Getting Started (Cont'd)

Then the game interface will be as shown (the first piece that shows up may not be the same, they may look like any of the 7 shown below). The piece will fall down the playing field until it cannot go any further due to reaching the bottom of the field or the next row has blocks already occupying the spaces in its path. A new random piece out of the 7 available shapes will then spawn at the top of the field and fall down the field.



Continue to the next section to find out more about the rest of the game.



The 7 available shapes



Controls

To continue the rest of the game, you may use the arrow keys and spacebar to activate various events. The left and right arrow keys allow you to move the falling piece horizontally, while the up arrow key allows you to rotate the piece clockwise. Only the square does not rotate as it is a square no matter how you rotate it.

The down arrow key allows you to quicken the speed of the falling piece and the spacebar allows you to drop the piece to the next available row in the playing field that is not already occupied by a block.

You may press the p key anytime to pause your current game.

