

## Objective

The objective of the game Squetris is to score as many points as possible by placing pieces in such a manner as to maximize the number of pieces placed and the points received for each piece.

Play continues as long as a new piece can be placed at the center of the playing area. Pieces can be rotated, sent in different directions, and dropped. Alterations in play are temporarily achieved by the zap, push and erase special functions. Completion of a filled square of a single color on the playing area causes all the pieces in the square to be removed. This allows more space for play to continue. A piece can normally be played until it runs into an edge of the playing area or another piece.

see also:

[Scoring](#)

[Playing the Game](#)

## **Scoring**

### **Points**

Points are awarded when a piece is placed, a square is removed, and when the zap function is used. The number of points awarded is determined by a combination of the score stage and the game level.

### **Score stage**

The score stage is a reflection of the way the game is being played. The higher the score stage, the more points will be awarded. The score stage is updated each time a piece is placed and is affected by a variety of factors. the highest possible score stage is 100.

### **Game level**

The game level affects the number of points awarded and the speed the pieces move. The point at which the game switches to the next level is not set, but like the score stage, is affected by various factors involved in playing the game.

see also:

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# Playing the Game

## Overview

Game pieces appear in the center of the playing area and begin moving in any of eight directions. The piece continues to move until it hits the edge of the playing area or another piece. Pieces may be rotated and the direction the piece is traveling may be changed during play. Other special actions may also be performed during the game. The game ends when a new piece appears but cannot move.

## Movement

*Direction-* the direction of piece movement can be altered using either the keyboard or the mouse (keyboard is recommended). To use the keyboard, press the key on the numeric keypad corresponding to the direction you want the piece to move. To use the mouse, move the cursor relative to the piece position in the direction you want the piece to move and click the left mouse button. Note: if the mouse cursor is not visible, just click either mouse button to make the cursor appear.

*Rotate-* the piece may be rotated by pressing the return key, the 5 key, or by clicking the left mouse button with the cursor positioned over the piece.

*Drop-* when a piece is "dropped", it continues rapidly in the current direction until movement is blocked. This is accomplished by pressing the spacebar or the 0 key, or by clicking the right mouse button.

## Special functions

Special functions are available periodically and can be used to your advantage if used effectively. The availability of the functions is represented by colored bars to the left of the playing area. The red bar indicates available functions.

*Zap-* Zap clears the playing area of all but the current piece. This function is available only when the entire indicator bar is red. To use Zap, press Z or click the mouse with the cursor over the Zap bar.

*Erase-* Erase removes pieces that the current piece passes through. Erase is activated by pressing E or clicking on the Erase bar.

*Push-* While Push is activated, the current piece will pass through other pieces on the playing area and will only be stopped by the edge of the board. This function is turned on and off by pressing P or clicking on the push bar.

## Controls

*Starting a new game-* to begin playing or to restart a game, press F2 or select game:new from the menu.

*Sound-* sounds can be toggled on and off by pressing F10 or selecting the sound menu command.

*Pause-* to pause the game, press F3 or select the menu command.

*High scores-* to view high scores press cntl-S or select the menu option.

## Hints

1. Starting at lower levels is not necessarily detrimental to the final score.
2. Use Push to fill in holes remaining in squares that have been covered by pieces.
3. Special functions will increment faster as the number available accrues, so use Push and Erase sparingly at first.

see also:  
Objective  
Scoring

