

CTB is very different from Tetris, the popular 'russian' game. Although the background is similar, there are three major differences:

◦ the aim of the game is to catch the Buzz, so the classic strategy of Tetris (a minimum number of holes) is no longer efficient. Here, a good strategy is to let lot's of single holes in order to catch the Buzz as soon as it reappears.

◦ the combination of Speed and Level allows a more tactical choice of the parameters. Anyway, scoring is entirely different.

◦ the use of the mouse to control the falling elements changes the user abilities and removes the frustration of having a dead mouse.