Bedtris v 2.0

Bedtris was written because there was no good PC tetris clone that had everything I wanted in a tetris game, so I decided to write my own....

One Player Game
Two Player Game
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The game of Bedtris with One Player

The main game:

If you dont know how to play tetris then you're a loss...

Points Mode
The point is to stay alive for as long as you can and get as many points as you can.

Agressive Mode
In Agressive mode there is the added complication that every time you advance a level two lines are added to the bottom of the pit..

Scoring:

You get points by completeing a line and making it dissapear, the number of lines you get at once determins how many points you get:

One line is worth 100 points
Two lines is worth 400 points
Three lines is worth 900 points
Four lines is worth 1600 points plus a bonus

Bonuses:

When four lines at once are completed you are given a bonus... This can be used in one of two ways...
1. At the end of the game, each bonus is worth *2000 points* which is added to your score.
2. Or during the game if you really dont like your current piece you can press ENTER and the piece will change...

The game of Bedtris with Two Players
The main game:

The main goal is to finish survive longer than the other player..

Points Mode
In Points mode the game acts like two seperate one player games..

Agressive Mode
In Agressive mode whenever you complete a line, it is added to the bottom of the other players pit.

Scoring:

Scoring is the same as in the one player game.

Bonuses:

Bonuses only count for extra points in the two player game.. you cannot use them to get another piece..

Controls

The following keys have functionality:

> F2: start new game
> ESC: pauses while in game

Player controls are fully customisable. To customise select the Options->Controls menu. Select the player you want to customise the controls for and then click the SetControls button. Now simply enter in the keys of preference. The default keys are as follows:

Player One:

> UP Arrow - rotate piece
> LEFT Arrow - move piece left
> RIGHT Arrow - move piece right (well duuhr)
> DOWN Arrow - move piece down one square
> SPACEBAR - drop piece all the way down
> RETURN - change piece (if bonus available)

Player Two:
> W   - rotate piece
> A - move piece left
> D - move piece right
> Z   - move piece down one square
> CTRL - drop piece all the way down

Menus

The following menu items are available:

Game
Options

Game Options

New game -
>   starts a new game!

Pause game -
>   toggles pause on/off

Stop Game -
>   stops the game

High Scores -
>   displays high score table for Easy / Medium / Hard difficulties
>   *(thought you might find that one hard)*

Exit Game -
>   formats your hard drive and blows up your monitor.. not advised..

From the options menu you can set:

Difficulty -
  Set game difficulty to Easy, Medium or Hard..

Players.. -
  one or two

Mode..   -
  points or agressive

Controls -
  customisable controls

Piece Preview -
  toggles piece preview on/off

Sound -
  toggles sound on/off

Music -
  toggles music on/off

Customising Bedtris

Bedtris has been set up to allow for easy customisation of the graphics and music resources.. Different "Bedtris Themes" are available from the Bedtris web page and everyone is encouraged to make their own theme and make them available. *Bedtris must not be distributed with customised resources, only the resources themselves can be distributed as you please...*

the tetris pieces are 16x16 and are named:

> piece1.bmp - falling piece
> piece2.bmp - falling piece
> piece3.bmp - falling piece
> piece4.bmp - falling piece
> blank.bmp - empty pit piece
> pit.bmp - full pit piece

the background picture can be any size and will be repeated over the window "bg.bmp".

> Note: Carefull of the palettes in 256 color mode.

there are two music files: "BTPoints.mid" and "BTAgressive.mid" for the two modes.

the sounds are wave files:

> bedtris.wav - bonus (4 lines)
> drop.wav - spacebar drop
> level.wav - level change
> lines.wav - got a line

Any customisations are made at the users own risk. No responsibility will be taken for any damage caused. *Bedtris must not be distributed with customised resources..*

Misc Stuff

Feedback:
Please send any comments, complaints, bugs, feedback to:
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http://www.geocities.com/Hollywood/2430