



Bedtris v 1.00

(C) 1996-1997 , Bedsoft Written by Andrew Bednarz (Freeware!)

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....

[The Game](#)

[Controls](#)

[Menus](#)

[Custimizing](#)

[Misc Stuff](#)

The game of Bedtris

The main game:

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

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

Scoring:

You get points by completeing a line and making it dissappear, 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...

Controls

Your pieces are controlled with the following keys:

- 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)

The following keys also have functionality:

- F2: start new game
- ES: pauses while in game

Menus

The following menu items are available:

Game

Options

Game Options

New game (*well duuhr*)

Pause game (*double duuhr*)

Stop Game (*no comment*)

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:

Game difficulty to Easy, Medium or Hard..

Piece Preview on/off

Sound on/off

Music on/off

Custimizing

Bedtris has been set up to allow easy customisation of the graphics and music..

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](#) - falling piece
[pit.bmp](#) - falling piece

Note: Carefull of the palettes in 256 color mode.

the music is just a midi file: "[bedtris.mid](#)"

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

Copyright:

Bedtris is copyright (c) Bedsoft 1996-1997

All executables, graphics and music written by Andrew Bednarz

Sound Effects stolen from the Net somewhere

Bedtris is FREEWARE, please distribute it to all your friends

Feedback:

Please send any comments, complaints, bugs, feedback to:

bed@melbpc.org.au

<http://www.geocities.com/Hollywood/2430>

