



# 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....

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## 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:

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





