

Emlith Help Index

How to Play

[Overview](#)

[Playing the Game](#)

[Scoring](#)

Options

[Lith Kind](#)

[Frame Width](#)

[Assign Keys](#)

[Settings](#)

Overview

The object of Emlith is to position the falling blocks (liths) so that they fit together in a way that will complete an entire row. Every time you complete a row, the row will disappear and you will get points.

After you complete a certain number of rows, you will advance to the next level. Each level gets progressively more difficult.

If the liths stack up so high they can no longer fit on the screen, your turn is over. You get three turns before the entire game is over.

The next lith to be played will be displayed next to the playing area. This will allow you to think ahead, and make better decisions on where to place your current lith.

Playing the Game

Mouse

You can click the left mouse button on the falling lith to rotate it. By clicking to the right or the left of the lith, you can move it from side to side. You can also use the right mouse button to drop the lith into place.

Keyboard

You can use the following keys on the number pad to control the position of the falling lith:

'6' or the right arrow will move the lith to the right

'4' or the left arrow will move the lith to the left

'8' or the up arrow will move the lith down

'2' or the down arrow will drop the lith

'5' will rotate the lith

ESC will pause the game

You can also change the function of the up and down arrow keys as well as the space bar by selecting the 'Assign Keys' menu option.

Scoring

When you complete an entire row, the row will disappear and you will earn points. The more rows you complete at the same time, the more points you will earn.

- 1 row = 1 point
- 2 rows = 5 points
- 3 rows = 10 points
- 4 rows = 20 points
- 5 rows = 30 points
- 6 rows = 40 points

Lith Kind

Size 4

All the liths will be made up of four blocks, similar to the original Tetris (tm).

Size 5

All the liths will be made up of five blocks.

All Liths

Will randomly select from all sixty possible lith shapes. Each lith will be made up of 3 to 6 blocks.

Challenge

Starts out like the original Tetris (tm) and will get progressively more difficult as you complete rows.

Selected Liths

Randomly chooses liths from the ones selected with the 'Select Liths' option.

Select Liths

Lets you pick the types of liths you would like to play with. If the 'Lith Kind' is set to 'Selected Liths', the game will randomly pick from the ones you have selected here.

Frame Width

Lets you change the width of your playing area. The wider the playing area, the more difficult it will be to complete rows.

Assign Keys

Lets you change the functionality of the up arrow, the down arrow, and the space bar.

Settings

Background

Lets you select the background color of your playing area.

Sound

Enables/Disables sound during the game.

Vertical Lines

Displays vertical lines across the playing area. This can make it easier to line up the liths before you drop them into place.

Monochrome

Sets the game colors so they will be usable on a monochrome monitor.

