

**Absolute Tetris Cup 2.1** is a program that allows you to play different kinds of tetris and to take part in the Internet championship.

**GAME RULES**

**INTERFACE**

**CONTROL KEYS**

**THE CHAMPIONSHIP**

**REGISTRATION**

**CONTACTS**

## **GAME RULES**

Move and rotate falling blocks to fill lines at the bottom. This game is not just a clone of the famous Tetris "fill the lines" game. It includes a completely new variant that uses hexagonal or triangular figures in place of squares. This change is not as simple as it may seem, since with these new rules the main skill a player needs shifts from quick reaction to quick thinking and good geometric imagination. Apart from this, the rules are the same as for square tetris - lines disappear when filled and your game score grows depending on number of lines disappeared at a time. One disappeared line will add 1 point to your score, two lines – 3 points, three – 5 points and so on. The classic version of tetris is also included, along with the pentix variations for square, hex and triangular falling pieces, thus making six different games in one.

All games can be played at different skill levels, starting from fairly easy even for kids. You can adjust the speed of falling pieces, as well as acceleration, or request the preview of the next piece. Every time you achieve a result, a window pops up and asks if you wish to save it to disk. Results can be saved under different names, so that several people might play the game. However, each copy of program has only one entry into the [Tetris Internet Championship](#).

The **Internet Championship** is one of the features that will make the Absolute Tetris even more fun for you, if you like to compete not only with computer, but with other players too. All you need to take part in it is an Internet connection and any Internet browser properly installed. The best scores you achieve can be submitted to the server, and the Champion is determined once a month. See more details below.

## **INTERFACE**

**Main Window** - The playing field itself, with game control buttons and indication of whether this game is a training or tournament one. When the game is finished, a pop-up window asks if you want to save the result; you can enter your name or choose it from the drop-down box. Please note that this name is not the same as will appear in [the Internet Championship](#) standings. The latter name you will obtain after registration.

### **Main window Buttons**

There are 7 hexagonal buttons on the left side of main window forming a ring:

**New** - Terminates the current game without saving the result and starts a new one, of the same kind. If you want a different game, click on the corresponding icon at the top of the Main window, or choose it from the drop-down box in the [Options](#) window.

**Options** - Pops up the [Options](#) window, where you can change your preferences.

**Scores** - Opens the [Score table](#) window showing the best scores for this game and a button for submitting the results to the [Championship](#).

**Buy me** - This button is equivalent to the one in the [REGISTRATION WINDOW](#) and became invisible in paid and registered program. Shows our page on Internet where you can make a payment pressing button "Buy Now".

**Pause** - Freezes the game for a while.

**Sound** - Switches sound on/off.

Note: If you do not like the sounds that are played by the program, but yet do not want to play in silence, just replace the .wav files in the directory **WAV** with your favorite ones; the names of these files are self-explaining.

**Drop** - Switches between cautious and fast dropping of pieces (see [Control Keys](#) for details).

The pictures on the three last hexagonal buttons indicate their current state.

**6 icons** at the top left corner of the main window serve as indicators of the current game type: hexagonal tetris, classic tetris, triangular tetris, hexagonal pentix, classic pentix and triangular pentix looking from the left to the right. Clicking one of the icons will start the corresponding game, terminating the present one without saving the result.

Top right corner of the main window contains **Save, Load, Help, Hide** and **Close** buttons going from the left to the right. Their functions are self-explanatory.

**Score Table Window** - Shows the table with the results saved earlier. This window is opened by pressing hexagonal button named **"Scores"** from the Main window.

Here you can:

- choose the kind of tetris from drop down list;
- sort results by name, date, or value, using the buttons in the header line of the table;
- select records in the score table by marking them one by one or all together by clicking in **"check all records"** checkbox;
- delete selected results from the table by button **"Delete checked"**;
- publish results on the Net by button **"Publish best"** ;
- return to the main window by button **"Close"**.

Participants of the [Championship](#) can submit their results to the server hitting the corresponding button. This will send to the Net the best result among the scores in the table currently shown and not published before. If you want to publish results of another kind of tetris, choose the appropriate game from the drop-down box. For submission to work your computer's Internet connection must be up and an Internet browser must be properly installed. Please wait until the response from the server is loaded into browser window. If some communication error occurs, try to resend your results later (see also [Championship](#)).

**Options Window** - divided into four sections:

1. *Game Type*: you can choose the kind of tetris to play.
2. *Tournament*: switch between the training and tournament modes.
3. *Training options*: size of playing field (size of wells), speed and acceleration of pieces, next piece preview, type of horizontal shift. Please note that in the tournament mode the choices in this section will be disabled.
4. *Keyboard*: here you can choose the effect of pressing Down button: whether it will drop the figure all the way down or only to the next line.

**Start-Up Window** - Appears when the game is started and shows some important information about playing, registration and Internet links. To start the game you should press button "Start" at the bottom of the window.

**Registration window** - Here you have to enter your Email, player ID and registration code (in the following named as registration codes), which you receive after buying the program. Only after successful registration you will be able to submit your results to the server. The player ID will identify your results on-line until you pick another name for yourself at our server (see [Championship](#)). Initially, to receive registration codes you may either press button **“Buy now”** or button **“Trial registration”**. The former loads Internet browser and bring you to our payment page. After you make a payment you will receive registration codes by email (see also [REGISTRATION](#)). Button **“Trial registration”** is only active during trial period and loads “Trial registration request form” from our server. There you can enter your email and press button “Submit”. The trial registration codes will be sent to your email. There will be possible some delay from the moment of request till you receive the codes. The trial registration codes are valid only during trial period and during this period allow you to participate in [Championship](#) .

## **CONTROL KEYS**

The key bindings are as you would expect from a tetris game.

Left/Right arrows, NumPad4, NumPad6	Move piece sideward
Up arrow, NumPad8	Rotate piece
Down arrow, NumPad2	Drop piece down. It can work in two modes: cautious dropdown, when piece move one cell at a time, and can be controlled, and fast drop. The current state is indicated and controlled by <a href="#">Drop</a> button.
Space, Enter, GreyEnter:	Always does fast drop
P, End, Pause, NumPad1	Pause on/off. The current state is indicated and controlled by <a href="#">Pause</a> button.
Grey Plus/Minus	Speed the pieces up/down. The speed will be reset to default value for a new game. Not available in the <a href="#">Tournament</a> mode.
ESC	Force change next block in training mode.
F1	Open this help file
F2	Start a new game. The same as <a href="#">New</a> button.
F3	Open <a href="#">Options</a> window. The same as <a href="#">Options</a> button.
F4	Open <a href="#">Score table</a> window. The same as <a href="#">Scores</a> button.
F5	Sound on/off. The current state is indicated and controlled by <a href="#">Sound</a> button.
F9	Minimize the main window.
F10	Exit the program.

## **THE CHAMPIONSHIP**

To make playing quite a bit more interesting for you, the Internet tournament has been set up. The current month standings, as well as all time best results, can be reached on the net at <http://www.absolutist.com/cgi-bin/hextris.pl>. Everybody with an Internet connection can take part in it, and see their names appear in the Tetris Hall of Fame. The winners are determined every month, in six different kinds of game: Hex tetris, Hex pentix, Classic tetris, Classic pentix, Triangular tetris and Triangular pentix. When the year ends, the Absolute Champion is pronounced.

To make the contest fair, Absolute Tetris has two modes of playing: training and tournament. In the former you can change the various parameters, like the falling speed, to suit your tastes and to gradually enhance your skill. If you just want to have fun, and do not bother about competing, this mode is all you need. In the tournament mode, all the parameters are fixed. You choose the mode via the [Options](#) window.

When the [Score table](#) window is open, you can see the results saved so far. Each score is accompanied by mini-icons indicating if the game was played in the tournament mode. Text field below shows some extra details on that particular game. When you hit the [Publish best](#) button, the Web server is contacted, the best result is sent to the net and marked as sent to avoid duplicate submissions (this is indicated by the icon's dullness). Make sure your Internet connection is up and you have Internet browser installed, before sending results. The server will record your best scores for the current month, current week, and the best score ever. If for some reason the transaction fails, you can resend a particular score double-clicking on it later. If server is contacted successfully, the browser will show a short response and the tournament table with the latest standings.

**Important Note:** By default, your results will appear under the name "Player # N", where N is the player ID that you received after registration. You can choose a unique play-name for yourself on-line at <http://absolutist.com/cgi-bin/hexname.pl>. This is set up in such a way to prevent name conflicts and avoid publishing real names of players unless they wish so. You can change your on-line name later as many times as you want; no published result will be lost.

To take part in the Tetris Internet world Championship you will need [to register](#) your copy of the program.

**Important Note:** Your Internet connection has to be up only when you are submitting your result. You do not need it when actually playing the game.

## **REGISTRATION**

You can register your copy of Absolute Tetris on this site:

<http://absolutist.com/hex/index.html>.

Registration is necessary to take part in the [Internet championship](#). Time left until the trial period ends is shown in [Start-Up](#) window.

Please be careful when filling the e-mail address. After the transaction is complete, you will receive the registration code by e-mail. It will contain your player ID and registration code, which you should enter into the [Registration form](#) window. From within the **Registration form** one may also send request for free trial registration allowing to participate in **Internet Championship** but only during trial period. Now you can submit your best results to our server, and with a little luck and a bit of skill - win the [Championship](#).

## **TERMS OF USE**

Full version is shareware with trial period of two weeks. During this time you can evaluate the program. You should register your copy of Absolute Tetris in order to continue using it after the evaluation period. Please follow the instructions given at the Absolute Tetris Cup home site.



## **CONTACTS**

Please visit our home site at <http://www.absolutist.com/> for additional information about our new products and upgrades.

Technical support and other questions and suggestions should be e-mailed to [hextris@absolutist.com](mailto:hextris@absolutist.com).

New versions of Absolute Tetris can be downloaded from its home site at <http://www.absolutist.com/hex/>

or

<ftp://ftp.absolutist.com/pub/hex/>.

as well as through various shareware depositories.

Absolute Tetris is (c) 2000, absolutist.com; Icestone Trustee Limited

