

Bedter v 2.5

(C) 1996-1998 , Bedsoft

Written by Andrew Bednarz (**Freeware!**)

NOTE: Bedter is in no way affiliated with 'The Tetris Company' nor is it an official Tetris product.

Bedter was written because there was no good PC tetris style game that had everything I wanted in one, so I decided to write my own....

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The game of Bedter with One Player

The main game:

Points Mode

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

Aggressive Mode

In Aggressive 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 determines how many points you get.

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* (the default setting) which is added to your score.
2. Or during the game if you really dont like your current piece you can press ENTER (default) and the piece will change...

The game of Bedter 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..

Aggressive Mode

In Aggressive 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..

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

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 aggressive

Settings -

customise..

gameplay

Scoring

controls

resources

Full Screen -

toggles whether Bedter takes up the whole screen
(Uses DirectX)

Piece Preview -

toggles piece preview on/off

Sound -

toggles sound on/off

Music -

toggles music on/off

Customising Scores

Bedter allows the user to customise how the scoring system works.
The defaults are:

Points

One line: 100 points

Two lines: 200 points

Three lines: 400 points

Four lines: 1600 points plus bonus

Bonus: 2000 points (at end)

Aggressive

One line: 150 points

Two lines: 300 points

Three lines: 600 points

Four lines: 2000 points plus a bonus

Bonus: 2000 points (at end)

Controls

The following keys have functionality:

- F1**: displays this file
- F2**: start new game
- ESC**: pauses / unpauses while in game

Player controls are fully customisable. To customise select the Options->Settings menu and choose the Controls tab. 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

Customising Bedter Gameplay

Bedter allows you customise how the game proceeds to the next level:

- By # of seconds
- By # of pieces played
- By # of lines cleared

You can also change the level of sensitivity of the keyboard.

Customising Bedter Resources

Bedter has been set up to allow for easy customisation of the graphics and music resources.. Simply select the Options->Settings menu and choose the Graphics or Audio tabs. Different "Bedter Themes" are available from the Bedter web page and everyone is encouraged to make their own theme and make them available. *Bedter must not be distributed with customised resources, only the resources themselves can be distributed as you please...*

There are 22 basic tetris pieces. They are 16x16 in dimension:

pieces 1 - 20 - falling piece
blank - empty pit piece
pit - full pit piece

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

there are two music files, one for each of for the two modes, Aggressive and Points.

the sounds are wave files:

bonus - bonus (4 lines)
drop - fast drop
level - level change
lines - got a line

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

Misc Stuff

Copyright:

Bedter is copyright (c) Bedsoft 1996-1998

All executables and music written by Andrew Bednarz

Graphics by Piotr Sadowski and Andrew Bednarz

Sound Effects stolen from the Net somewhere

Bedter 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>

