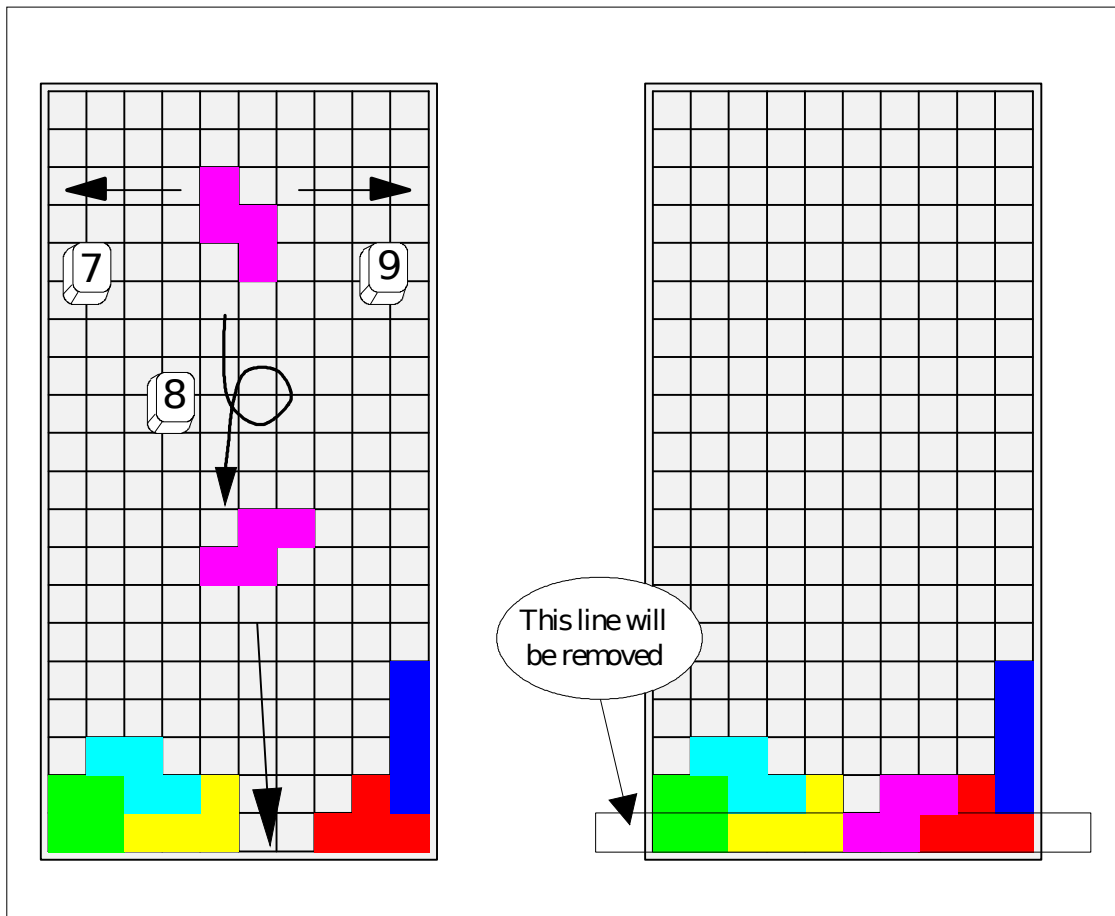


KLOTZ Version 2.09

KLOTZ is a game of falling pieces similar to TETRIS for use under Microsoft Windows. Why yet another version of TETRIS? The first reason simply was the wish to have my very own version of this game, as everyone else seems to have. At the CeBit in Hannover here in Germany most booths had some equipment showing falling coloured pieces, somehow. In the middle of 1989 a flood of tetris clones started to show up on usenet. A second reason to implement it was to have something useful (hah!) to explore the capabilities of Microsoft Windows with. KLOTZ isn't especially well behaved, so please don't take it as a model of a conforming Windows application. It makes too much noise; it grabs the focus or pops up a dialog box when it shouldn't. It's many windows can get confusing. But so what - it's a game!

The program is named **KLOTZ.EXE**. It stores the scorebook in a file named **KLOTZ20.DAT** in the current directory. This allows you to have more than one scorebook. The position and size of the main window and the position of the dialog boxes can be saved into **WIN.INI**. These saved positions are used later, automatically. If you want KLOTZ to size and place the windows for you, don't use the Store Desktop function. You will have to edit **WIN.INI** with an editor and delete the **[KLOTZ]** section in order to get the automatic positioning back.



Picture 1: The playing field

Rules of the game

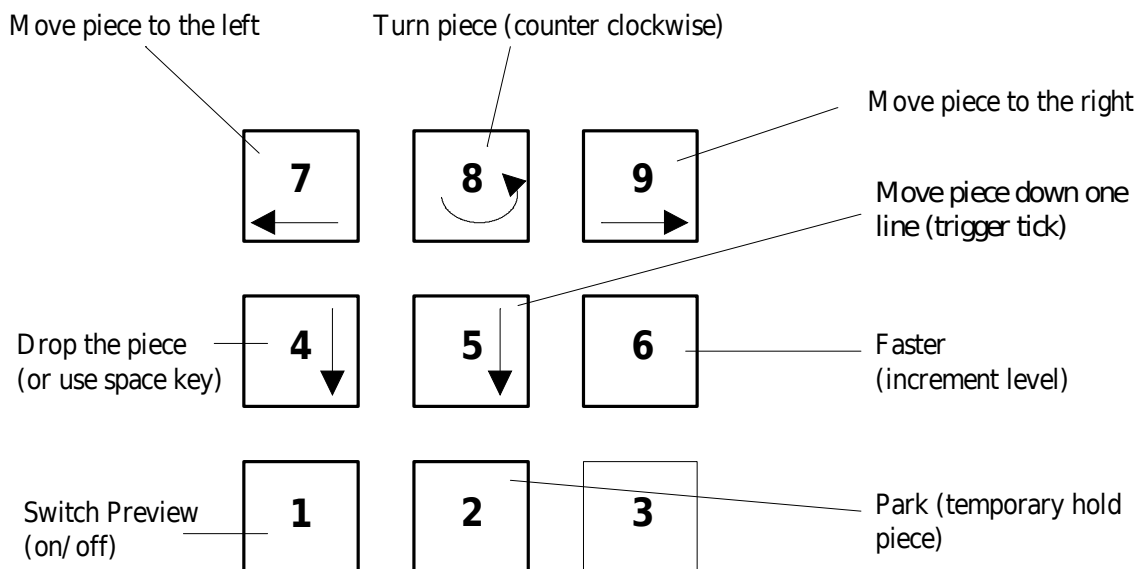
You get points for every settled piece. How much you get depends on the playing level, i.e. on how fast the pieces move down. If you force a piece down within less than five seconds you can get up to 12 extra points. At level 0 you have 30 seconds before the piece moves down one line, but you get only 3 points per piece placed at the bottom. At level 1 the piece moves every second, and at level 9 it moves over the whole field in one second. At this speed you get 25 points (plus extra points, see above) per piece.

All pieces start at the top of the playing field - same place, same orientation.

The game has a clock. You can hear it ticking, if you have switched Sound to on. At each tick the piece moves down one line. How fast the clock ticks depends on the level; the higher the level, the faster the clock. The level number goes from one to ten. The game normally starts on level five. At level one the piece moves down one line in a second. On level nine it crosses the whole playing field in one second.

If the piece can't be moved at the tick, it will be settled and you get some points for it. Afterwards, you get a new piece. If this isn't possible, the game is finished. In this case your score is compared to the tenth best player. If your score is better, you are asked for your name. If you are already in the Hall Of Fame and your score is better than before, your score is updated. Otherwise you are added.

Independent of the clock tick you can move the piece. You can use the numerical keyboard for that purpose. The NumLock key has to be enabled.



Picture 2: Keyboard

You have four actions (i.e. keystrokes) per line. Any more keystrokes are ignored. Unsuccessful keystrokes count. The ability to turn a piece depends on the target position, not on the possibility to turn it physically into the desired position. So you can turn a stick out of a hole, for example.

If you release a piece with key **4**, it will not be settled immediately. This will be deferred up to the next beat. You can move the piece in the short time interval between the release and the next beat.

Key **5** triggers the next tick. You will find this useful on level 0.

At the tick the following actions occur:

Lines which are filled will be removed immediately. All lines above the filled line will be moved down one line. You do not get any points for that, but this is the only way you can get space for new pieces. For every ten lines you get removed your level is incremented, when starting at level one. If you start at a level greater than one, you have that many (ten times the level) lines good before the level gets incremented. The automatic level increase stops at level 9. You can reach level 10 only with key **6** or the scroll bar in the control box.

If you want to play fast, you can increase your level by using key **6**. If you use the scroll bar in the control box of the game to lower the level, your current game is terminated and your score is thrown away. This means, you can't lower your level within a game. Actually, this is not completely true. If KLOTZ cannot move the piece at the intended speed, it decrements the level and freezes it. A frozen level will not be incremented, neither automatically nor manually. Because KLOTZ is not a very large game, there is plenty of space to run other Windows applications concurrently. As long as these other applications don't slow down KLOTZ, this isn't a problem. KLOTZ doesn't try to monopolize the machine, as the commercial AMIGA version does, for example. Instead it detects a slowdown and answers with lowering and freezing the level. So you can cheat by dragging around and holding a window to get time, but this will have the effect that you can't get to a higher level anymore. This is visible in the Hall Of Fame.

Key **1** is used to switch the Preview Box on and off. If the Preview Box is shown, you get the points of the next lower level.

Key **2** is a bit experimental. It parks the current piece and gives you a new one, which shows up at the usual place at the top of the playing field and starts to move. After this piece is settled, the parked piece starts to move again. You can park more than one piece, if you like. The reactivation policy is LRP (least recently parked). If a full line is removed, the parked pieces above this line will be moved, the pieces below won't. If a parked piece is removed partially as result of a full line removal, it cannot be reactivated anymore.

Operation

There is one main application window for the playing field. All other windows are modeless dialog boxes. You can open and close the dialog boxes at any time. The only required window is the main (playing field) window.

You can resize the playing field at your wish. The game starts with a field which uses the whole screen (whithout the icon area). The other windows are placed to the right of the playing field. You can resize the playing field and you can move around (and close) the dialog boxes. If you like the layout, you can save it using the menu entry Store Desktop. This saves your window layout into WIN.INI.

The menu entries SOUND and GRID aren't stored into WIN.INI. If you want to protect your ears, you may use the -q-flag. It's purpose should be obvious.

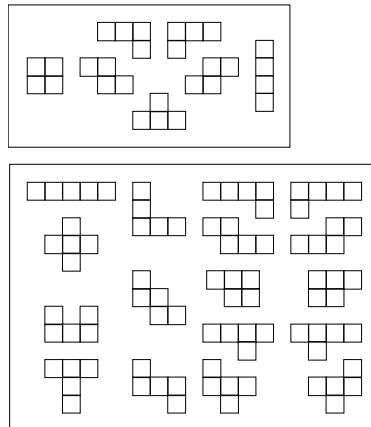
Please don't let the **Attract Mode** of KLOTZ confuse you. What do you have to do to switch KLOTZ into this mode? Nothing particular. Just start KLOTZ and then start another Windows application, i.e. switch to the MSDOS window and start CLOCK, for example. Suddenly KLOTZ starts to play for itself. It does that as long as it isn't the active application. If you go back to KLOTZ (by clicking into the playing field, for example), it will show its normal behaviour again.

More Information

KLOTZ.EXE is callable from within DOS. If you have Windows and KLOTZ in your path, it starts Windows and then KLOTZ. This is a special KLOTZ feature; it doesn't work with FÜNEF.

KLOTZ20.DAT is protected, so please don't mess around with it.

If your computer is too slow for KLOTZ, you will not be able to play at higher levels.



Picture 3: Pieces of KLOTZ (1. Box) and FÜNEF (1. and 2. Box)

How to become a professional KLOTZ player

The following is the result of looking over the shoulders of some of our better players.

It takes only a few minutes to learn the game, but it takes months to get the feeling and play it well. But don't play it too much: if you start to dream about colorful pieces, all turning counter clockwise, perhaps you should try something else.

Play with borders around the pieces and without the grid on the playing field(default). Learn to use the lookahead box; you will need it on higher levels. Try different positions of the lookahead box; some people prefer it at the top, others at the bottom.

If the standard window layout doesn't give you quadratic pieces (it should), adjust the play field and use Store Desktop.

Don't give up too early.

Status of KLOTZ and its variants (the fine print)

I retain the copyright on all versions of KLOTZ and FÜNEF. You may redistribute KLOTZ version 2.09, if you give it away with all documentation, unmodified, free of charge and without additional restrictions. You may not distribute FÜNEF and NETKLOTZ (see below).

I have tested and debugged these programs. But there is no explicit or implied warranty. Use them at your own risk.

KLOTZ is the result of a spare time programming activity. Most of it was created during carnival '89, in one week. Later refinements of the implementation were done mostly to explore some hidden corners of Microsoft Windows. So please don't take KLOTZ as the result of a professional programming project.

I have other variants of KLOTZ:

FÜNEF, which has a bigger playing field and adds pentominos. Most people here don't play KLOTZ (or TETRIS, for that matter) anymore, because after some training you can play KLOTZ as long as you like, which is boring. After half a year of trying still nobody can do that with FÜNEF.

NETKLOTZ has a LAN-wide scorebook.

KLOTZ-D: national language versions of KLOTZ and FÜNEF. I have German versions of KLOTZ and FÜNEF, but would be happy to create others. If you want to get your own NLS variant of KLOTZ and if you are on BITNET, please ask. If I have time, I will send you my resource file of KLOTZ for translation.

If you would like to get some or all of the above stuff, please send a formatted disk (1,2 MByte preferred), a self addressed disk mailer and \$ 20 to

Wolfgang Strobl
Argelanderstr. 92
D-5300 Bonn 1
FRG

ENJOY!