



How to Play Tetris

Tetris is a video game that satisfies one of the most basic human drives; to create order out of chaos. There are seven differently shaped Tetriminos (each made of four blocks called "Minos") that fall into a rectangular Matrix. As Tetriminos fall, a player may rotate, move or drop them into their final resting place. If a row of cells is completely filled with Blocks, then that line is cleared from the Matrix and points are scored. The more efficiently a player clears lines from the Matrix (for example less time or more simultaneous Line Clears) the higher a player's score.

Game Variants within Modes:

This game contains the three variants; Cascade, Sticky and Fusion.

1) Cascade Tetris

Goal

The goal is to score as many points as possible. Cascades award additional points.

Mania Mode

The player begins at level one. The game ends when a Game Over Condition is met.

Challenge Mode

the player has three minutes to score as high as possible.

Scoring

Scoring is calculated as 10 points times the number of lines cleared times the level. Lines total is applied to reaching goals. Causing cascades means reaching a goal faster. Goal is equal to level times 5.

Each cascade adds a score bonus equal to the base score times the cascade number. This bonus also applies to the goal.

Gravity

If a line clear leaves unsupported blocks on the play field, they will fall to fill any gaps beneath them.

2) Sticky Tetris

Goal:

The goal of the variant is to clear the bottom line of starting blocks each level. There are 15 levels with each successive level adding a line of starting blocks over the previous level. Upon clearing the last line, the level will be cleared, and the Matrix will be reset with a new set of starting blocks and new last line to clear.

Mania Mode

The player completes 15 levels of the game in as fast a time as possible. There is no numerical score, and the high scores consist of levels cleared and the time it took to do so.

Challenge Mode

The player plays at level 10 but at a slower speed. The player tries to complete the level as fast as they can. The fastest time to complete the level determines the high score.

Scoring:

There are no numerical scores for clearing lines for Sticky Tetris. The player tries to clear all 15 levels as fast as they can. The only "score" the player tracks will be levels cleared and time it takes to clear them.

Gravity:

Gravity is always on. Since tetriminos can consist of more than one color, gravity affects each mino(s) of the same color separately.

Stickiness:

Tetriminos are randomly made up of different colored minos. Minos of the same color will "stick" to each other forming a larger mass. When 10 or more minos of the same color form a single mass, critical mass occurs. The entire mass will clear. This does not score points.

3) Fusion Tetris

Goal

The goal of the variant is to activate a number of atoms by connecting them to the fusion block on the bottom of the screen or to any other activated atoms. The number of atom blocks needed to activate increases each level. Player tries to clear all 15 levels in the fastest time possible. If, through clearing of lines, the activated atoms that are connected become disconnected, they still will count as activated as their state and will still activate other connecting atoms even though they do not trace a line back to the fusion block. An atom is generated an average of two times for every seven tetriminos.

Mania Mode

The player completes 15 levels of the game in as fast a time as possible. There is no numerical score, and the high scores consist of levels cleared and the time it took to do so.

Challenge Mode

The player plays at level 10 but at a slower speed. The player tries to complete the level as fast as they can. The fastest time to complete the level determines the high score.

Scoring:

There are no numerical scores for clearing lines for Fusion Tetris. The player tries to clear all 15 levels as fast as they can. The only "score" the player tracks will be levels cleared and time it takes to clear them.

The number of lines of starting blocks at the start of each level is equal to the level +1. The fusion block is in the bottom line of starting blocks. The number of atoms that needs to be activated to clear the goal is equal to level x 2.

Gravity

Gravity is turned on whenever there is a line clear involving an atom or fusion block. Each tetrimino and atom is sticky only to itself. If a line clear bisects a tetrimino, the separate minos count as individual pieces for gravity purposes. If a line clear involves no atom or fusion block, no gravity is turned on. Atoms and the fusion block are not cleared in any line clears. An atom is generated an average of two times for every seven tetriminos.