

# Revolution



The Solar System is under attack from falling blocks from outer space! The only way to defend our planets is to spin the pieces as they fall towards the planet's surface and rotate all the blocks that have already landed around the planet so that whole rings are filled. Each time a whole ring is completed it will explode outwards back in to space, the rings above it will fall inwards and you will increase your score.

You can play the game with either the mouse or keyboard.

If you can fend off the blocks long enough, they will give up and try again on the next planet closest to the sun, but as the planets get hotter the blocks will fall faster, giving you less time to position them properly.

For computers with more than 4Mb of memory, try deselecting the low memory option from the menu for a smoother game.

Credits

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## ***Low Memory Option***

With the low memory option deselected, rotating all the blocks that have landed will become more responsive when there are a lot of them on the screen.

However, if there is not enough RAM available Windows will then use virtual memory instead which will cause a lot of hard disk activity and slow the game down.

Generally, computers with 4Mb of RAM should have the low memory option selected and ones with 8Mb or more should try deselecting it.

## ***Keyboard controls***

To use the keyboard to play the game, use the following cursor keys:

**Up** spins the falling piece.

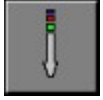
**Down** makes the piece fall more quickly.

**Left** Rotates the blocks that have already landed anti-clockwise.

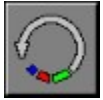
**Right** Rotates the blocks that have already landed clockwise.

## ***Mouse controls***

To use the mouse to play the game, click on the following buttons:



Makes the piece fall faster.



Rotates the blocks that have already landed anti-clockwise.



Rotates the blocks that have already landed clockwise. .

To spin the falling piece to a new orientation, simply click on one of the four choices in the window at the bottom right corner of the screen.

## ***Scoring***

You score points for completing a whole ring. The innermost ring scores 10 points, and successive rings outwards score 5 more per ring (i.e. 10, 15, 20, 25... etc).

There is also a bonus for completing several rings at a time. The points for completing the second ring are doubled, and for the third ring they are tripled.

## **Credits**

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*James Rowley*  
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