# TETRIS

The main goal of Tetris is not complicated. You see blocks falling down from the top of the screen. You can move the blocks either left or right (by turning the blue rotary knob) and/or you can rotate them (by turning the red rotary knob). The blocks fall at a certain rate, but you can make them fall faster if you're sure of your positioning. Your aim is to locate the blocks so that they fill all the empty space in a line. Whenever you do this, the blocks will be vanished and you get awarded points. Whenever any block reaches the top of the screen, the game is over.

## BEFORE THE GAME

When you start the program, you'll see a menu that enables you to start a new game, change game speed, turn the audio or showing next block on/off or exit the program. Switching between those options is possible by turning the green rotary knob and



choosing the option - by pressing it. You can change the falling block speed by choosing this option on the menu and turning the blue knob (you'll see a part of LED line lighting according to the speed you chose). When you turn on/off showing next block, the color of the left RGB-led is going to change (turns red when you turn it off and green when you turn it off). Same logic with turning the audio on/off (but with the right RGB-led).

## SCREEN

On the screen you will see several areas. In the central area the game itself will be displayed. The left one will show the amount of blocks you placed sorted by type.
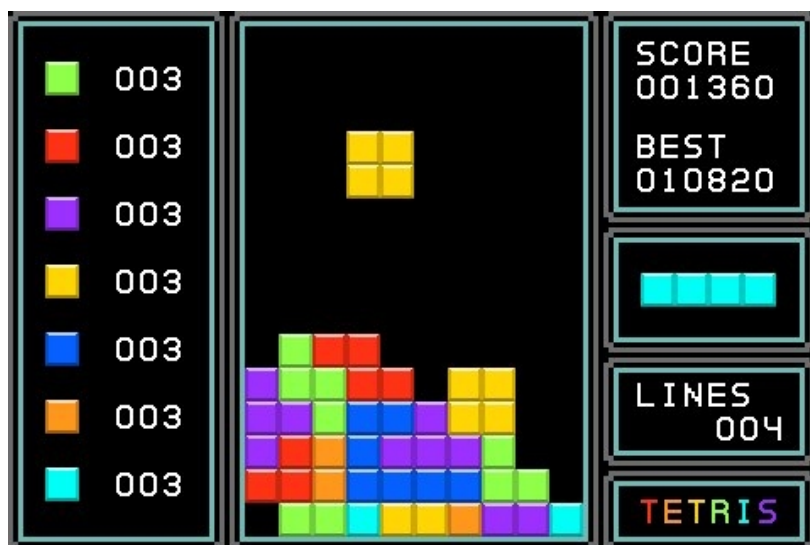


Types are distinguished by the shape of the block and have different colors. On the right there are three changeable areas and one permanent one at the bottom with the Tetris logo. Among the changeable areas the top one shows your current score and the best score out of the ones achieved earlier. The middle one shows the next block that will fall down. The bottom area displays the amount of lines destroyed throughout the game.

## GAME

Blocks will be falling with the speed you chose on the starting menu. Every block may be rotated (by turning the red knob) and moved to the left/right (by turning the blue knob) if there is enough space for that. It is possible to make a block fall quicker (soft drop) by pressing and holding the blue knob or make it fall instantly by pressing the red knob.

Whenever the line is destroyed, you'll see an animation on LED line and a similar animation on the game field when the line is erased.

You'll get points every time the line is destroyed according to their amount and your current speed. The speed of the blocks is changed when the score reaches the trigger (which is doubled every time it happens.



At any moment of the game, you may open a menu that'll show you options such as continue the game, turn the audio off/on, change audio volume or go back to menu. Switching between options is possible by turning the green knob and changing volume – by turning the blue knob. Pressing the green knob means choosing the corresponding option.

Whenever some block reaches the top of the game field and you can no longer move



it anywhere, the game field will gradually turn white and animation on the LED line. After that game statistics (such as amount of fallen blocks of each type, lines destroyed and your score) and option to go back to menu will be displayed (you have to press the red knob to do so). If your score exceeded the previous highest score, best score will be updated. After that you'll see the starting menu and may play the game again.