

Background Music and Sound Effects - User Manual

Introduction

The Background Music and Sound Effects feature enriches the gaming experience of Tetris by providing an auditory backdrop and responsive sound cues synchronized with game actions.

Starting Background Music

1. Launch the Tetris game.
2. The background music will automatically start playing in a loop.
3. If the music does not start, ensure your system's audio is not muted and the volume is appropriately set.

Sound Effects

Different actions in the game trigger various sound effects:

- **Moving a Tetris Block**: Each time you move a block left or right, a subtle move sound plays.
- **Landing a Tetris Block**: When a block lands, a noticeable landing sound plays.
- **Clearing a Line**: Successfully clearing a line will trigger a clear line sound to indicate your success.
- **Falling to Bottom**: Pressing the 'Space' key to drop the block to the bottom plays a distinct "whoosh" sound.
- **Game Over**: When the game is over, a game over sound will play.