Biquadris Demo Sheet

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| Command | Description |
| left(lef) | Move the block left by 1 if possible. Support prefix “0-9” |
| right(ri) | Move the block right by 1 if possible.  Support prefix “0-9” |
| down(do) | Move the block down by 1 if possible.  Support prefix “0-9” |
| levelup(levelu) | Raise the level by 1.  Support prefix “0-9” |
| leveldown(leveld) | Reduce the level by 1.  Support prefix “0-9” |
| drop(dr) | Drop the current block.  Support prefix “0-9” |
| norandom(n) xxx | The sequence of block will be non random and follow the xxx file. Only available in level 3 or 4 |
| random(ra) | The sequence of block will be random again. Only available in level 3 or 4 |
| sequence(se) file | Executes the sequence of commands found in file. When there is no more input from file, the program will end |
| clockwise(cl) | Rotate the current block clockwise if possible.  Support prefix “0-9” |
| counterclockwise(co) | Rotate the current block counterclockwise if possible.  Support prefix “0-9” |
| change(cha) | Replace the current next block by a new block, but the score will be reduced by (current level + 1).  Support prefix “0-9”.  This is only available when the “-enablebonus” is up |
| check(che) | Only available in Level 4. Show the blocks remaining before the Star block will drop.  This is only available when the “-enablebonus” is up |
| skip(sk) | Skip the current undropped block, but as a result will reduce the player’s score by (current level + 1).  Support prefix “0-9”.  This is only available when the “-enablebonus” is up |
| I,S,J,T,O,Z,L | Replace the current block by the Command type |
| restart(re) | Clear the board and restart the game |

The Command in the parenthesis denotes to the simplest way to call the command, but not the only way. For example, you can use “clockwise” / “clockw”/ “cl”/ “cloc” /....... to call the clockwise command.