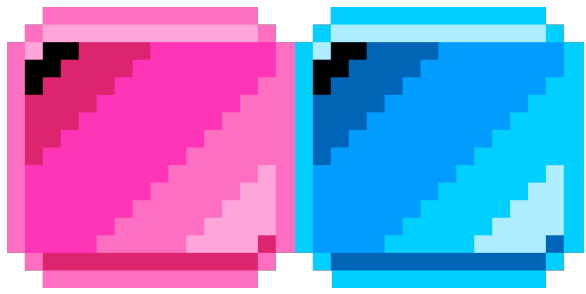
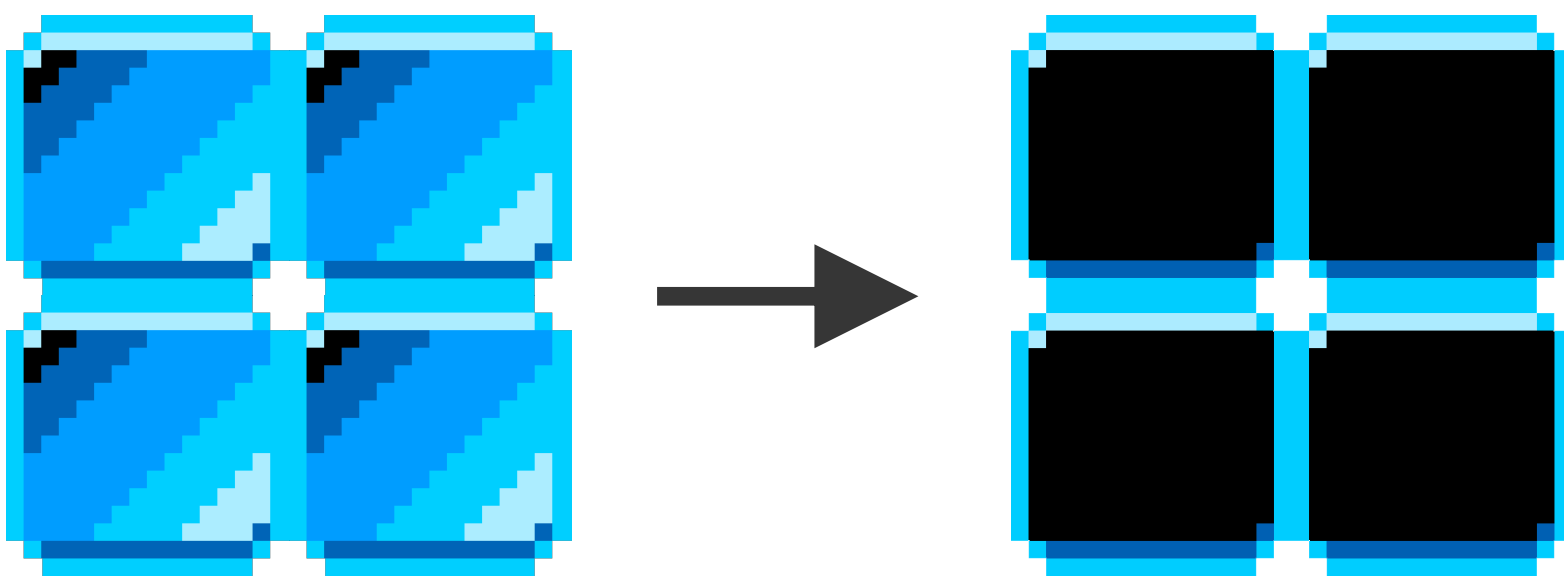


GENUS

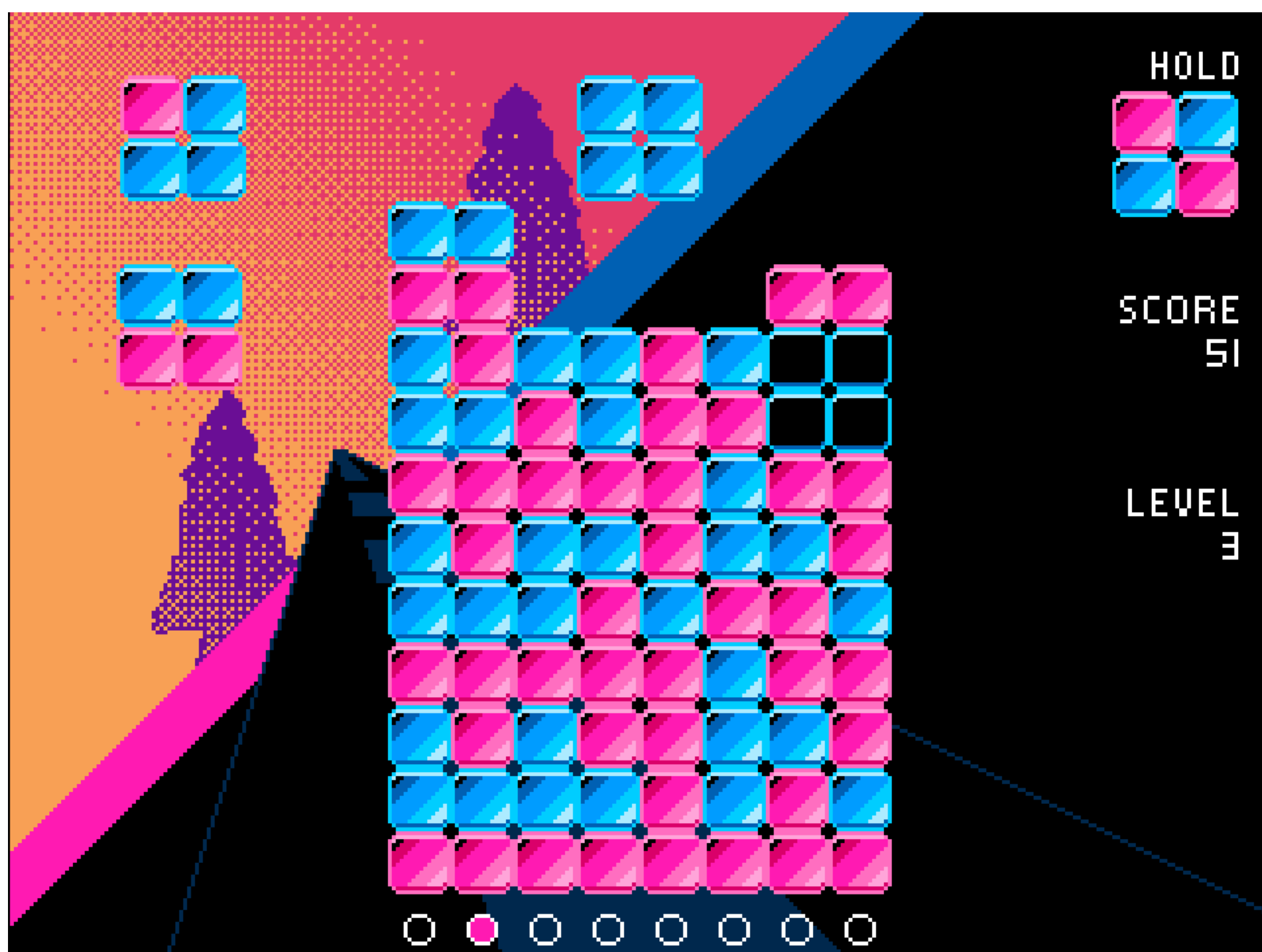
The game is played with two colors of blocks on a game board 8 blocks wide by 11 blocks high.



Match at least 1 2x2 square of same color to **QUEUE** blocks for clearing



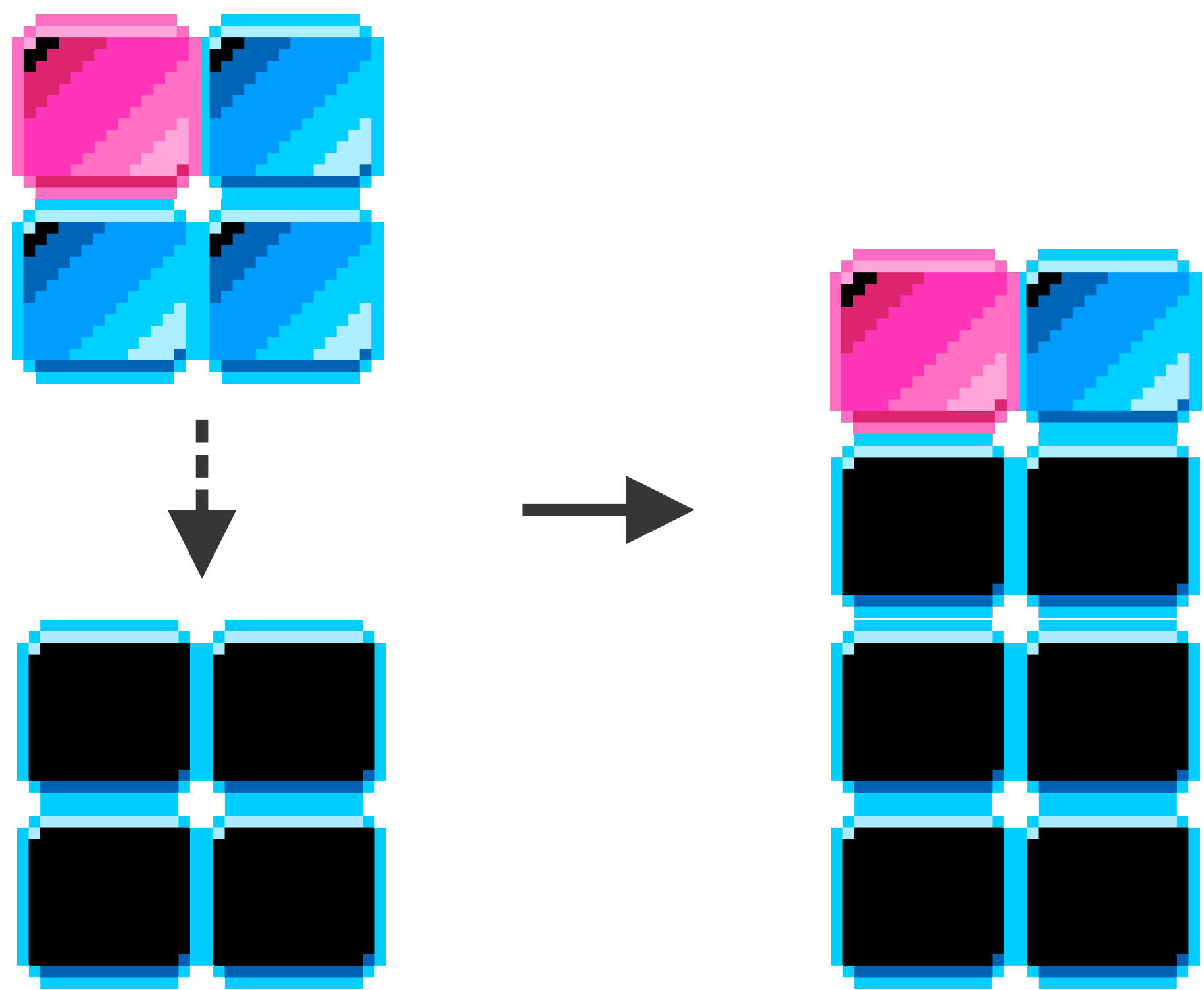
Blocks fall in 2x2 patterns. Queued blocks clear at the end of the current song's bar, which loops over and over. Set up combos before then!



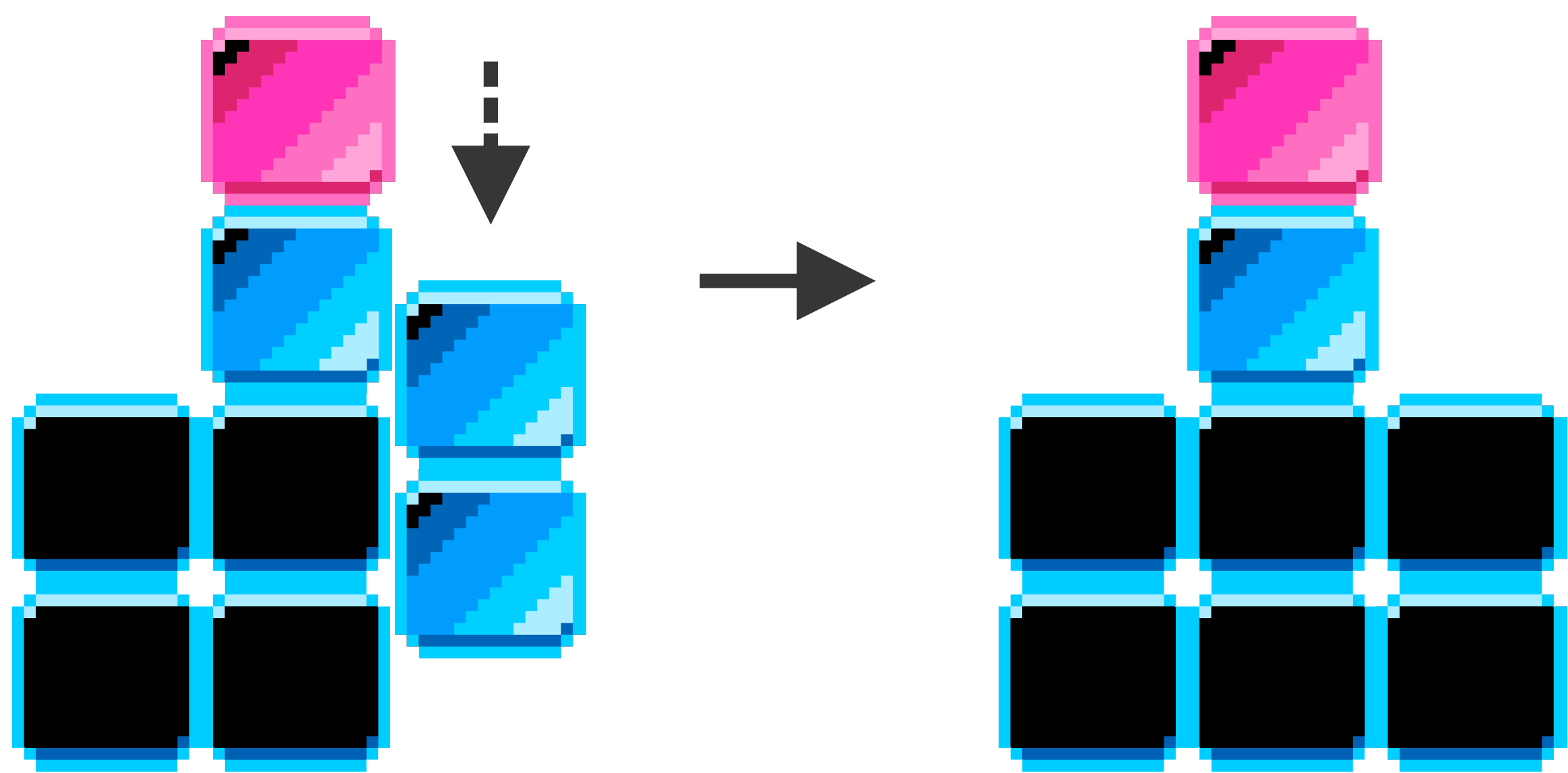
Current beat

End of bar, blocks clear.

You can combine additional blocks to make more squares and increase your combo. Get as many as possible before the bar is over to maximize your score.



Blocks collapse when nothing is underneath them. No blocks float.
Collapsing blocks can create more combos.



Pressing a button will HOLD the current block in reserve (useful for blocks not needed at the moment). Pressing it again will switch the current block with the HELD block.

