

the left one is a player that has not registered on the site.
The one on the right is a paid/ registered person.



points: xxx

Guest <power>

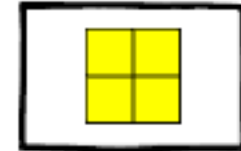
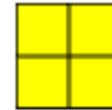


Next block



points: xxx

<player> <power>



Next block



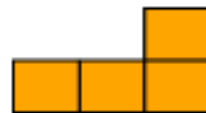


points: xxx

Guest <power>

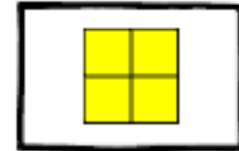
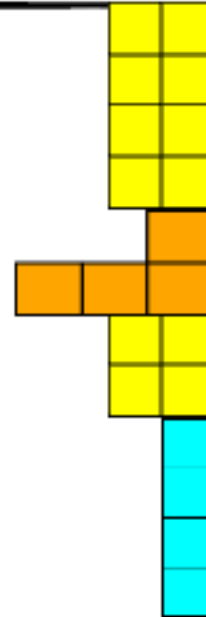


Next block



points: xxx

<player> <power>



Next block



<http://elementalTetris.com>

points: xxx



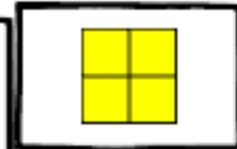
points: xxx

Guest <power>

<player> <power>



Next block



Next block

Guest has won the game

To redeem your XP and abilities please
register.

Exit

Register



<http://elementalTetris.com>



points: xxx



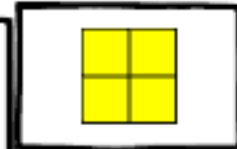
points: xxx

Guest <power>

<player> <power>



Next block



Next block

Are you sure you want to EXIT?

Yes

No





447004 42724 000442 742 004002 000470000700242
0000702000040 00002 70000 004 000074400 7004242
440000000042 02 400004700 002 00044700 400000 00007000
02 00040 0000 40040 0000000 70002 40072000

[Forgot password](#)

It seems you have filled in a wrong
username or password !

Login



http://elementalTetris.com/register



[Login with Facebook](#)

[Login with Google](#)



Screen name:

Email:

Password:

Confirm Password:

Create User



Elemental

http://elementalTetris.com

Username:

Password:

[Forgot password](#)

Register

Login

[Login with Facebook](#)[Login with Google](#)

Screen name:

The screen name is either already in use or empty!

Email:

Password:

Confirm Password:



[Login with Facebook](#)[Login with Google](#)

Screen name:

Email:

Password:

Confirm Password:

The email is either already associated to an email, in the wrong format or empty!





http://elementalTetris.com/register



[Login with Facebook](#)

[Login with Google](#)



Screen name:

Email:

Password:

Confirm Password:

Seems your password isn't filled in correctly!

Create User





http://elementalTetris.com/register



[Login with Facebook](#)

[Login with Google](#)



Screen name:

Email:

Password:

Confirm Password:

The passwords don't match!

Create User



Register



[Login with Facebook](#)

[Login with Google](#)



Screen name:

Email:

Password:

Confirm Password:

Login With Facebook!

Email:

Password:

Login!

Register

⬅ ➡ ✕ 🏠 🔍



[Redacted text]

[Login with Facebook](#)

[Login with Google](#)

[Redacted text]

Screen name:

Email:

Password:

Confirm Password:

Login with Google!

Email:

Password:

Login!

Register



[Login with Facebook](#)

[Login with Google](#)



Screen name:

Email:

Password:

Confirm Password:

Login With Facebook!

Email:

Password:

Login!

Either the email or password was wrong!

Register

⬅ ➡ ✕ 🏠 🔍



[Redacted text]

[Login with Facebook](#)

[Login with Google](#)

[Redacted text]

Screen name:

Email:

Password:

Confirm Password:

Login With Google!

Email:

Password:

Login!

Either the email or password was wrong!



http://elementalTetris.com



Welcome <user>, what do you wanna do today?

Play!

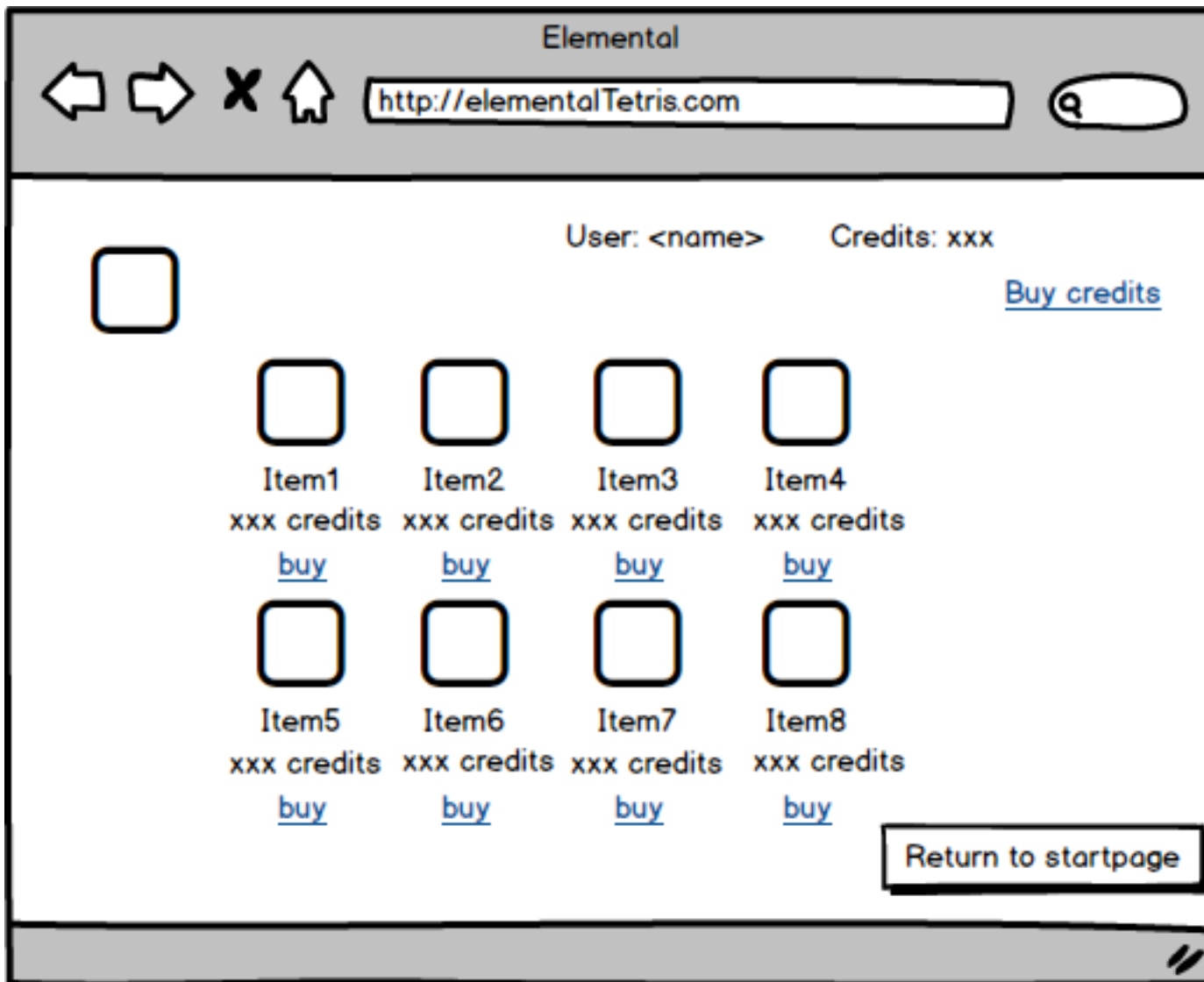
Shop

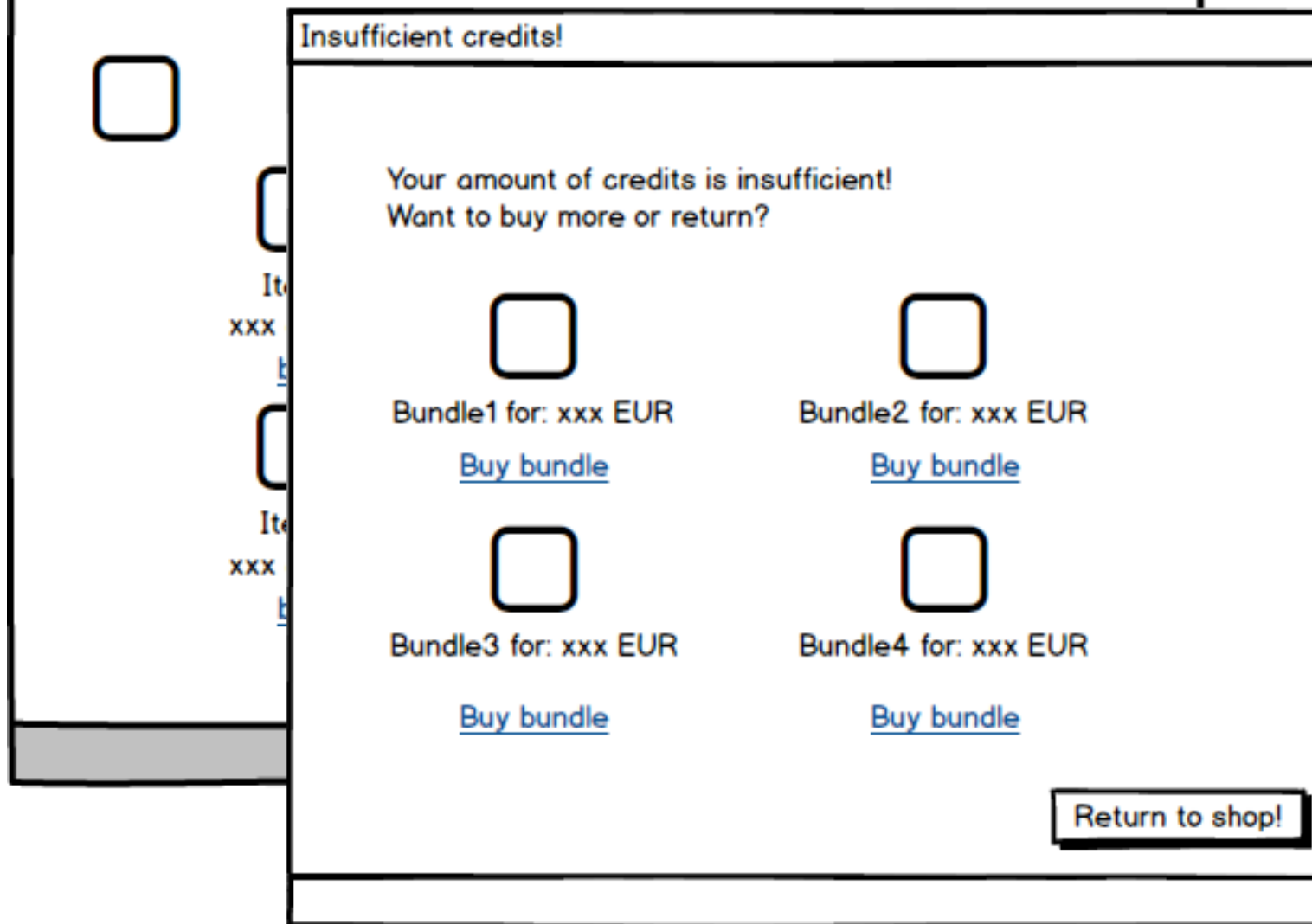
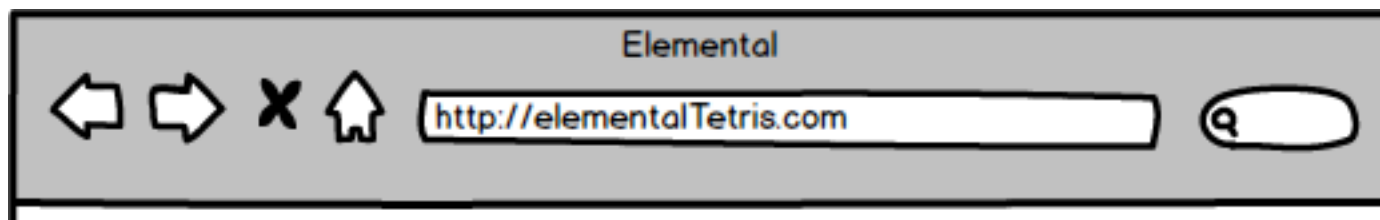
Customize hero

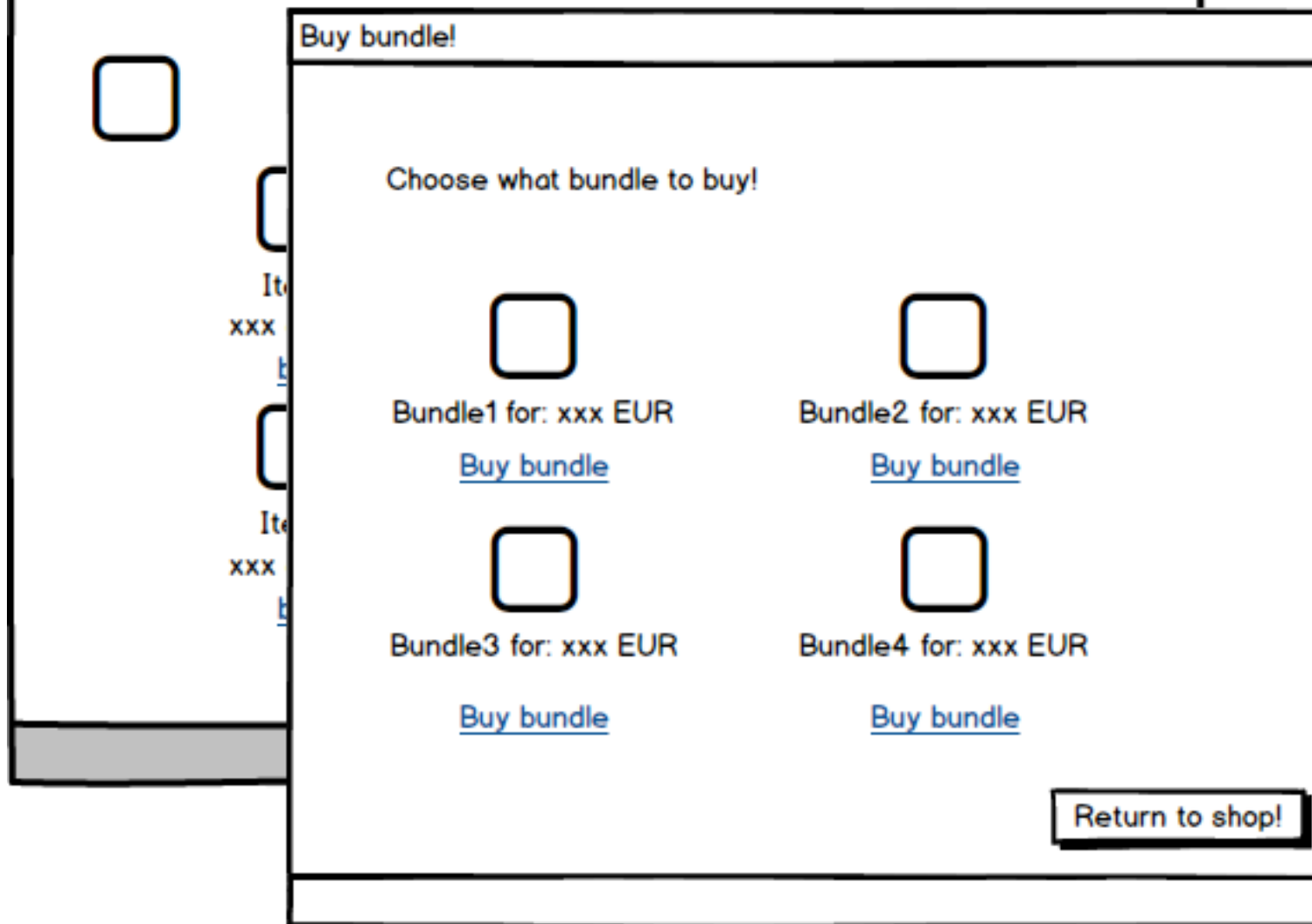
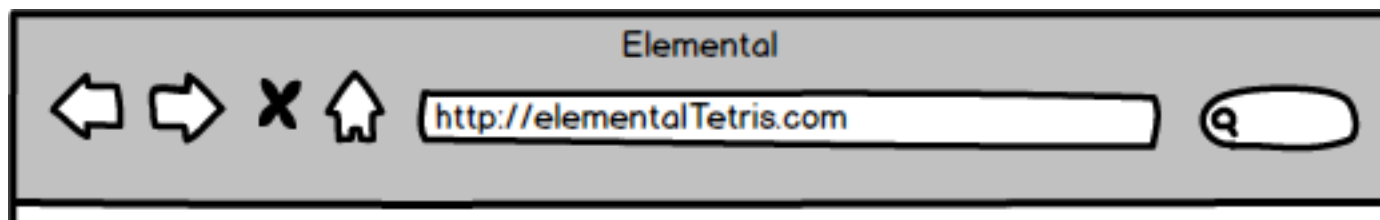
Clans

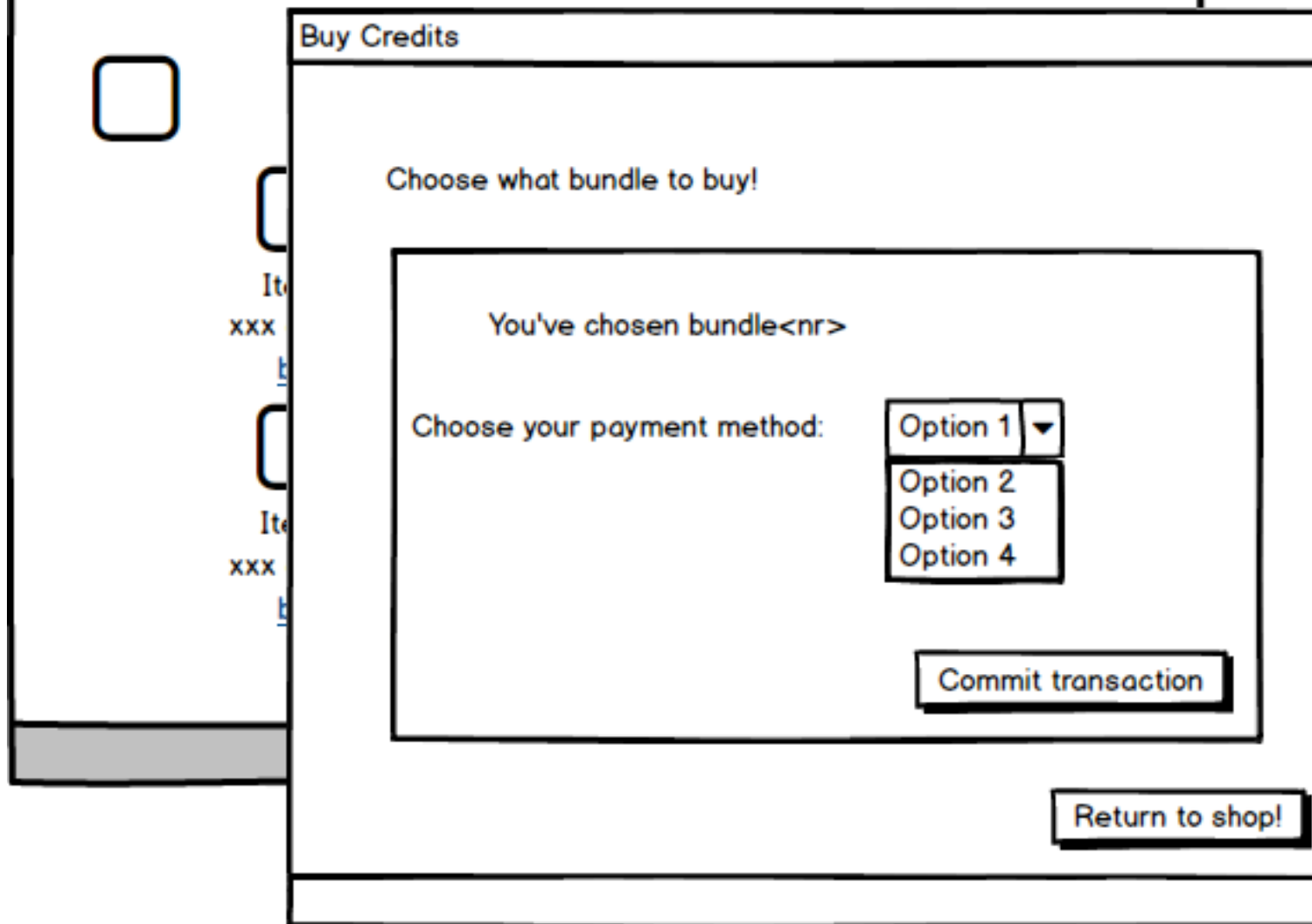
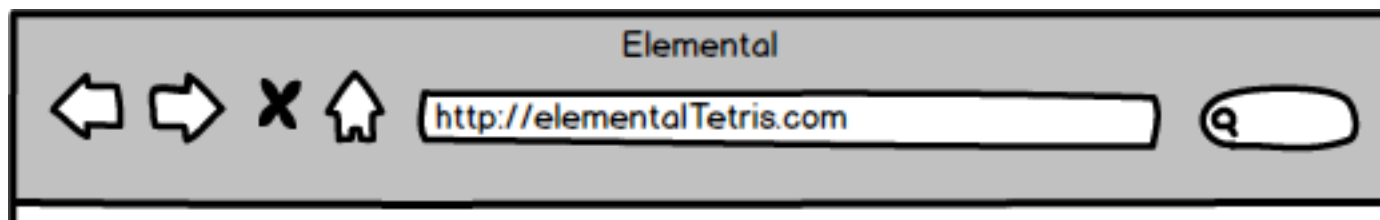
Leaderboard

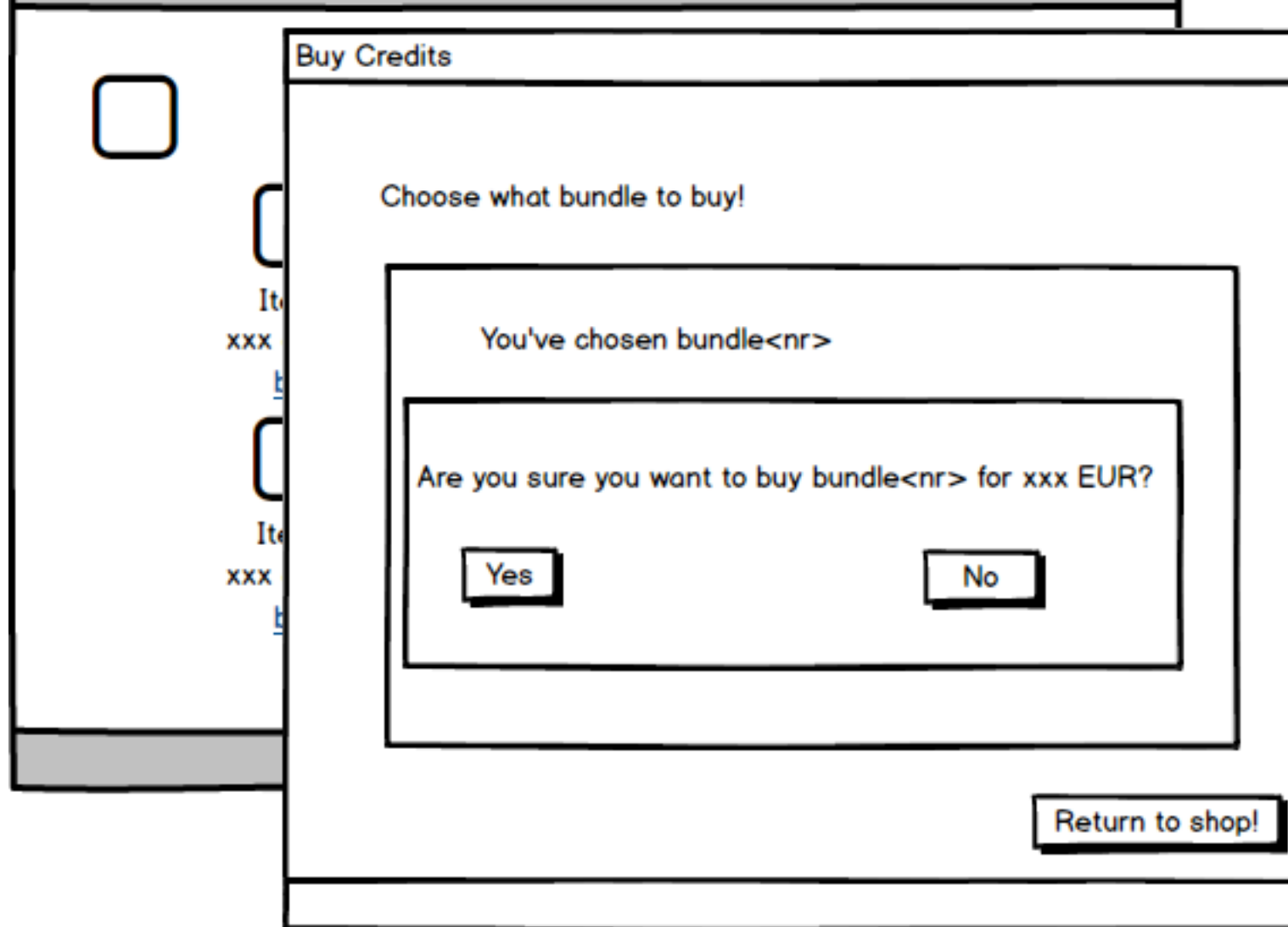
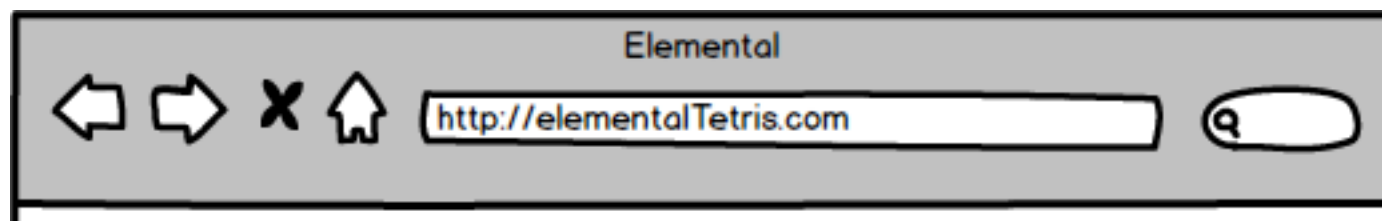
Logout

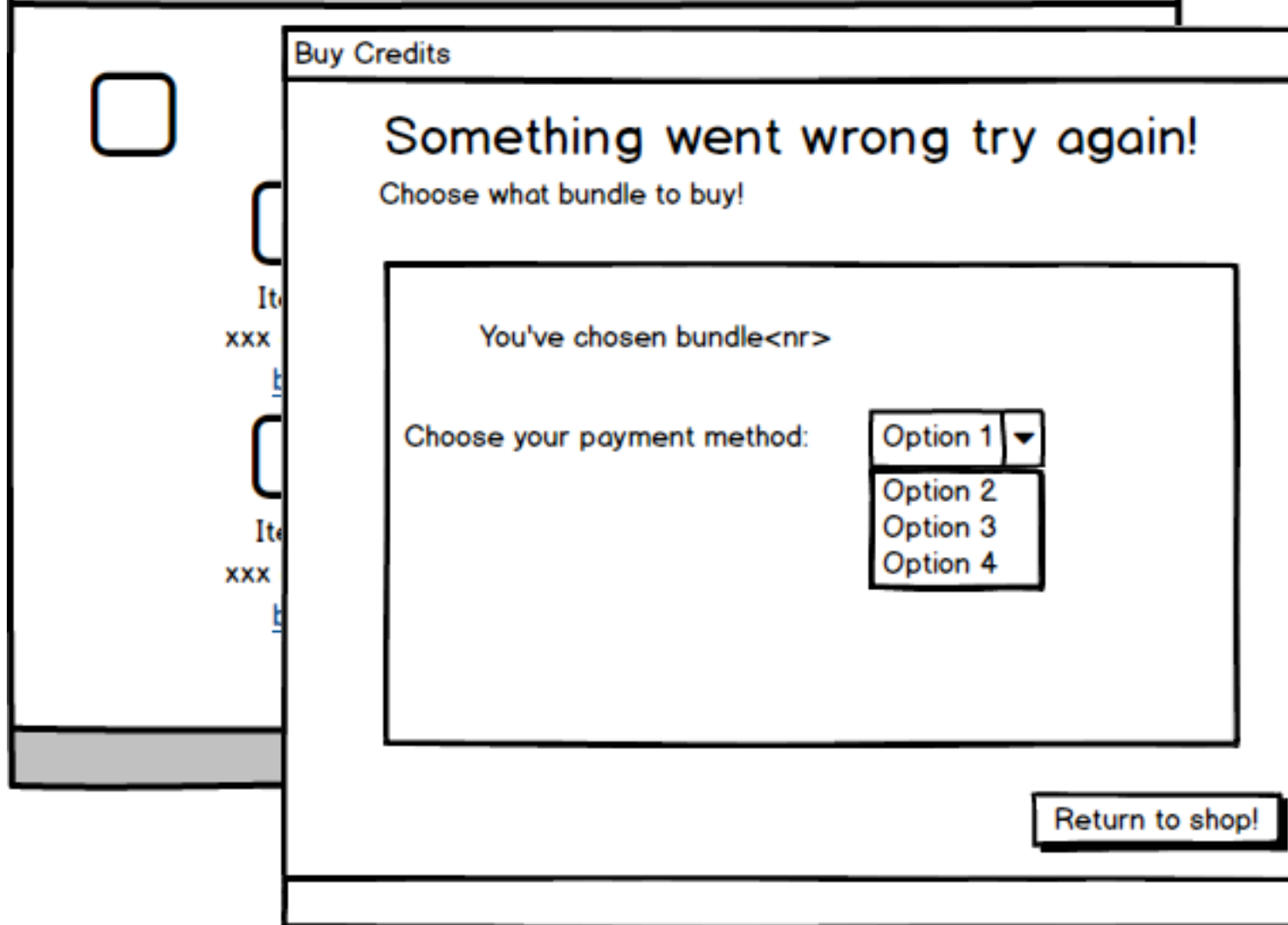
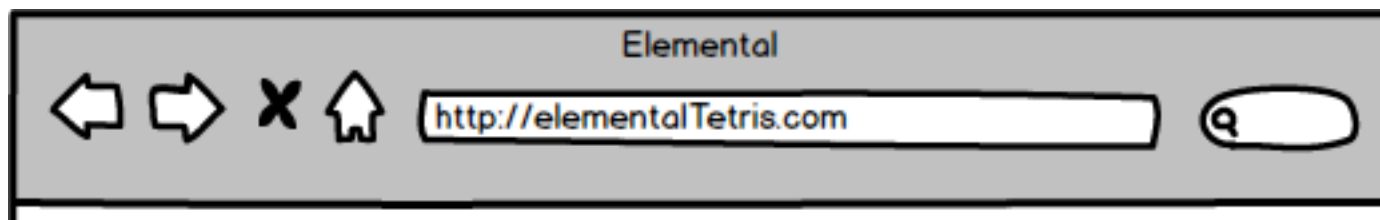


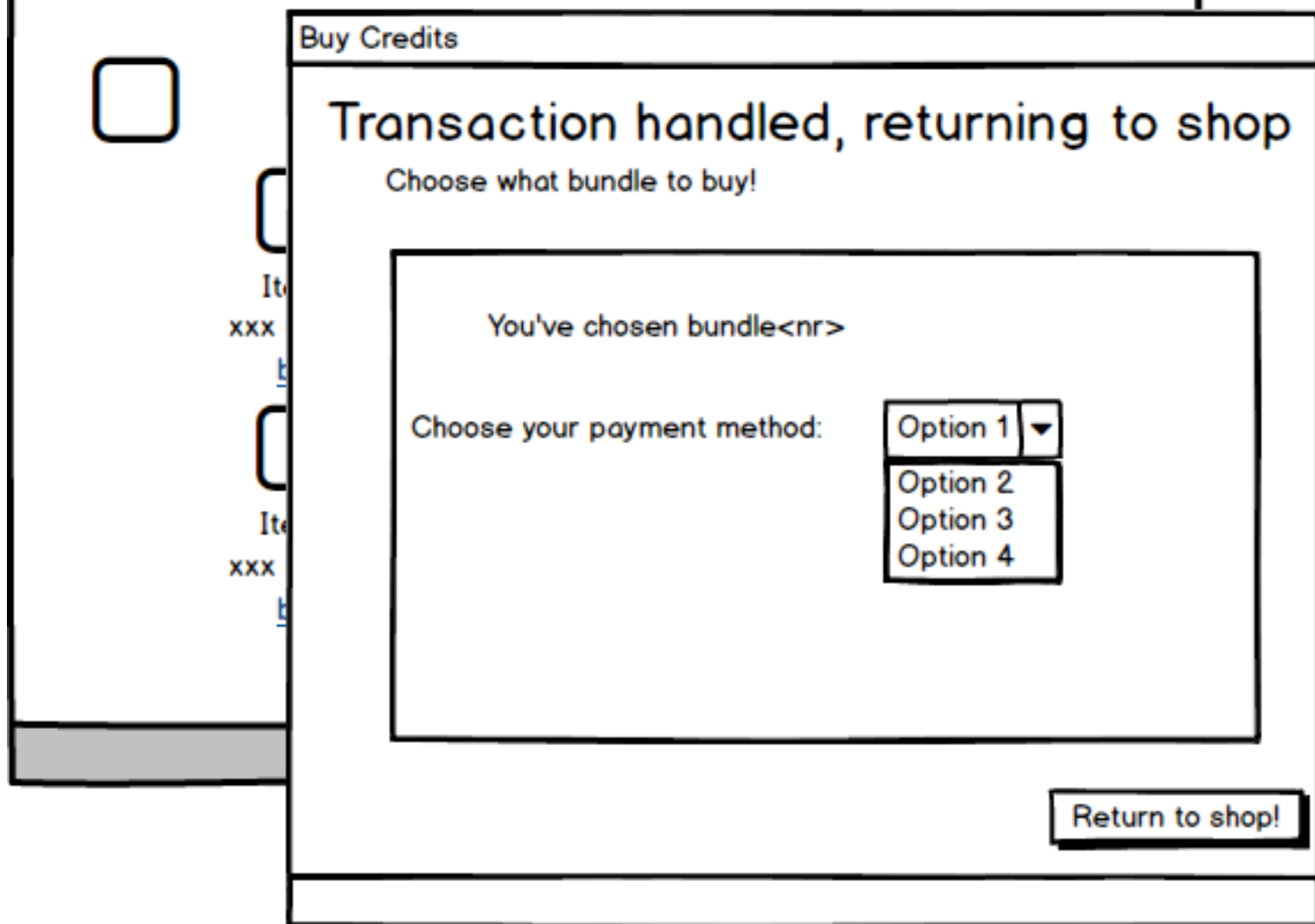


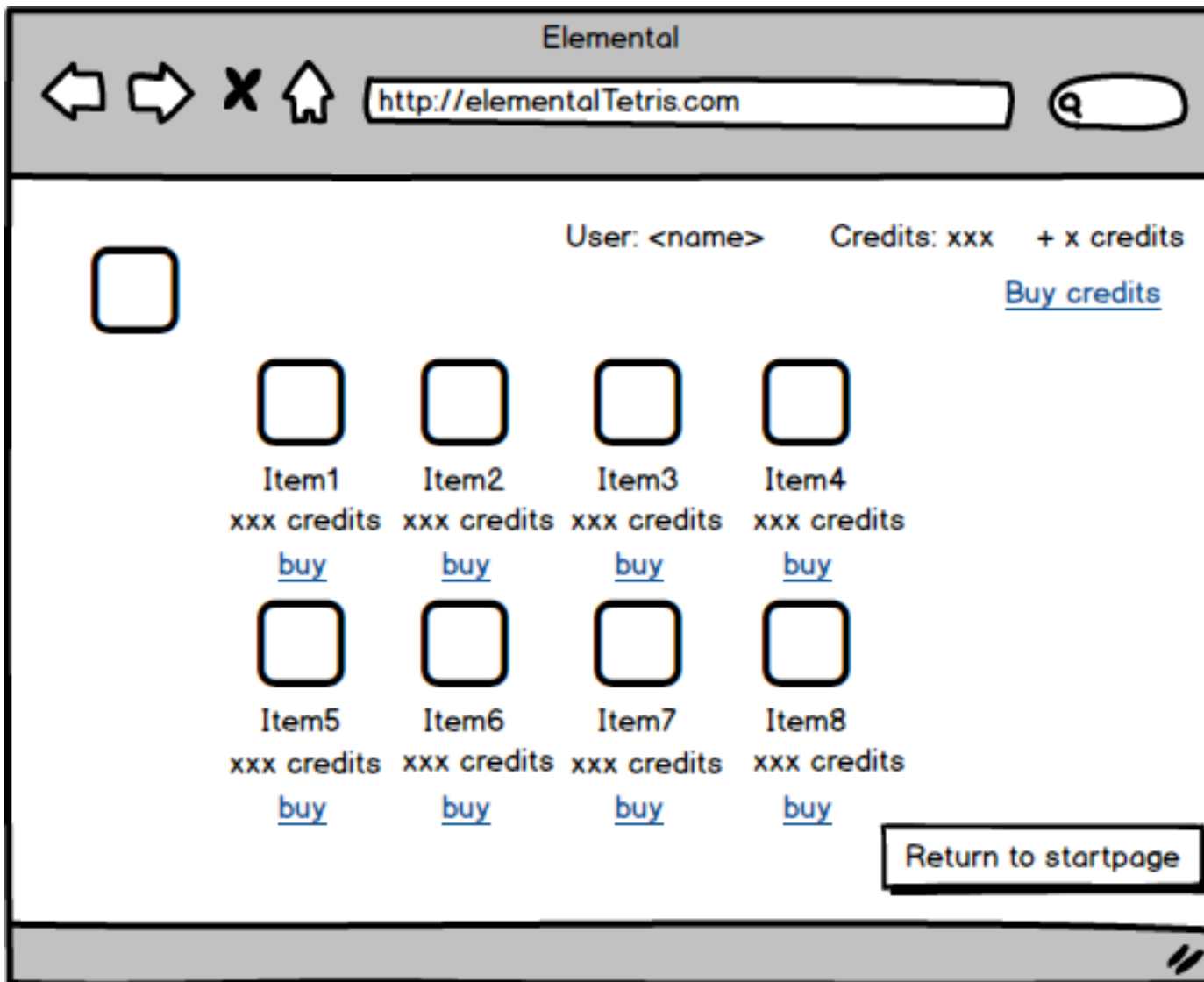


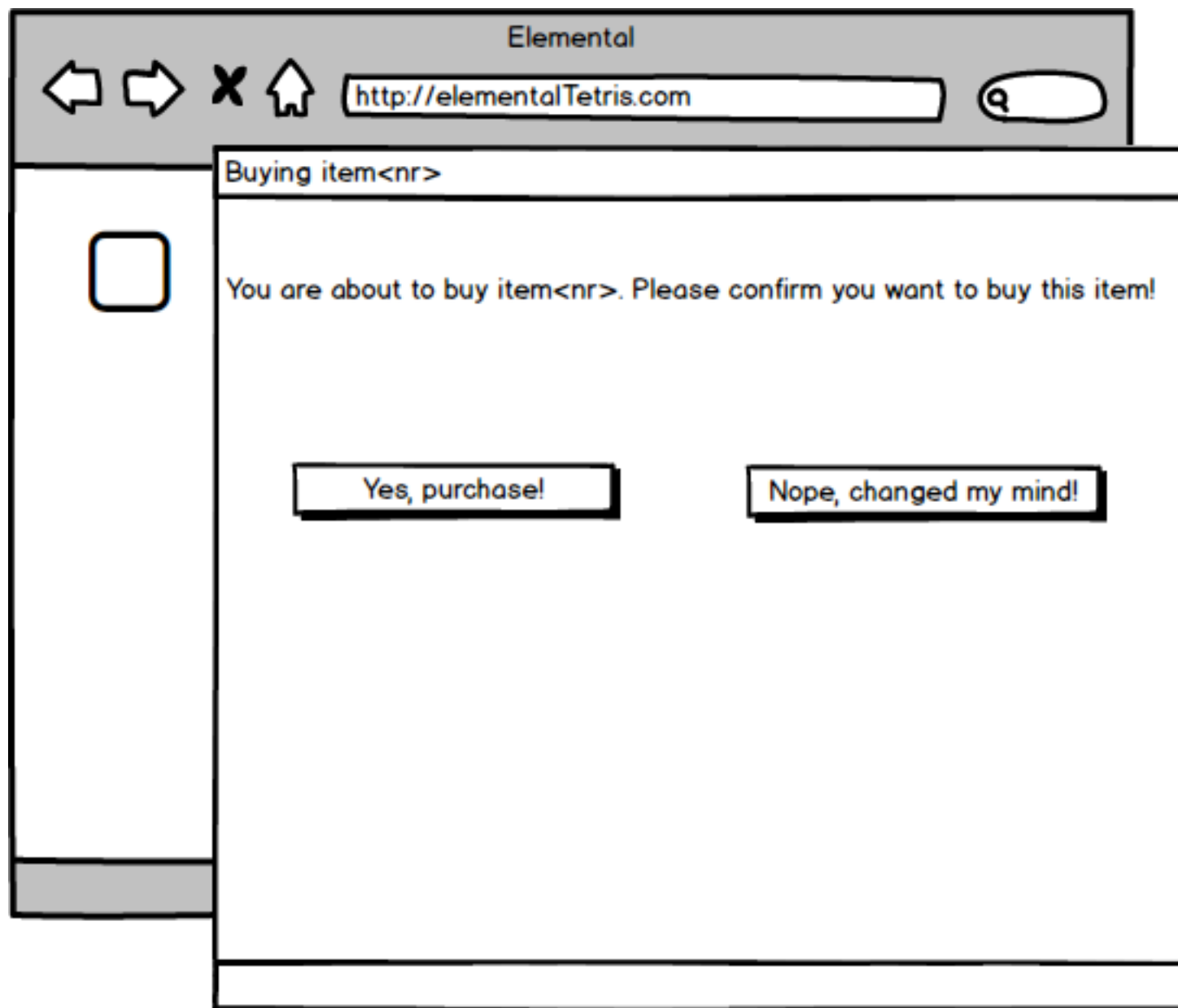


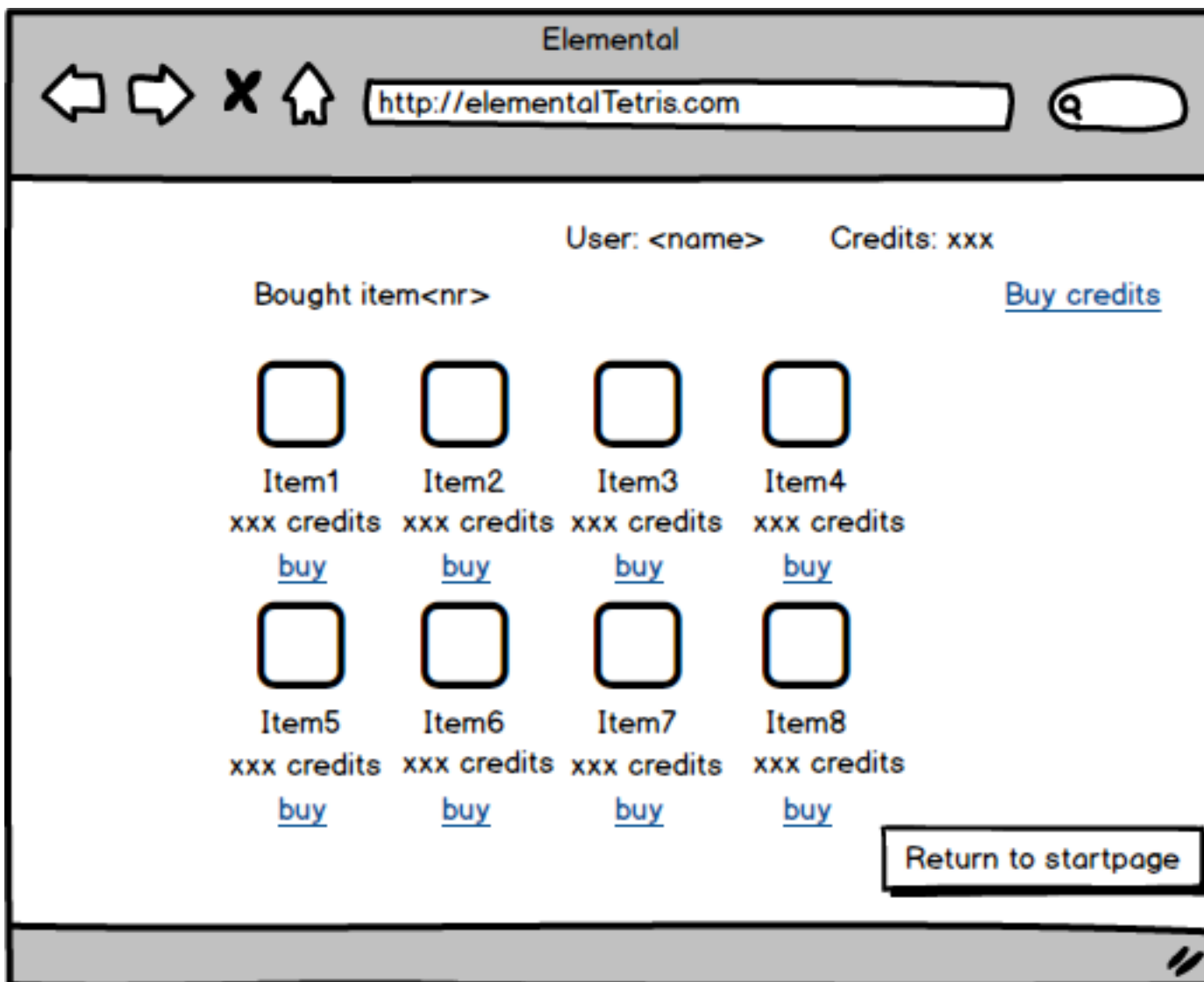














Leaderboard!

1.

Name of nr1 player

Find player:

2.

Name of nr2 player

3.

Name of nr3 player

4.





Name of nr4 player

5.


Name of nr5 player

[Return to startpage](#)

Elemental



http://elementalTetris.com



Leaderboard!

764.

Name player rank 764

765.

Name of player above jefke

766.

Jefke

767.

Name player below Jefke

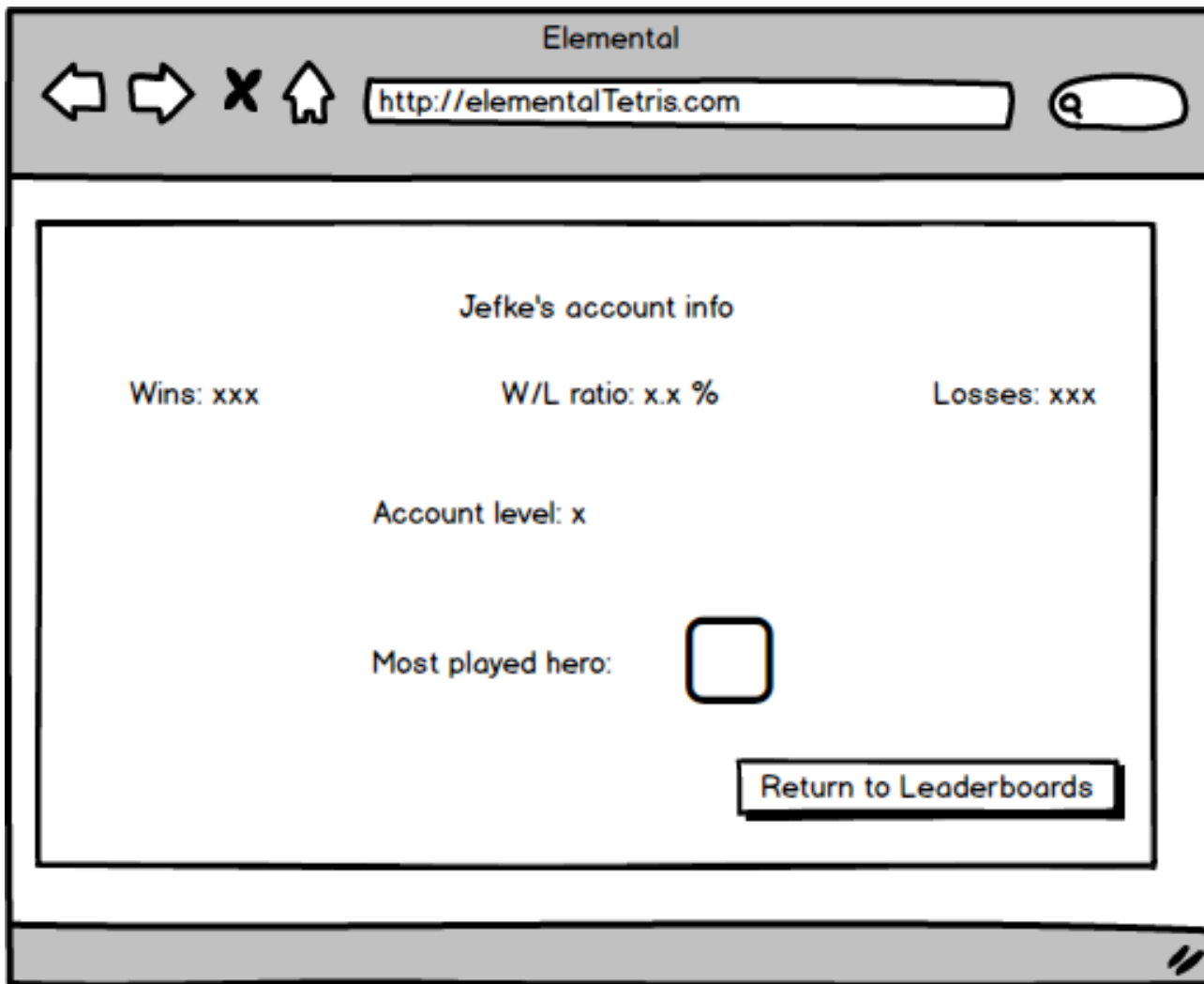
768.

Name player rank 768

Find player:

Assume text input with find player is filled in with a name, let's take Jefke.

The leaderboard changes on keyleave, so no button to confirm



We might add some other things
which could be customizable by the player
TBC



http://elementalTetris.com



Welcome <user>, here you can customize your hero and check your stats!

Wins: xxx

W/L ratio: x.x %

Losses: xxx

Your level: x

Current hero:



Credits: xxx

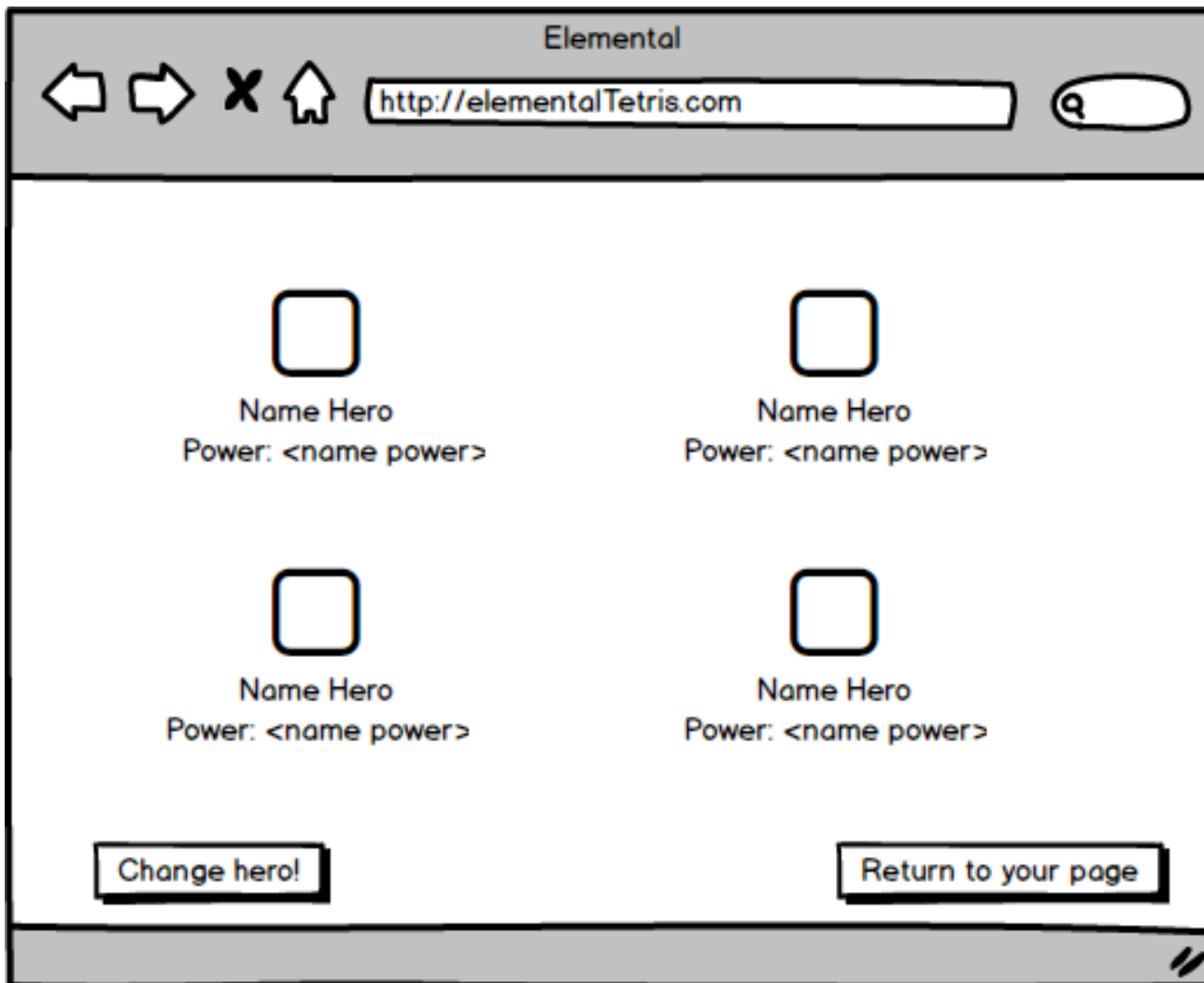
[Buy more](#)

Current skin:

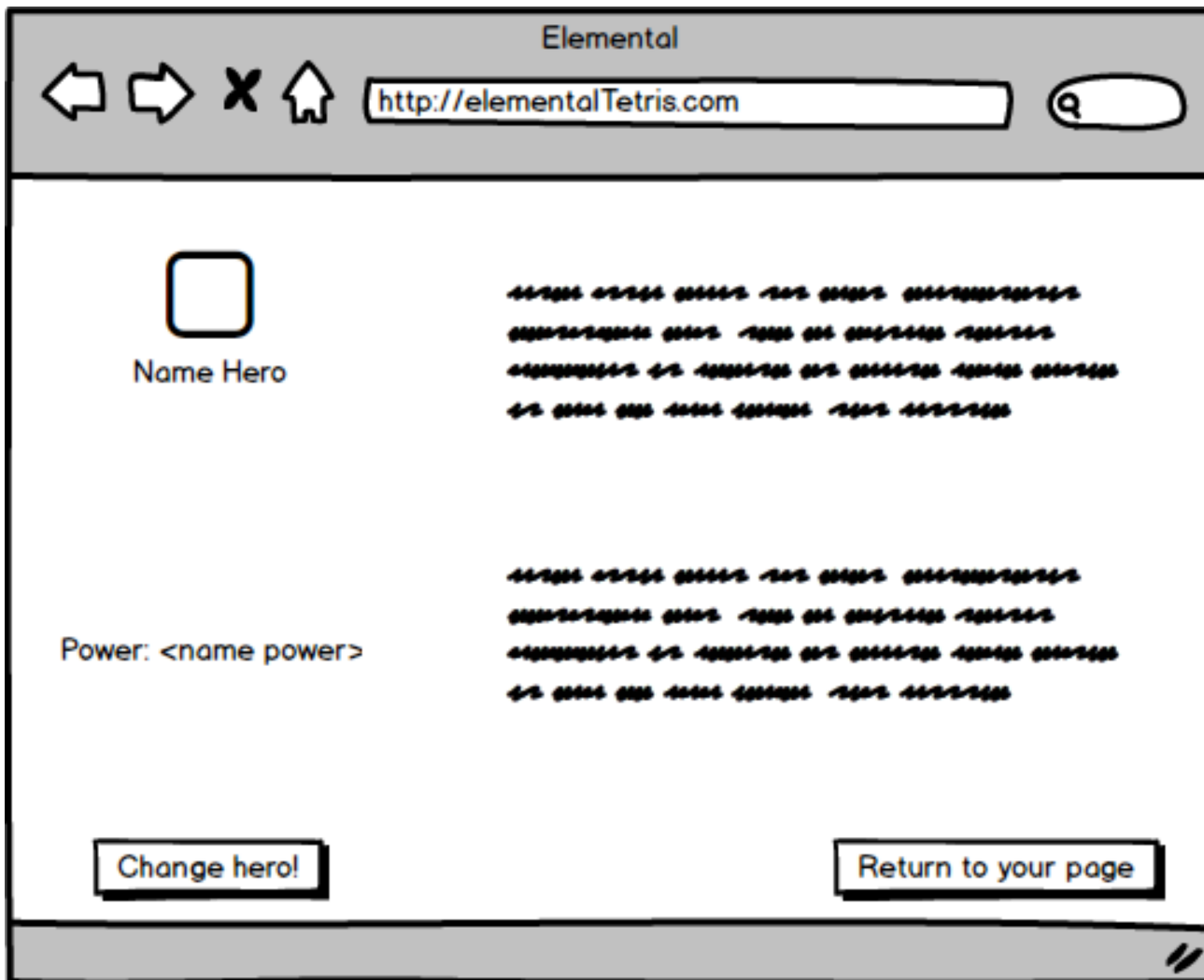


Save hero!

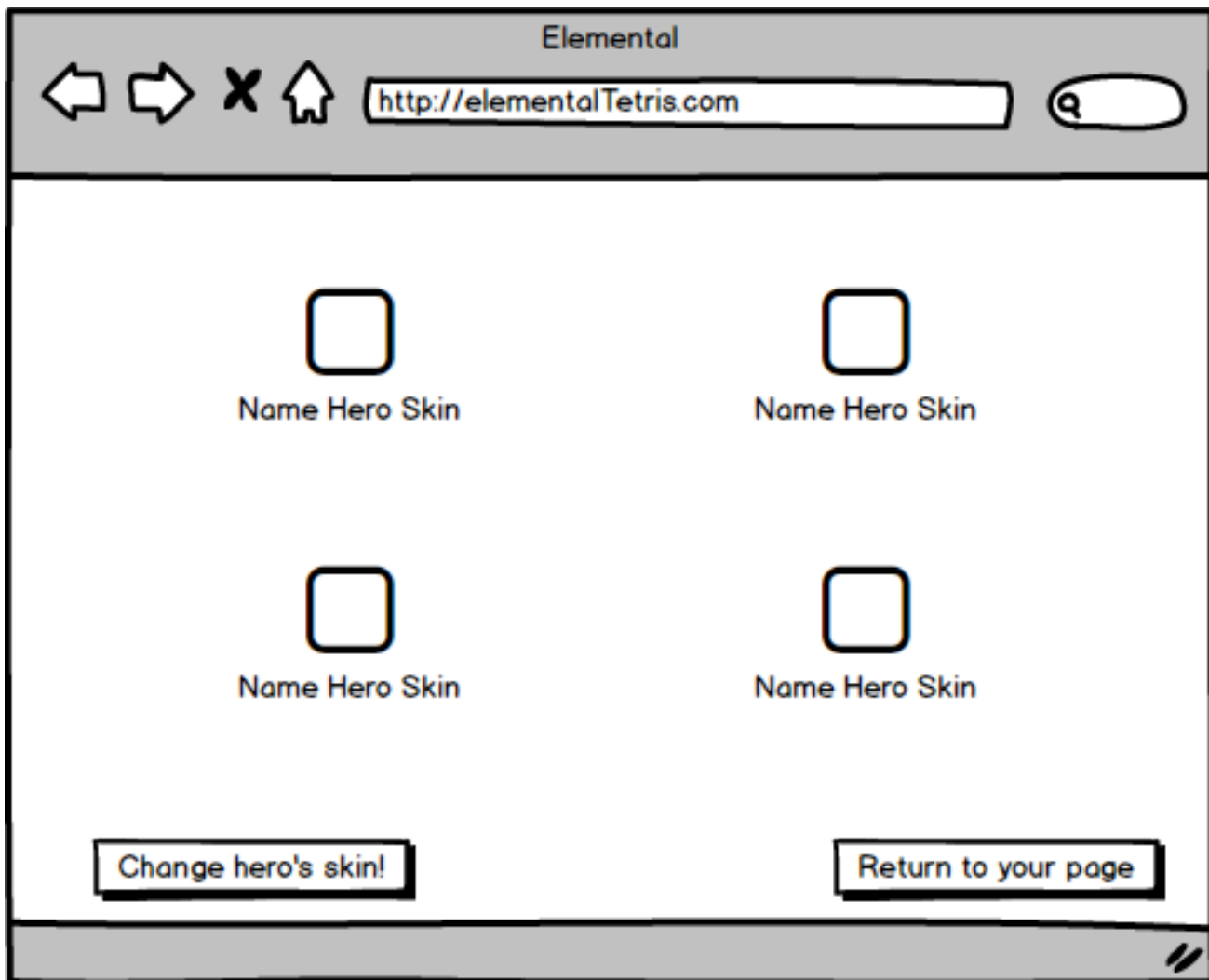
Return to Startpage



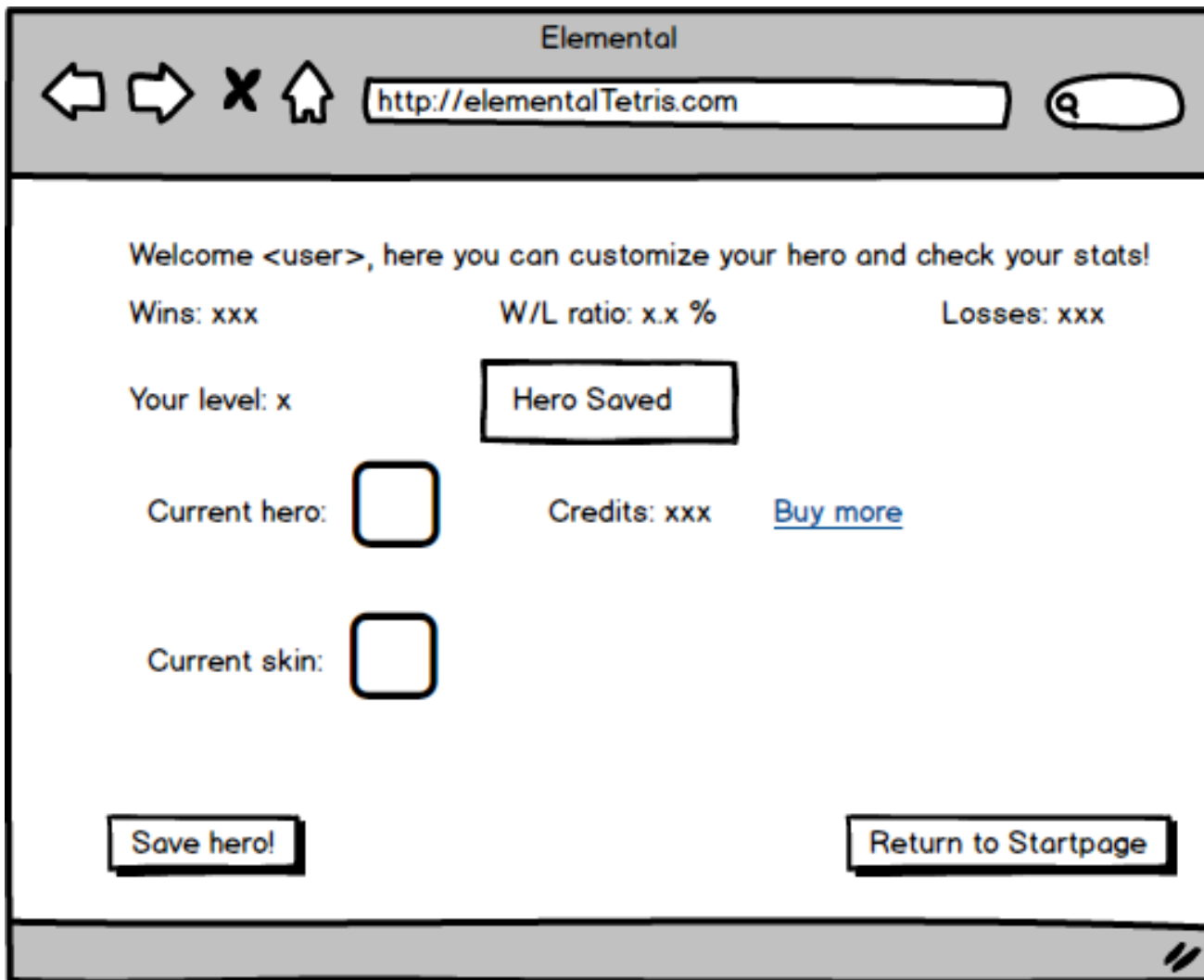
In the mockups there isn't a visuable difference but assume by pressing change hero, the hero picture/name changed at customizeHero



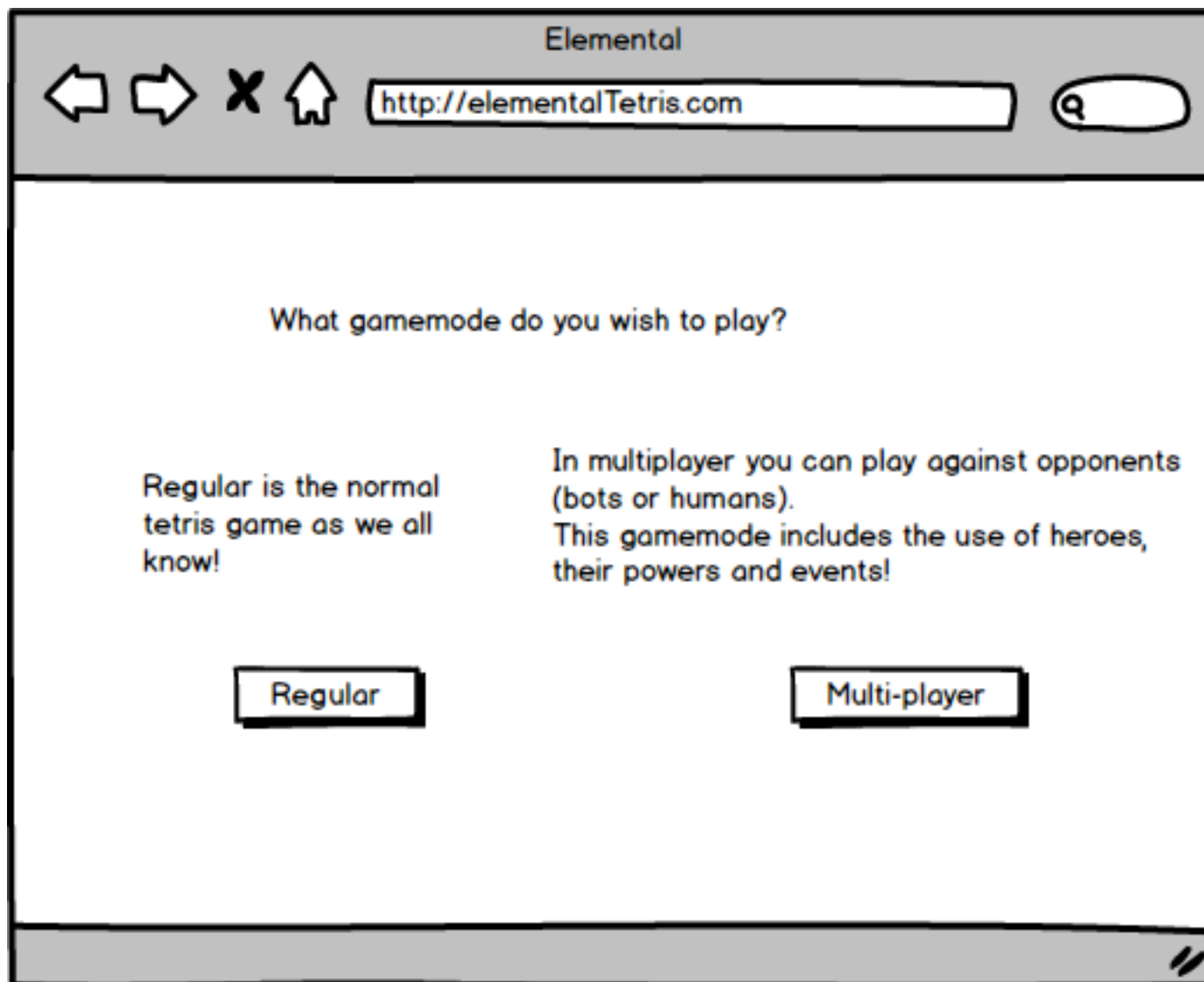
This page allows the user to see what a certain power does, as well as some background info on the hero to add some lore to the game.

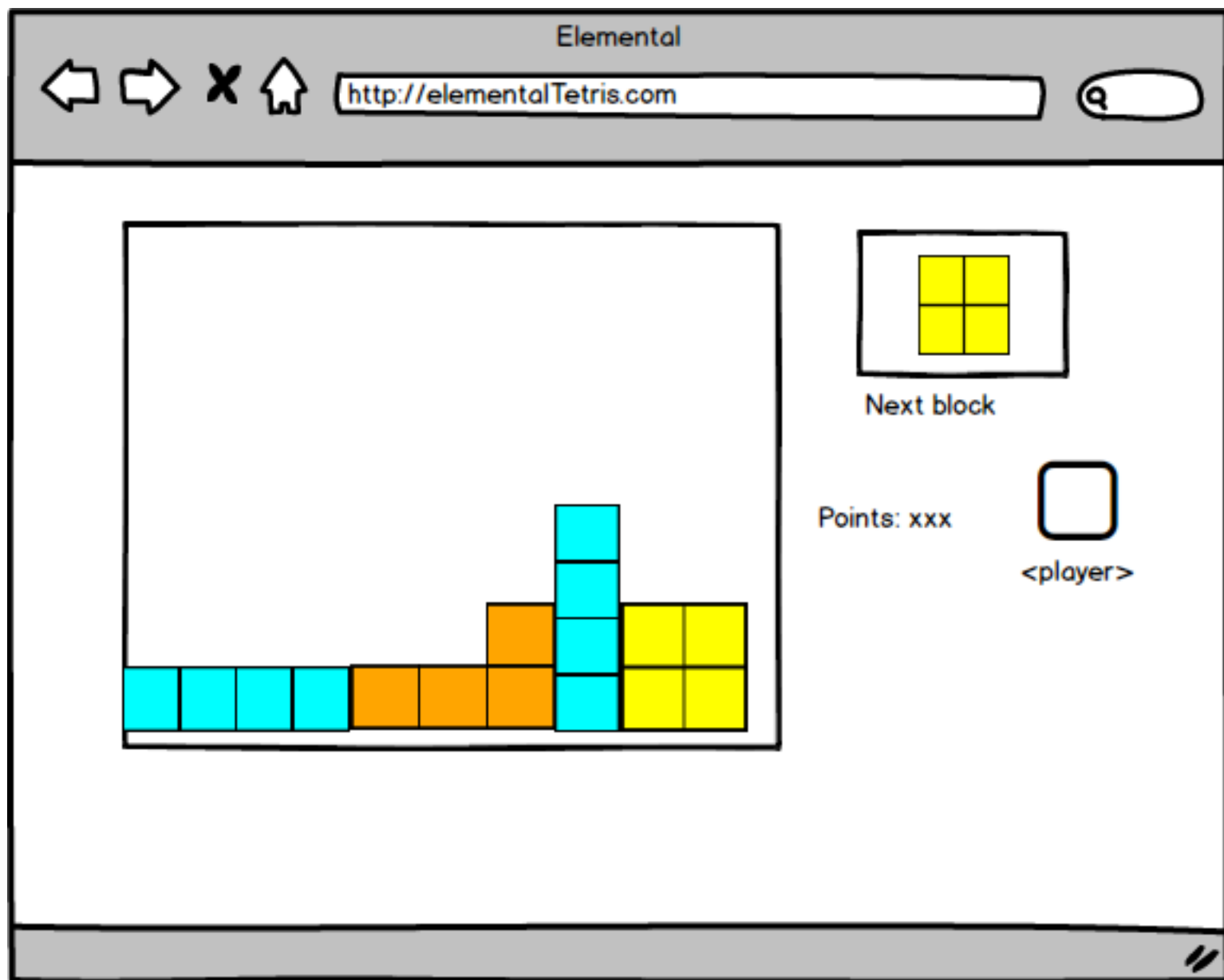


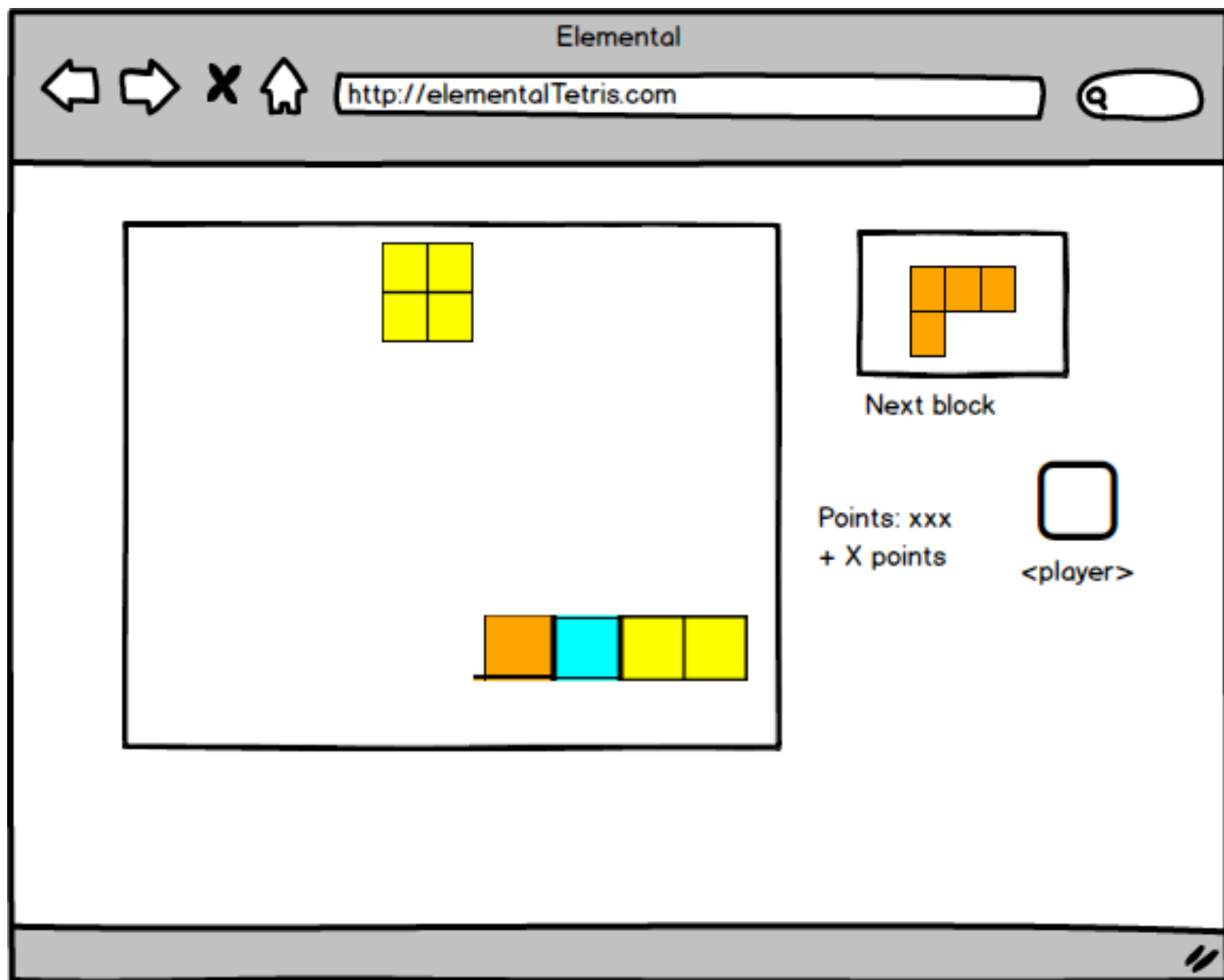
In the mockups there isn't a visuable difference but assume by pressing change hero, the hero skin changed at customizeHero



The block with hero changed, fades out after a few seconds.

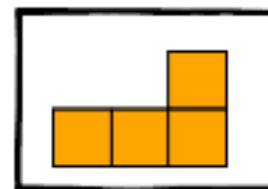
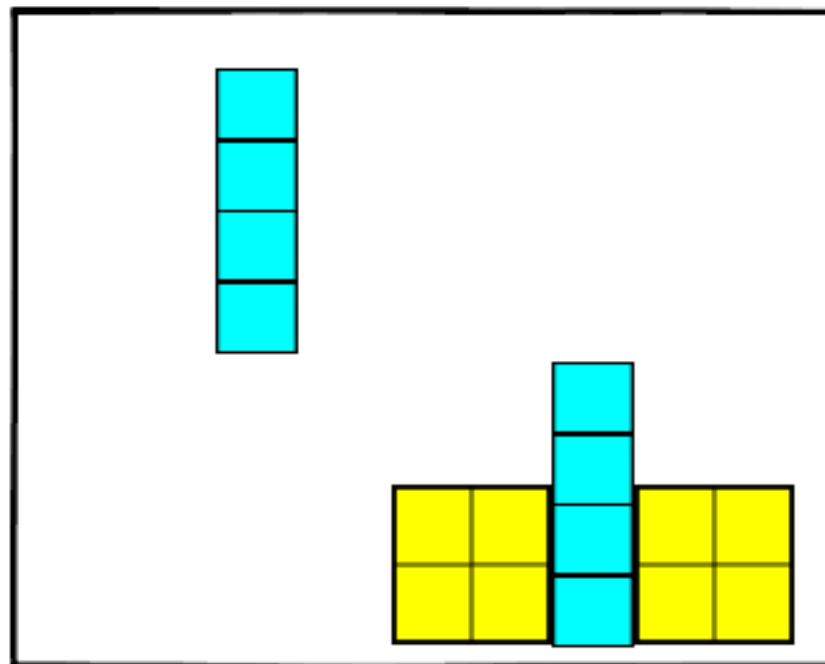








<http://elementalTetris.com>



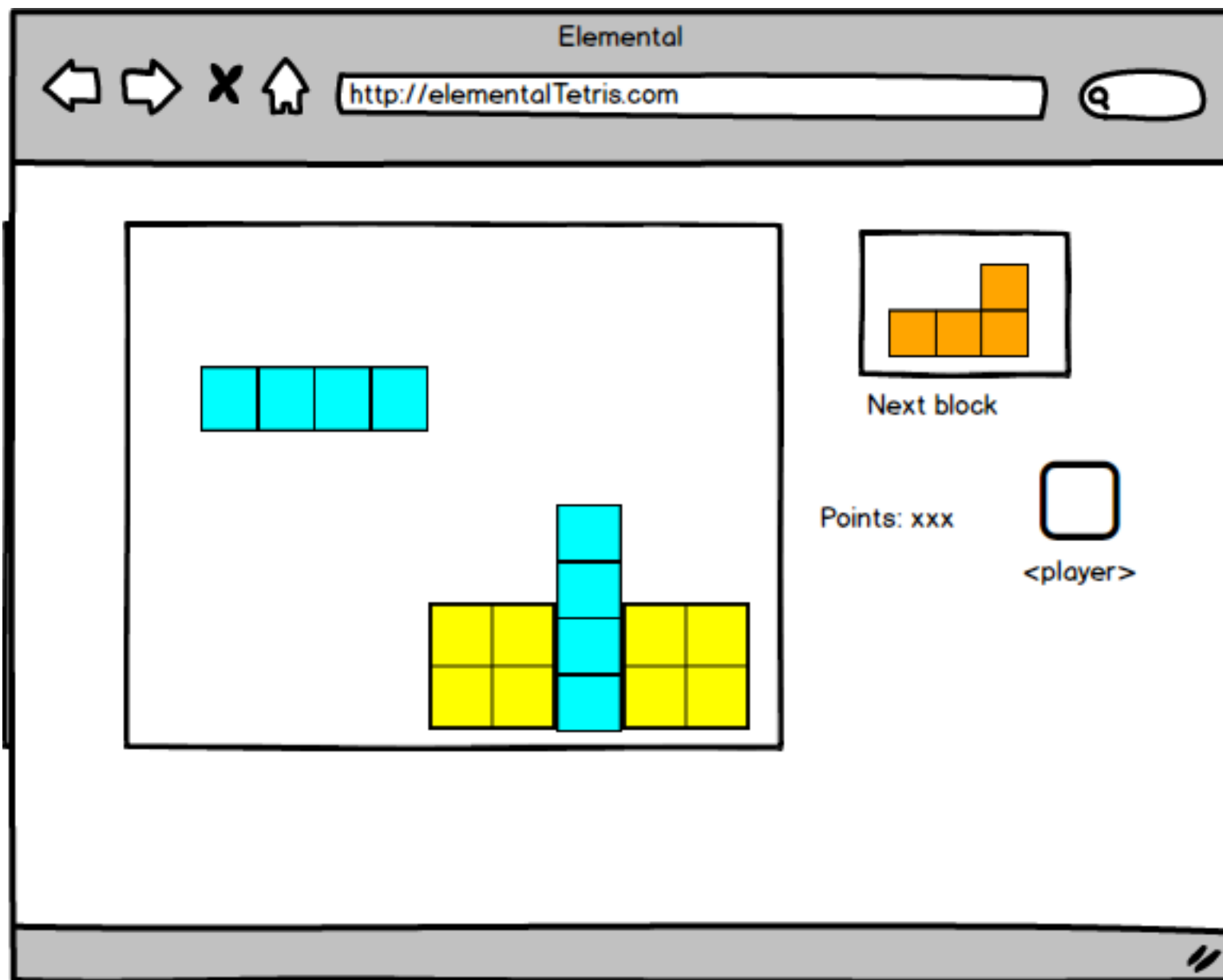
Next block

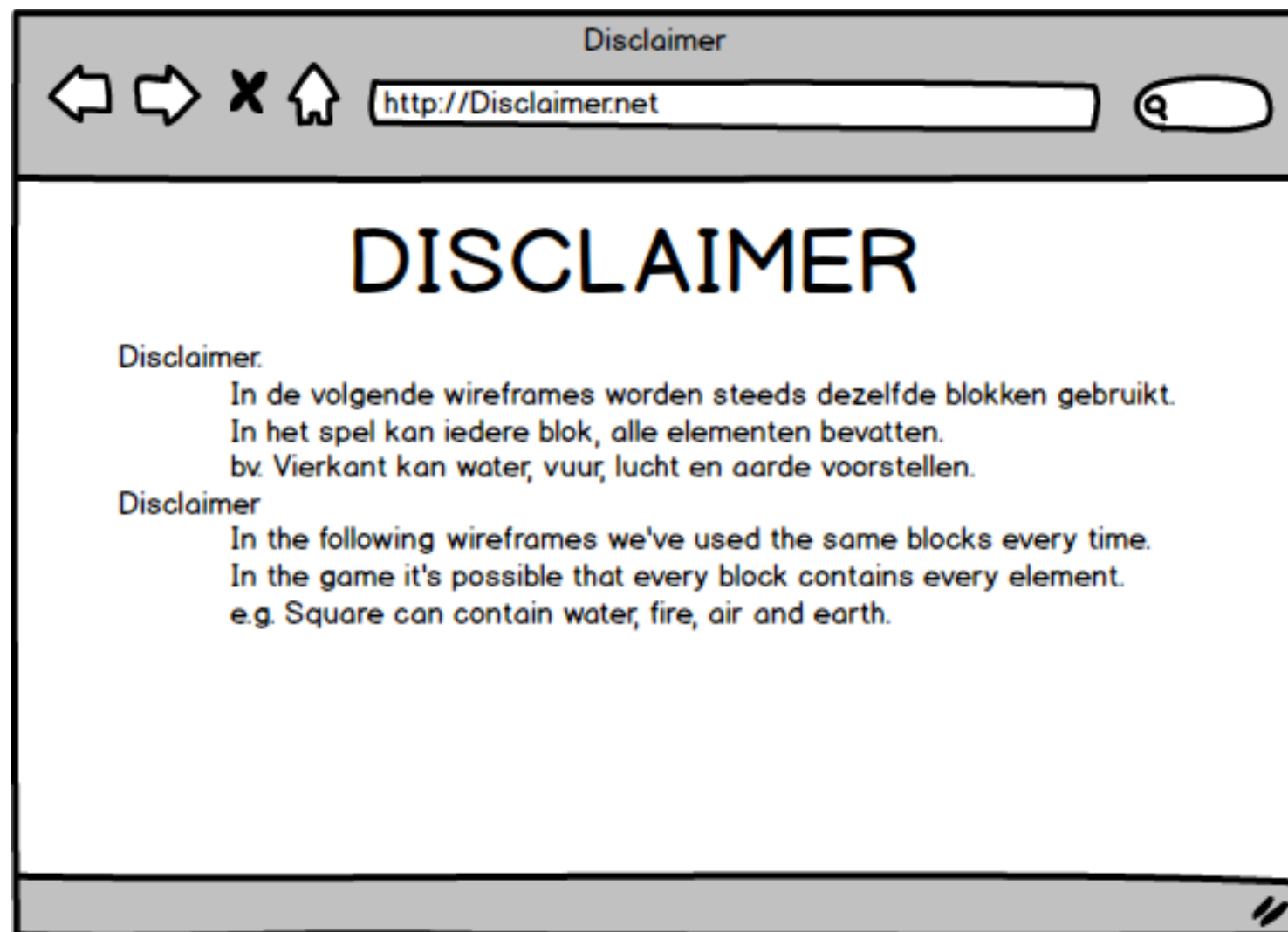
Points: xxx



<player>







<http://elementalTetris.com>

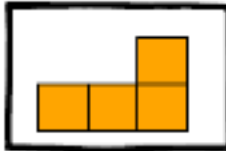
points: xxx



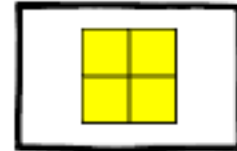
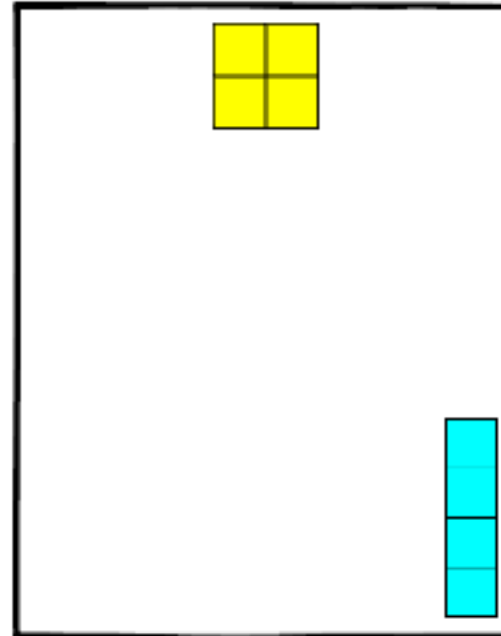
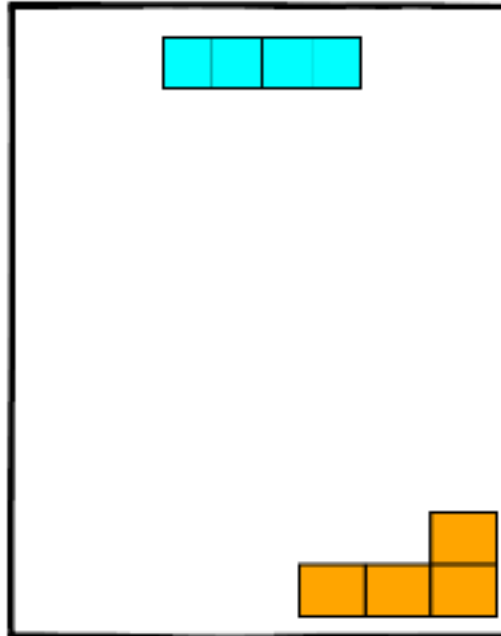
points: xxx

<player> <power>

<player> <power>



Next block



Next block



<http://elementalTetris.com>

points: xxx



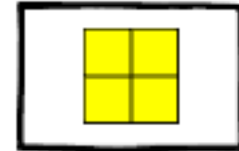
points: xxx

<player> <power>

<player> <power>



Next block



Next block

Time is up!

The person with the highest score wins





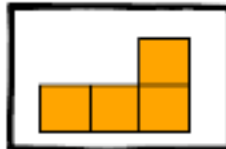
points: xxx

<player> <power>

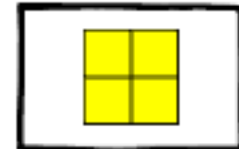


points: xxx

<player> <power>



Next block



Next block

Congratulations

Player 1

You win

You'll receive a XP-bonus

Better luck next time player 2



<http://elementalTetris.com>

points: xxx



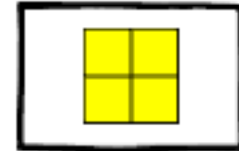
points: xxx

<player> <power>

<player> <power>



Next block



Next block

Player 2 has lost the game

Better luck next time...





points: xxx



points: xxx

<player> <power>

<player> <power>



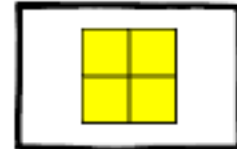
Next block

Congratulations

Player 1

You win

You'll receive a XP-bonus



Next block





Stoom:
Dit event vind plaats
wanneer er een water
en vuur element elkaar
raken

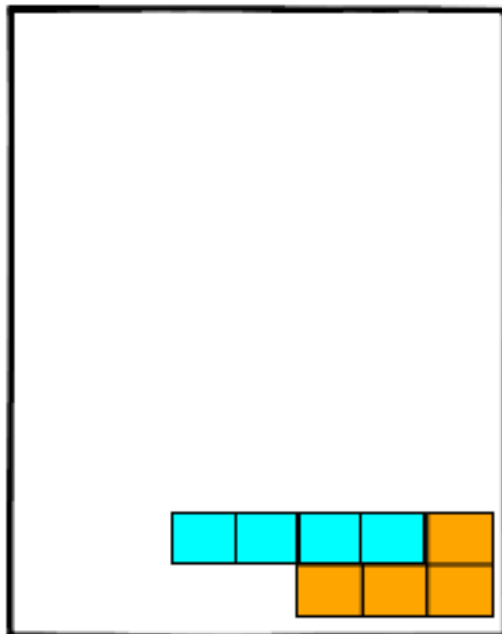


points: xxx

<player> <power>



Next block

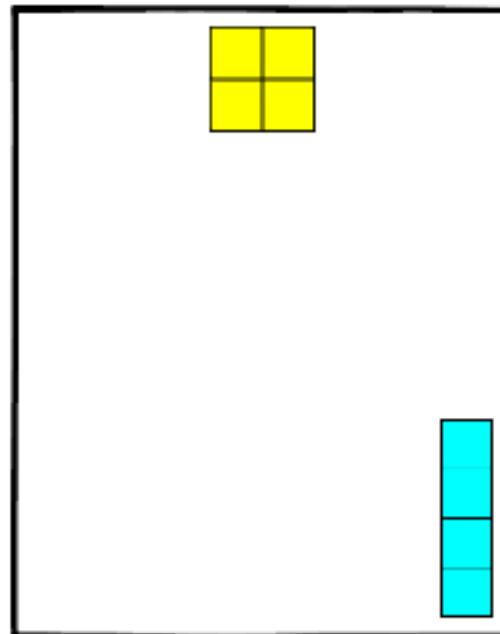


points: xxx

<player> <power>



Next block





Stoom:
Dit event vind plaats
wanneer er een water
en vuur element elkaar
raken

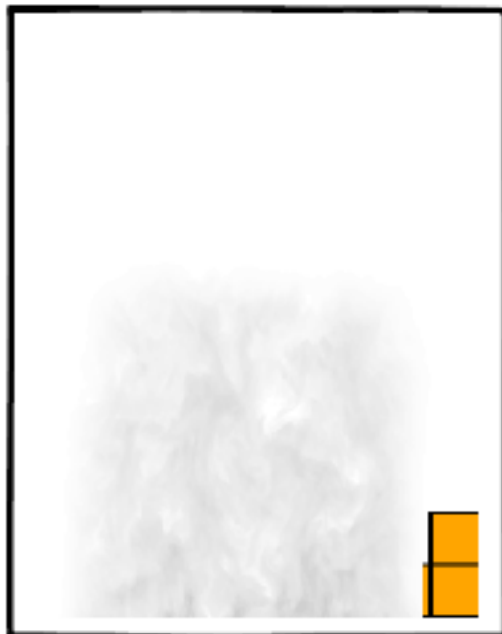


points: xxx

<player> <power>



Next block

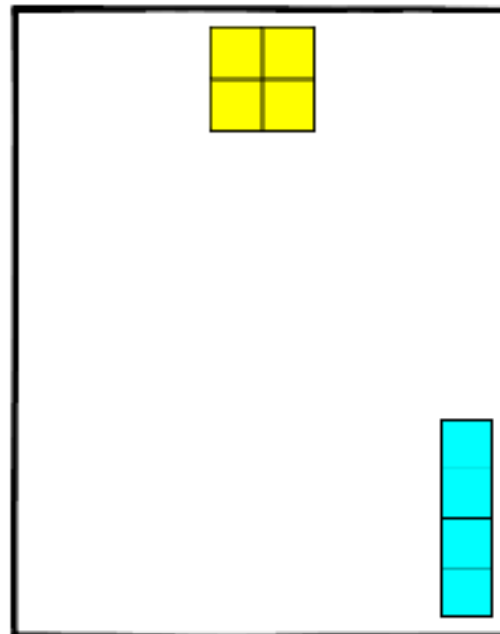
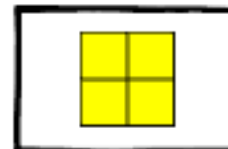


points: xxx

<player> <power>



Next block



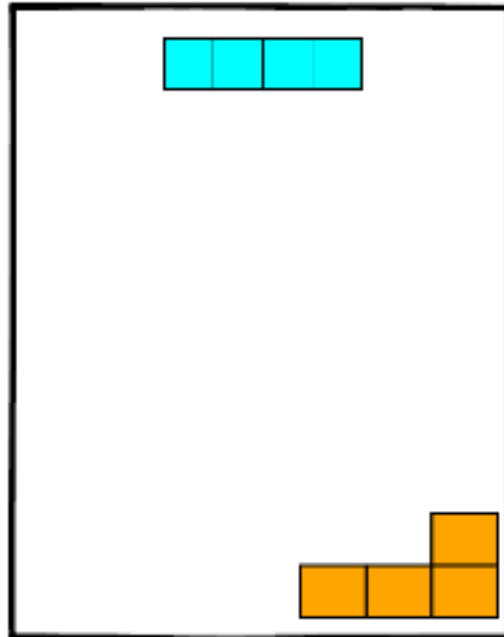


points: xxx

<player> <power>

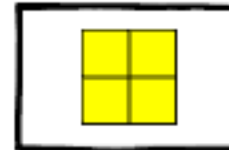


Next block

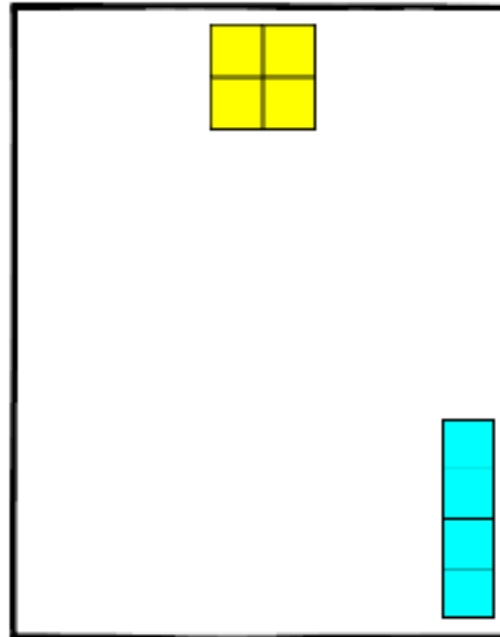


points: xxx

<player> <power>



Next block



Regen:
Verschillende neutrale
vierkantjes vallen
naar beneden. Deze
hebben geen element
dus kunnen ze geen
reactie gaan maken.



Regen:
Verschillende neutrale
vierkantjes vallen
naar beneden. Deze
hebben geen element
dus kunnen ze geen
reactie gaan maken.

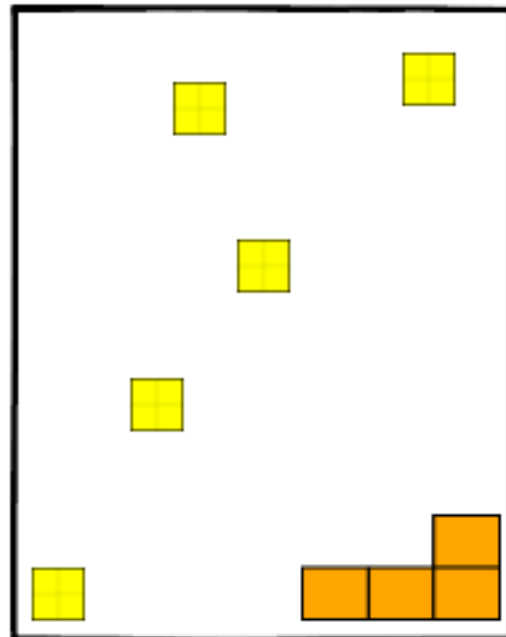


points: xxx

<player> <power>

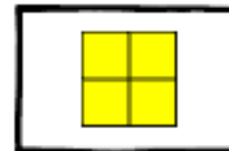
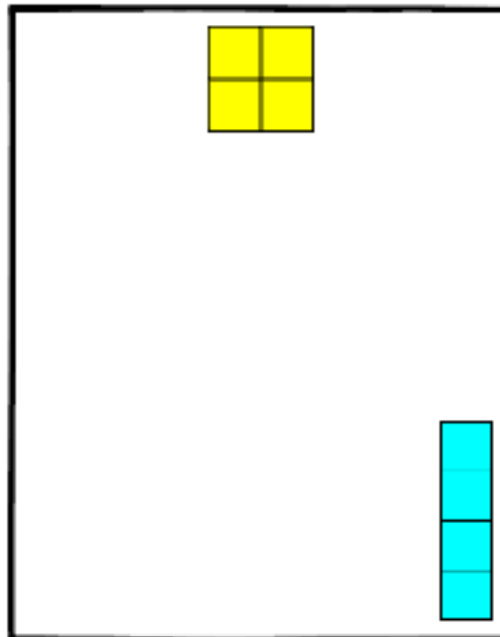


Next block



points: xxx

<player> <power>



Next block





points: xxx



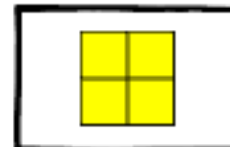
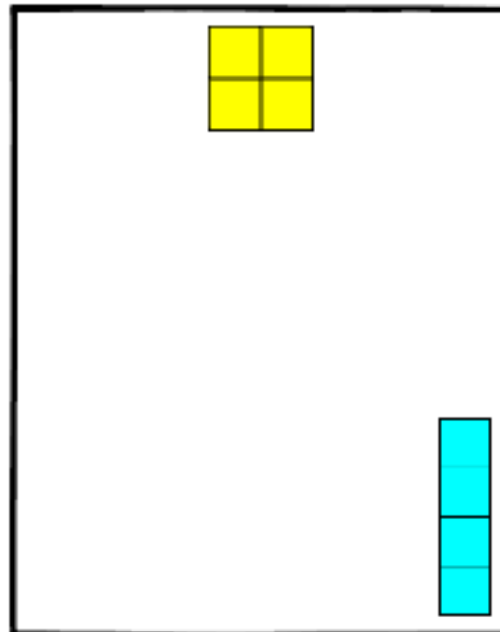
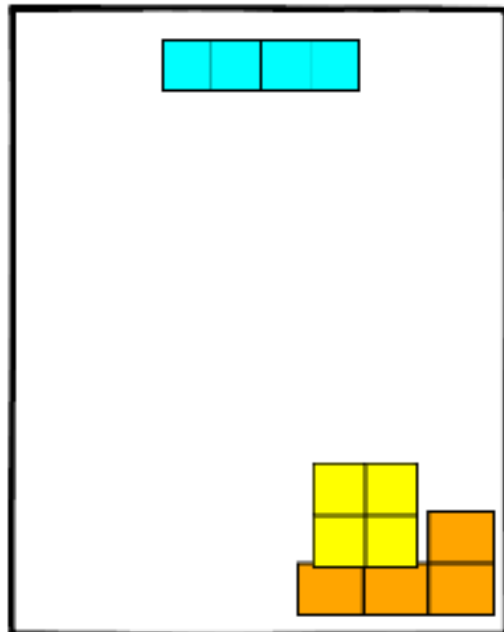
points: xxx

<player> <power>

<player> <power>



Next block



Next block

Magma:
reactie ontstaat tussen
aarde en vuur of vice
versa. gooit blokken in
de lucht en breekt dan
in een diameter van 3
blokken.

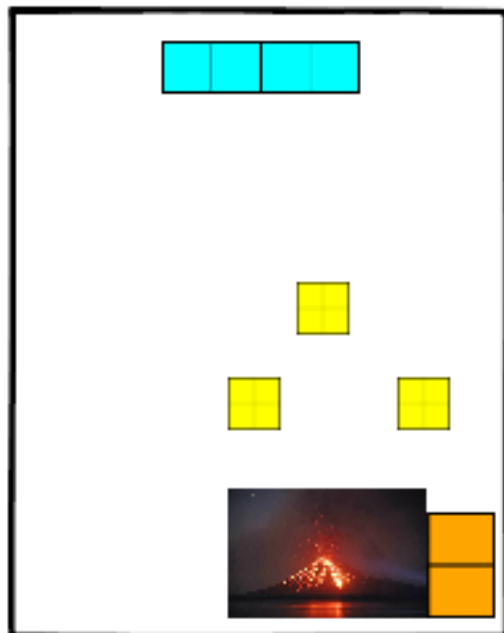


points: xxx

<player> <power>

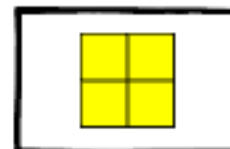
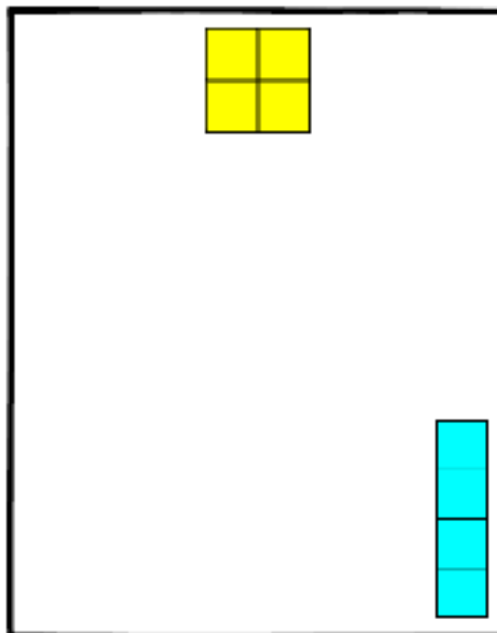


Next block



points: xxx

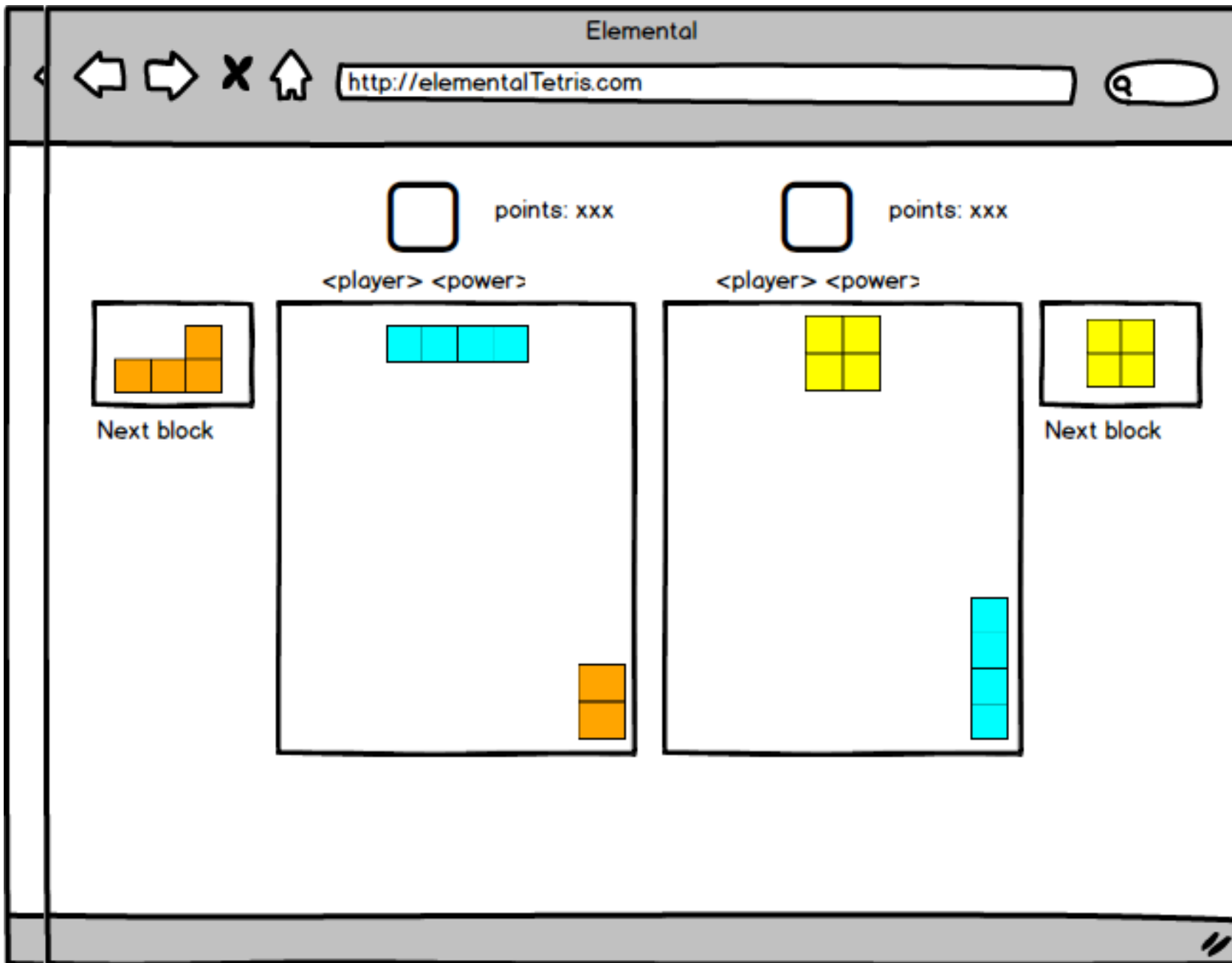
<player> <power>



Next block

Magma:
reactie ontstaat tussen
aarde en vuur of vice
versa. gooit blokken in
de lucht en breekt dan
in een diameter van 3
blokken.

De 1x1 blokjes
illustreeren hoe deze in
de lucht gegooid
worden



ogfrogram:
actie die staat oplossen
rode van vijfde
rvergoudde blokken in
dehtent breken dan
eene diende van 3
blokken.
De blokjes
sithen te behouden in
deht de goegoid
ronden



As:
Blokjes gaan
verkrumelen
(Vuur en lucht)

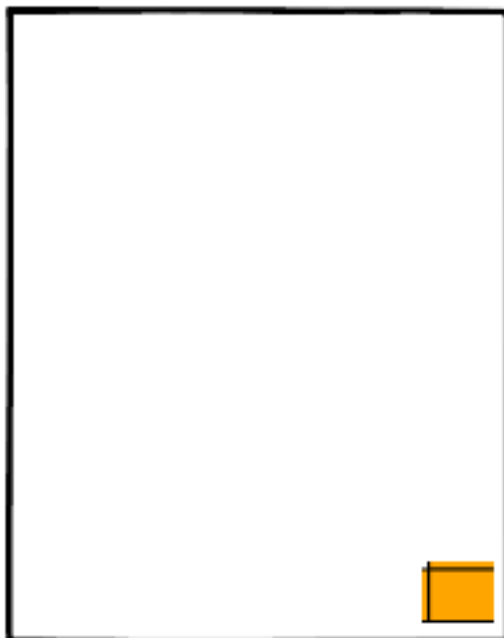


points: xxx

<player> <power>

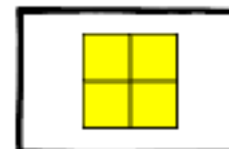


Next block

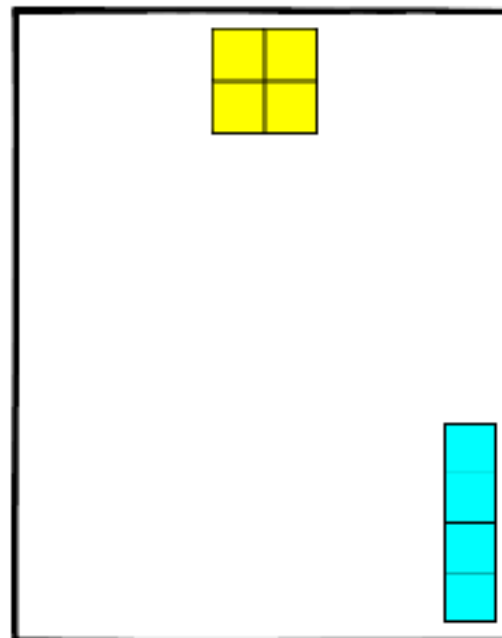


points: xxx

<player> <power>



Next block





As:
Blokjes gaan
verkrumelen (Vuur en
lucht)



points: xxx

<player> <power>

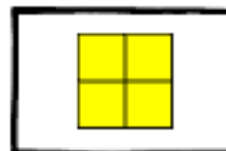


Next block

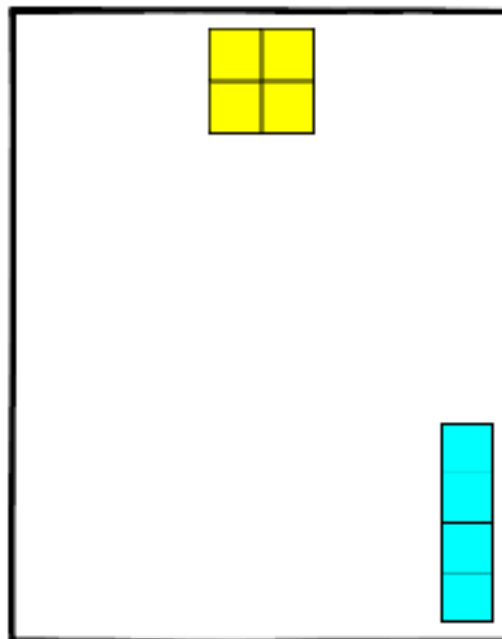


points: xxx

<player> <power>



Next block





As:
Blokjes gaan
verkruimelen (Vuur
en lucht)



points: xxx

<player> <power>

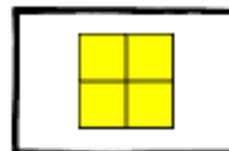
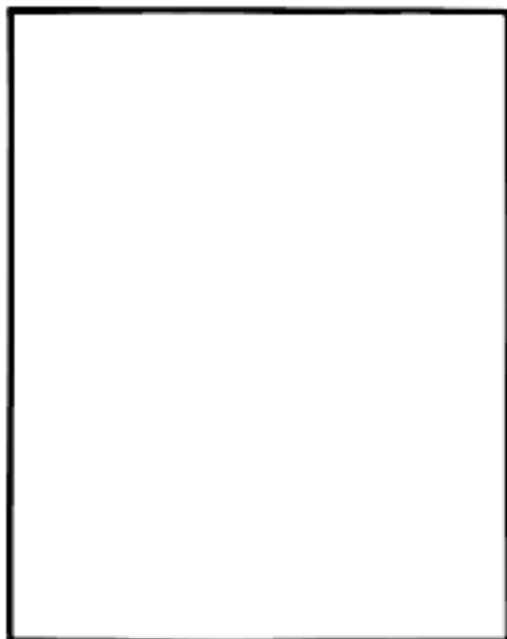


points: xxx

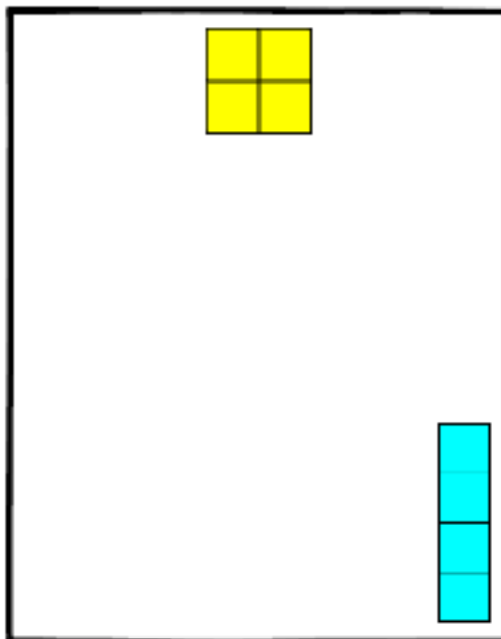
<player> <power>



Next block



Next block





Tornado:
Neemt de bovenste
blokken op en laat
ze op een random
plaats terug vallen

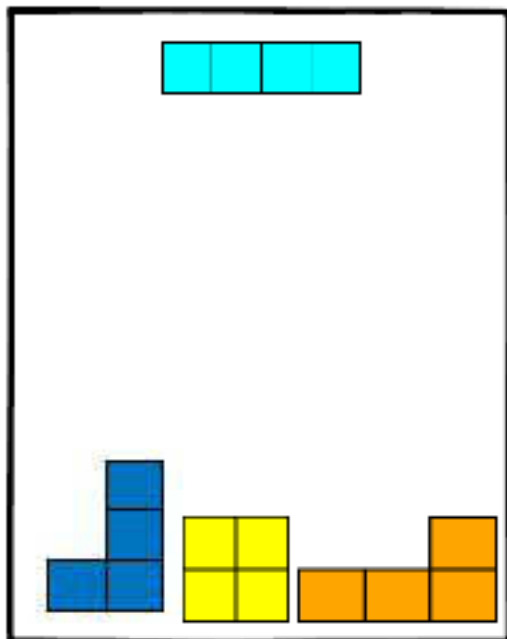


points: xxx

<player> <power>

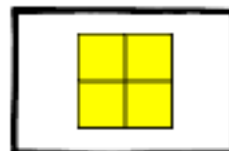
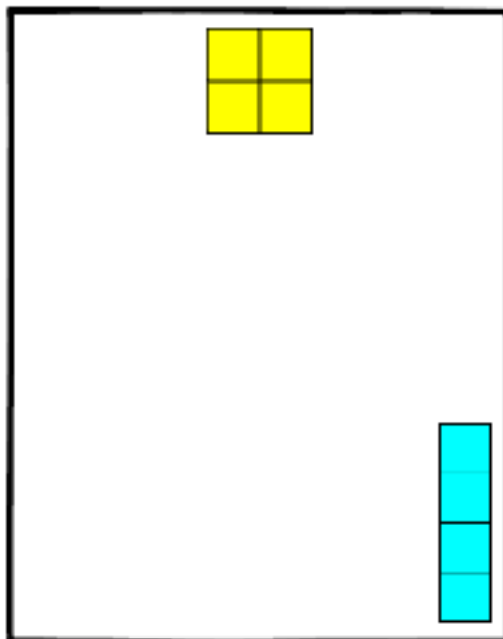


Next block



points: xxx

<player> <power>



Next block





Tornado:
Neemt de bovenste
blokken op en laat
ze op een random
plaats terug vallen



points: xxx



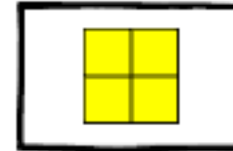
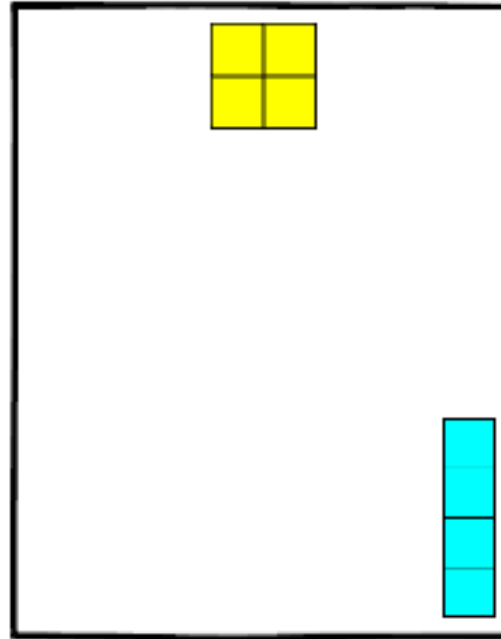
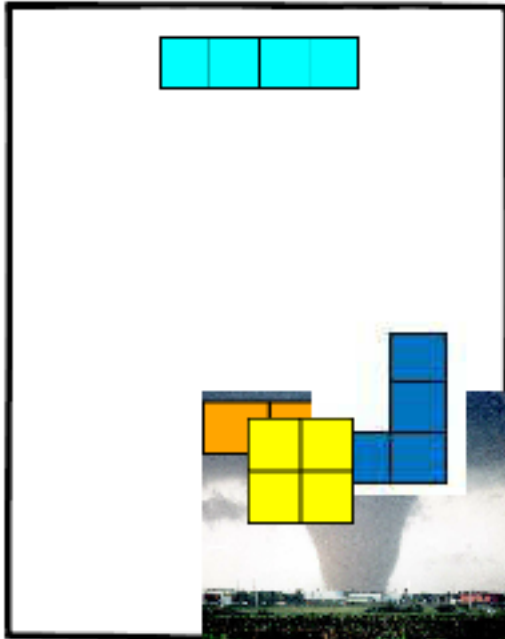
points: xxx

<player> <power>

<player> <power>



Next block



Next block





Tornado:
Neemt de bovenste
blokken op en laat
ze op een random
plaats terug vallen

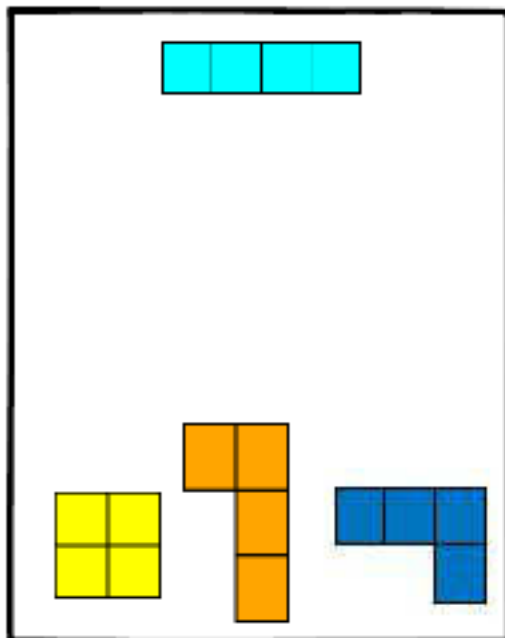


points: xxx

<player> <power>

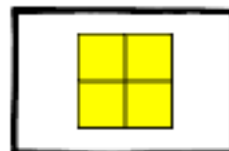
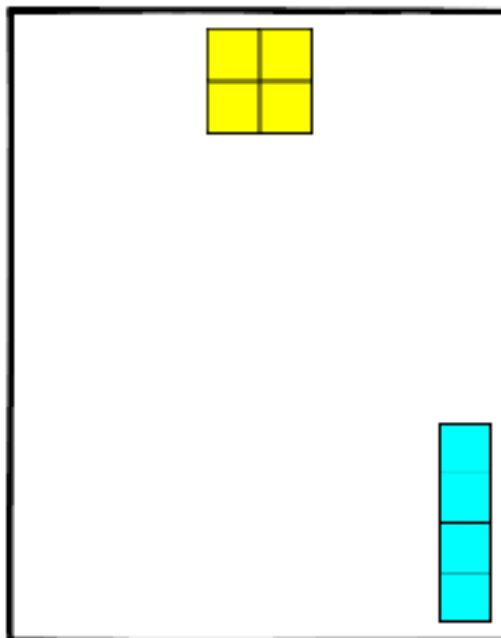


Next block



points: xxx

<player> <power>



Next block



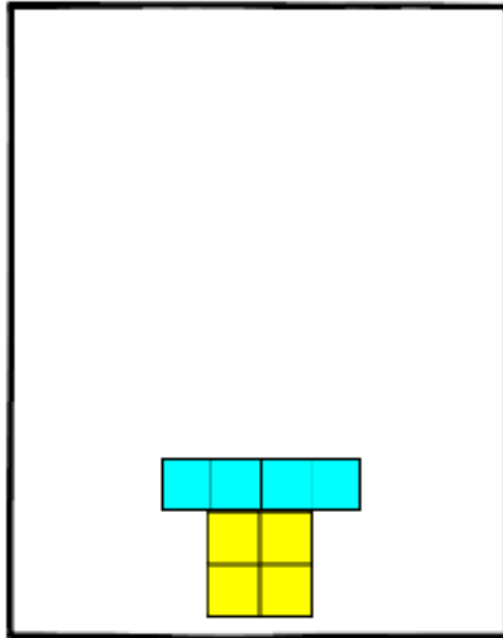


points: xxx

<player> <power>

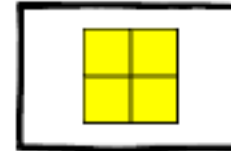
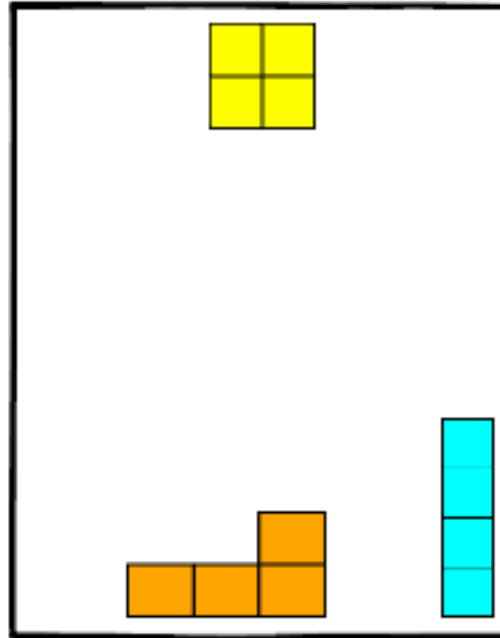


Next block



points: xxx

<player> <power>



Next block

Groei:
Water op aarde of
vice versa laat een
boom groeien. Die
groeit gedurende 2
beurten.

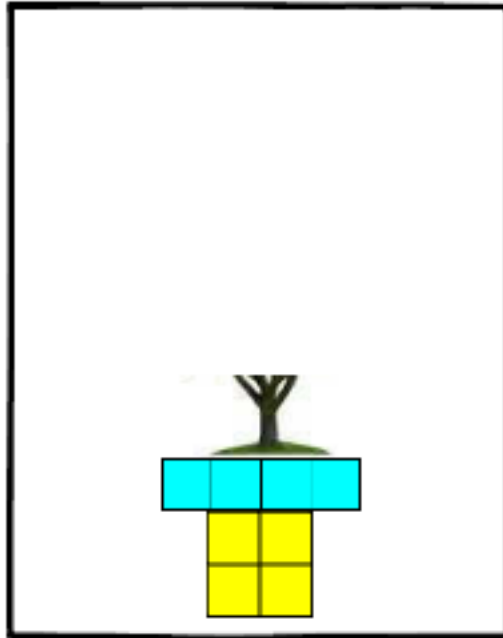


points: xxx

<player> <power>

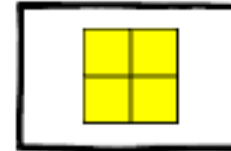
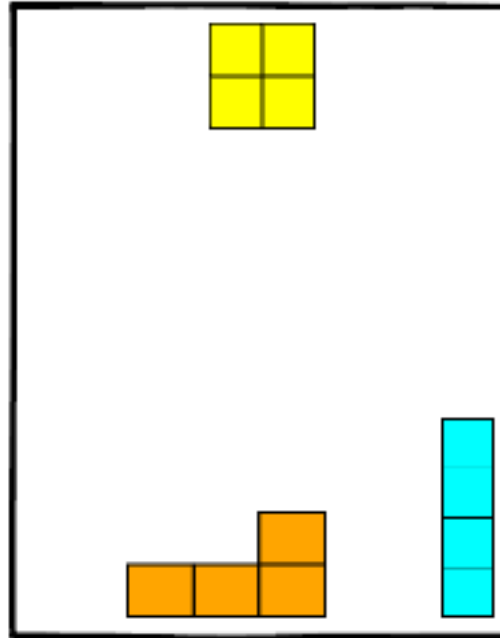


Next block



points: xxx

<player> <power>



Next block

Groei:
Water op aarde of
vice versa laat een
boom groeien. Die
groeit gedurende 2
beurten.

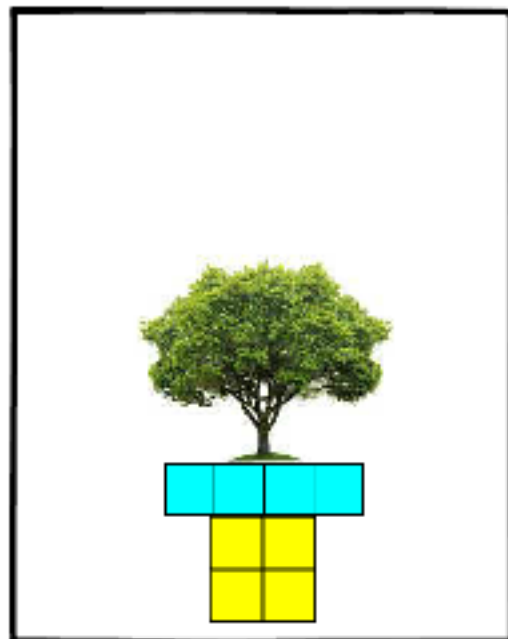


points: xxx

<player> <power>

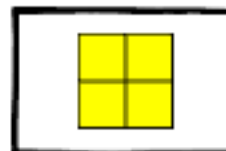
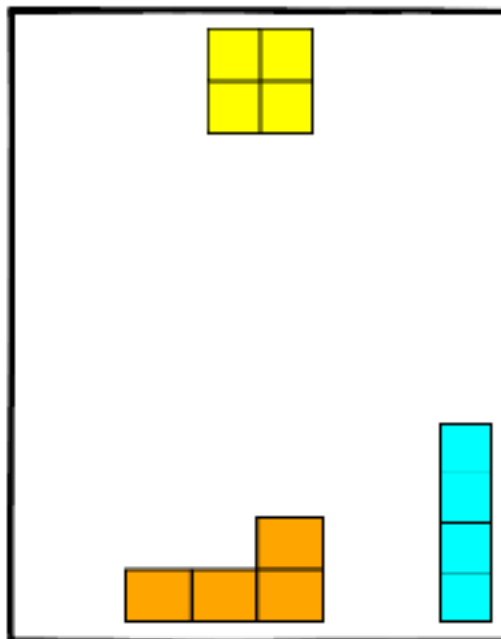


Next block



points: xxx

<player> <power>



Next block

Groei:

Water op aarde of vice versa laat een boom groeien. Die groeit gedurende 2 beurten.

Na deze beurten wordt dit een aarde blokje

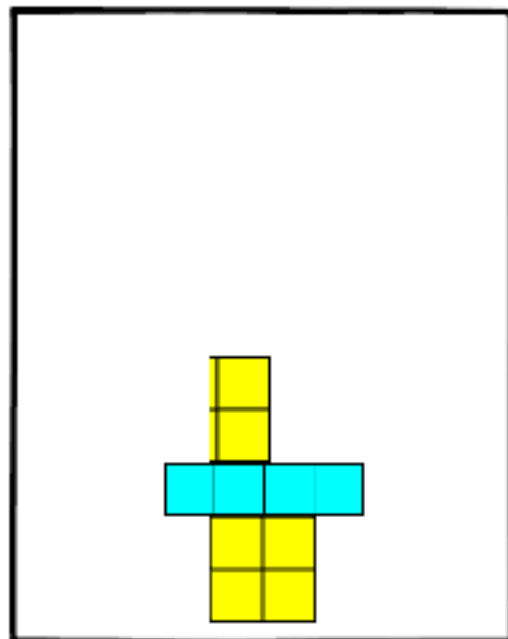


points: xxx

<player> <power>

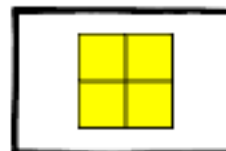
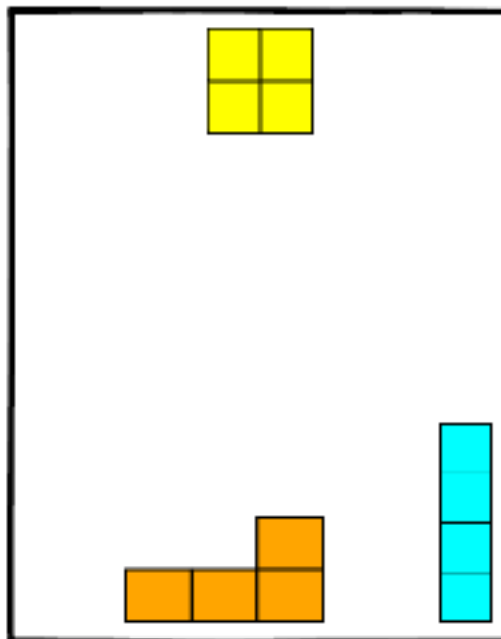


Next block



points: xxx

<player> <power>

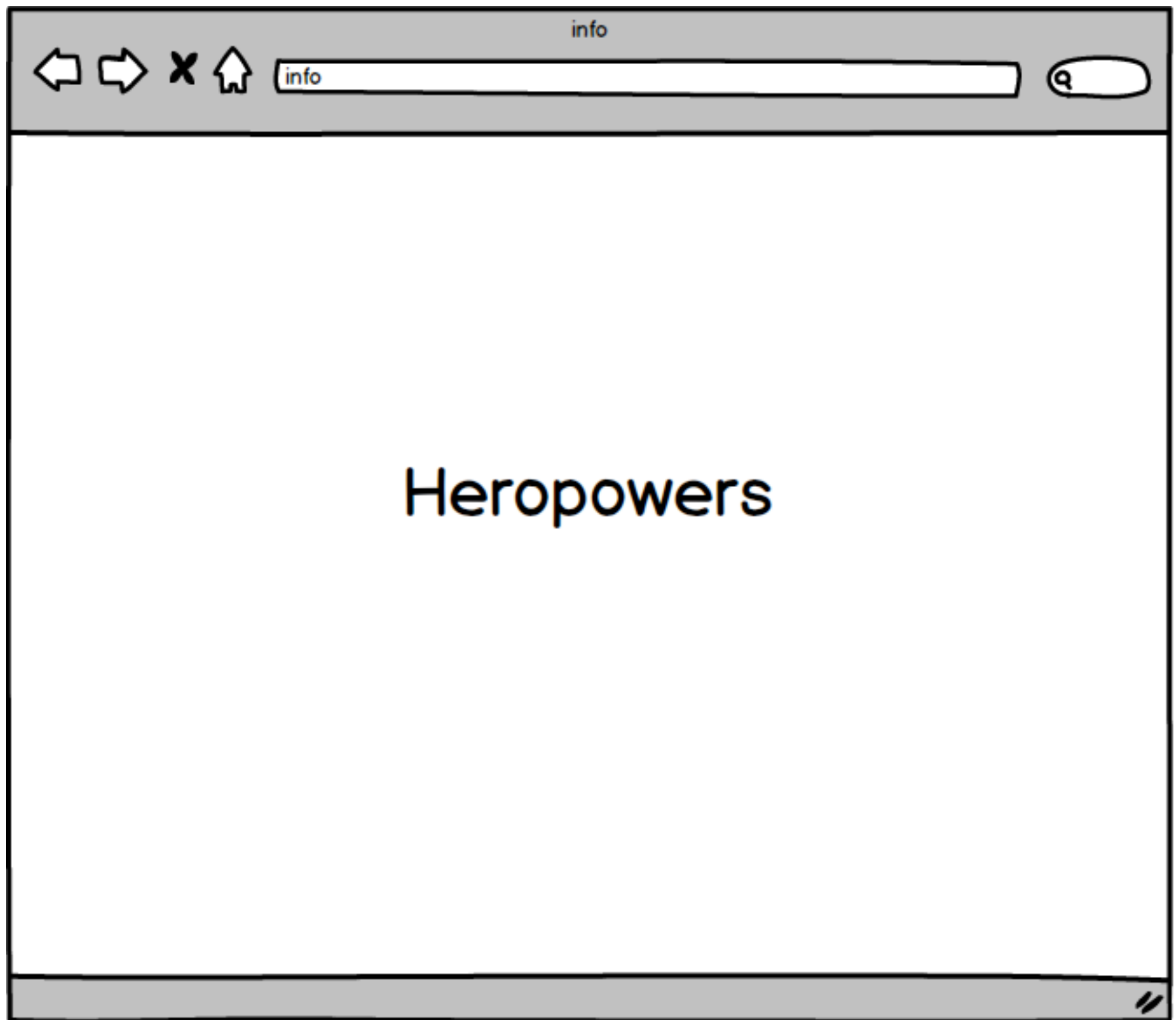


Next block

Groei:

Water op aarde of vice versa laat een boom groeien. Die groeit gedurende 2 beurten.

Na deze beurten wordt dit een aarde blokje





Standard:
Je kunt een blok van
uw zelfgekozen
element droppen

In dit geval water



points: xxx



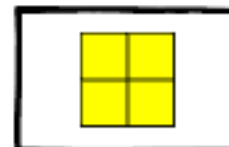
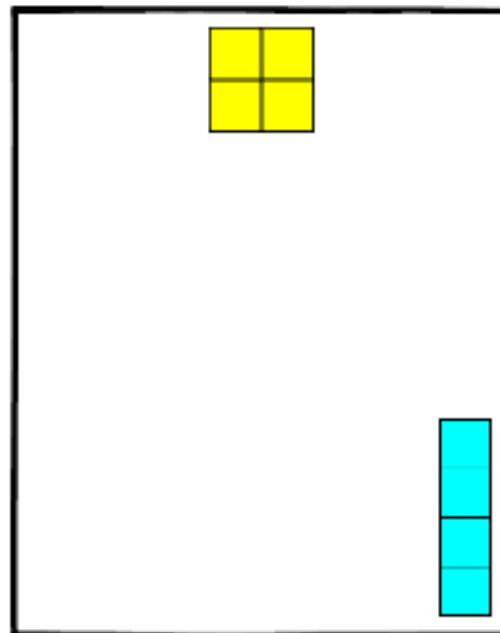
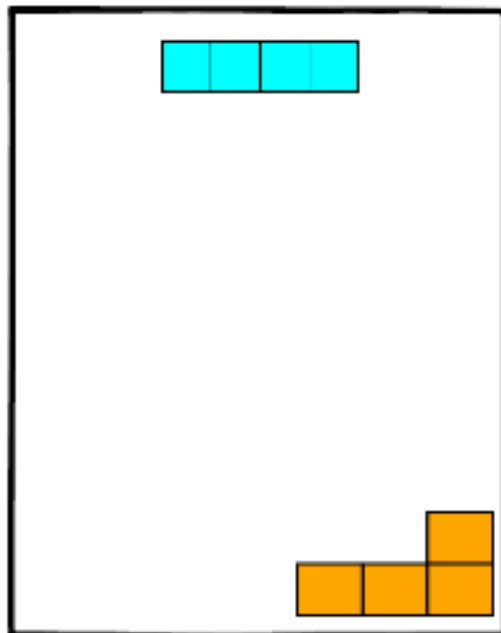
points: xxx

<player> <power>

<player> <power>

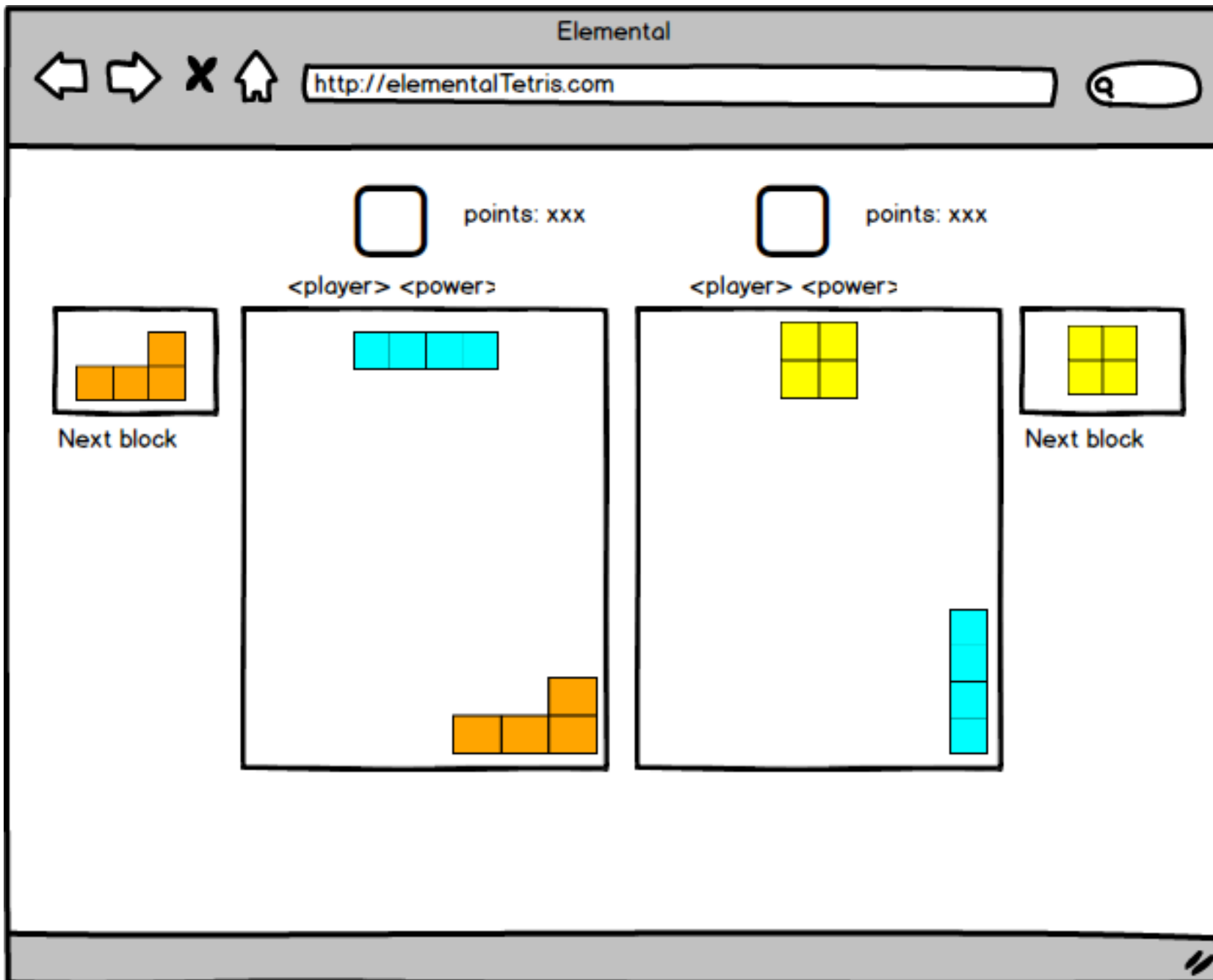


Next block



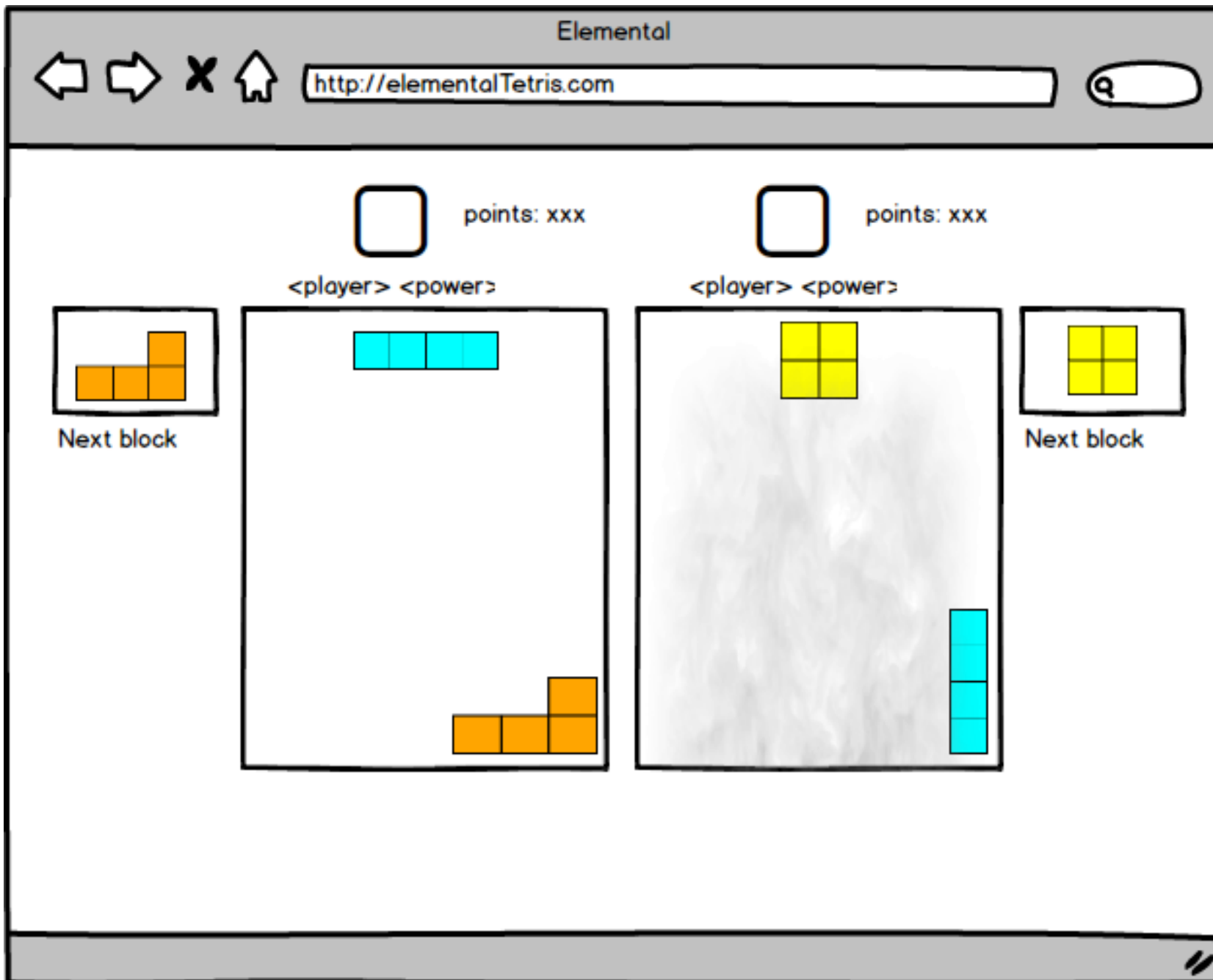
Next block





Standard:
Je kunt een blok van
uw zelfgekozen
element droppen

Idem als standard,
maar 2x te gebruiken
ipv 1x



Steam:

Er komt een stoomwolk op het speelveld van de tegenstander dat het zicht belemmerd.

Let op: de stoomimage zal waarschijnlijk niet zo goed zichtbaar zijn op papier



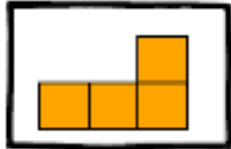
Ice:

Je kan 2 blokken
kiezen en die van
elkaar laten glijden

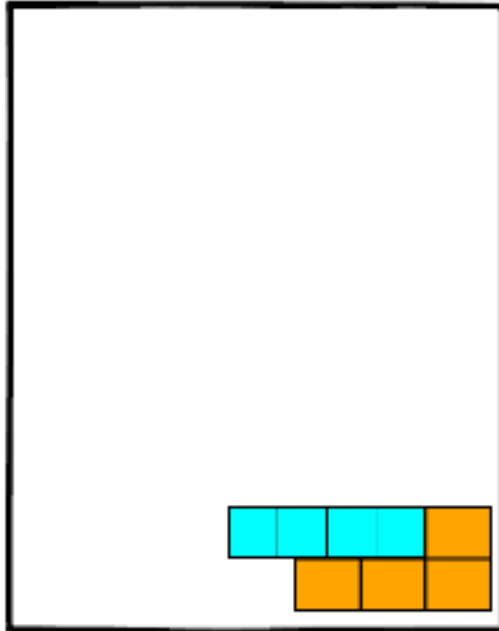


points: xxx

<player> <power>

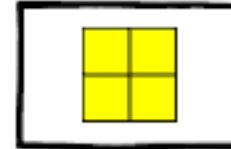
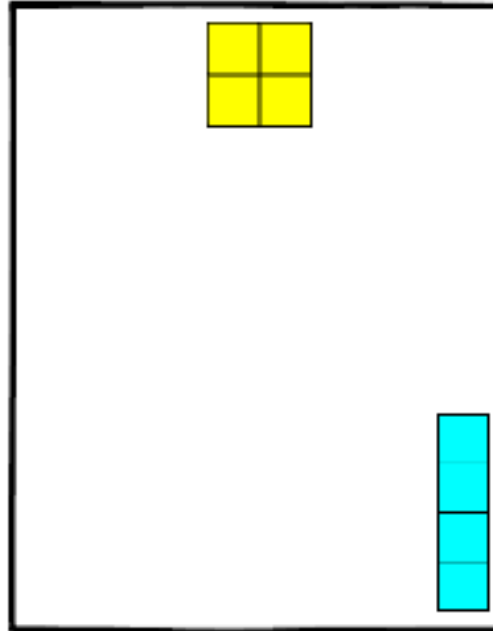


Next block



points: xxx

<player> <power>



Next block





Ice:

Je kan 2 blokken
kiezen en die van
elkaar laten glijden

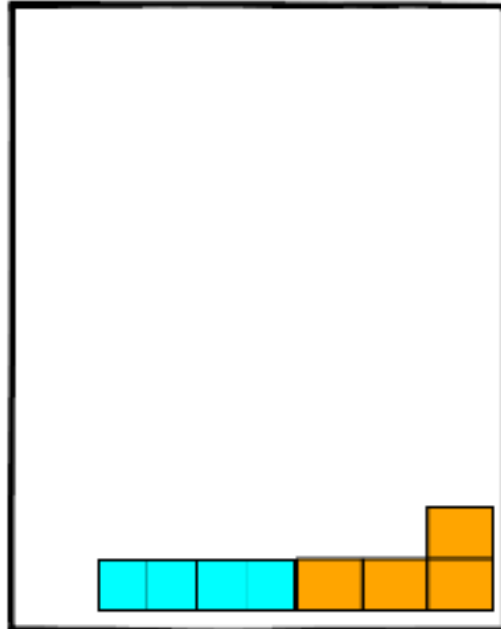


points: xxx

<player> <power>

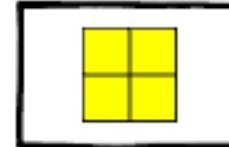
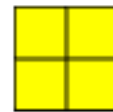


Next block

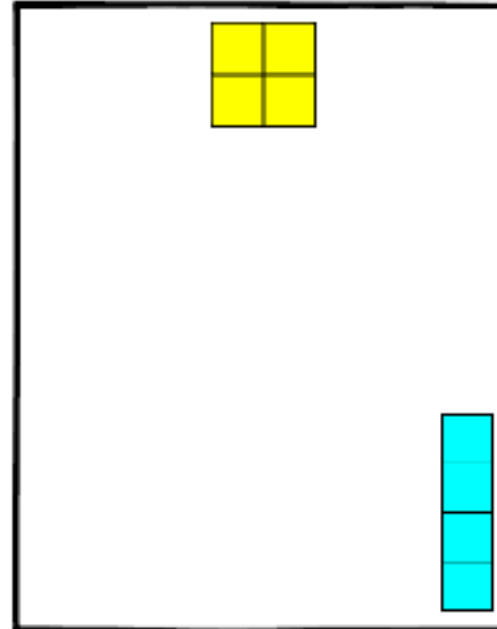


points: xxx

<player> <power>



Next block





points: xxx



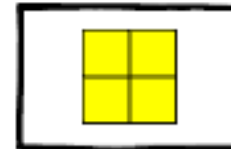
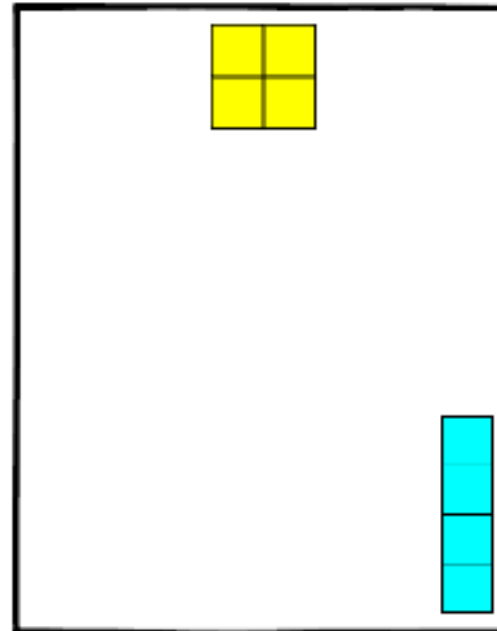
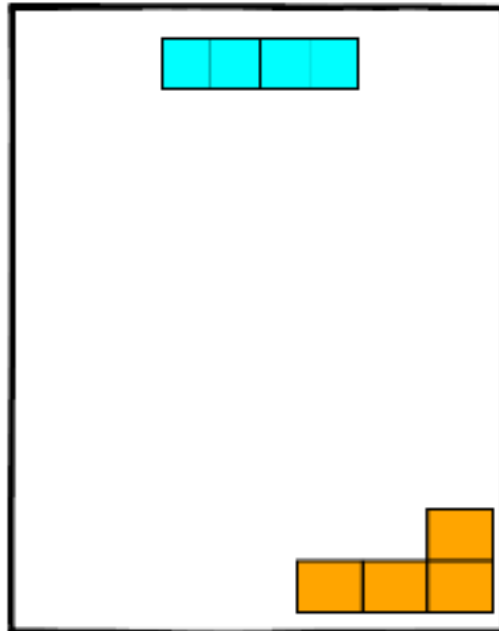
points: xxx

<player> <power>

<player> <power>



Next block



Next block

Growth:

Je kan een blok selecteren, dit blok kan je dan laten groeien. In dit geval selecteren we het oranje blokje.



Standard:
Je kunt een blok van
uw zelfgekozen
element droppen



points: xxx



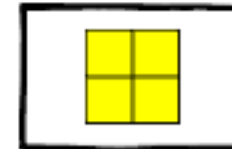
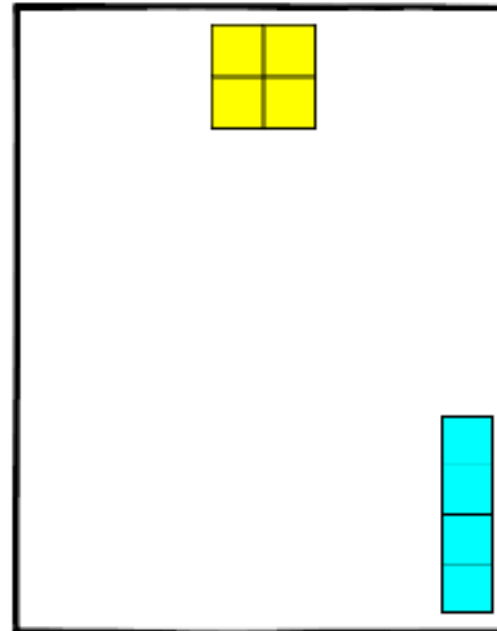
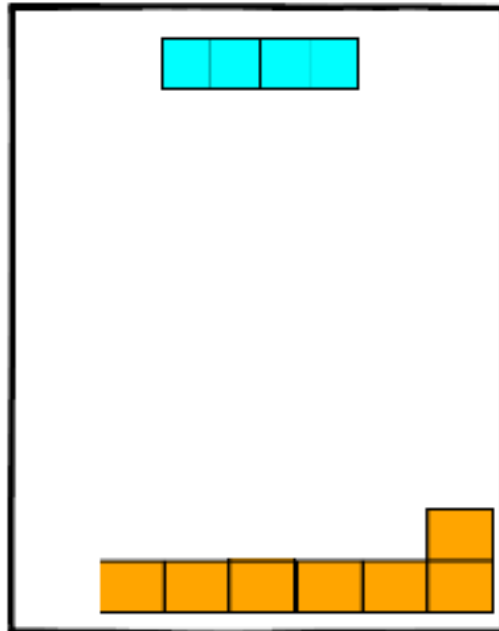
points: xxx

<player> <power>

<player> <power>

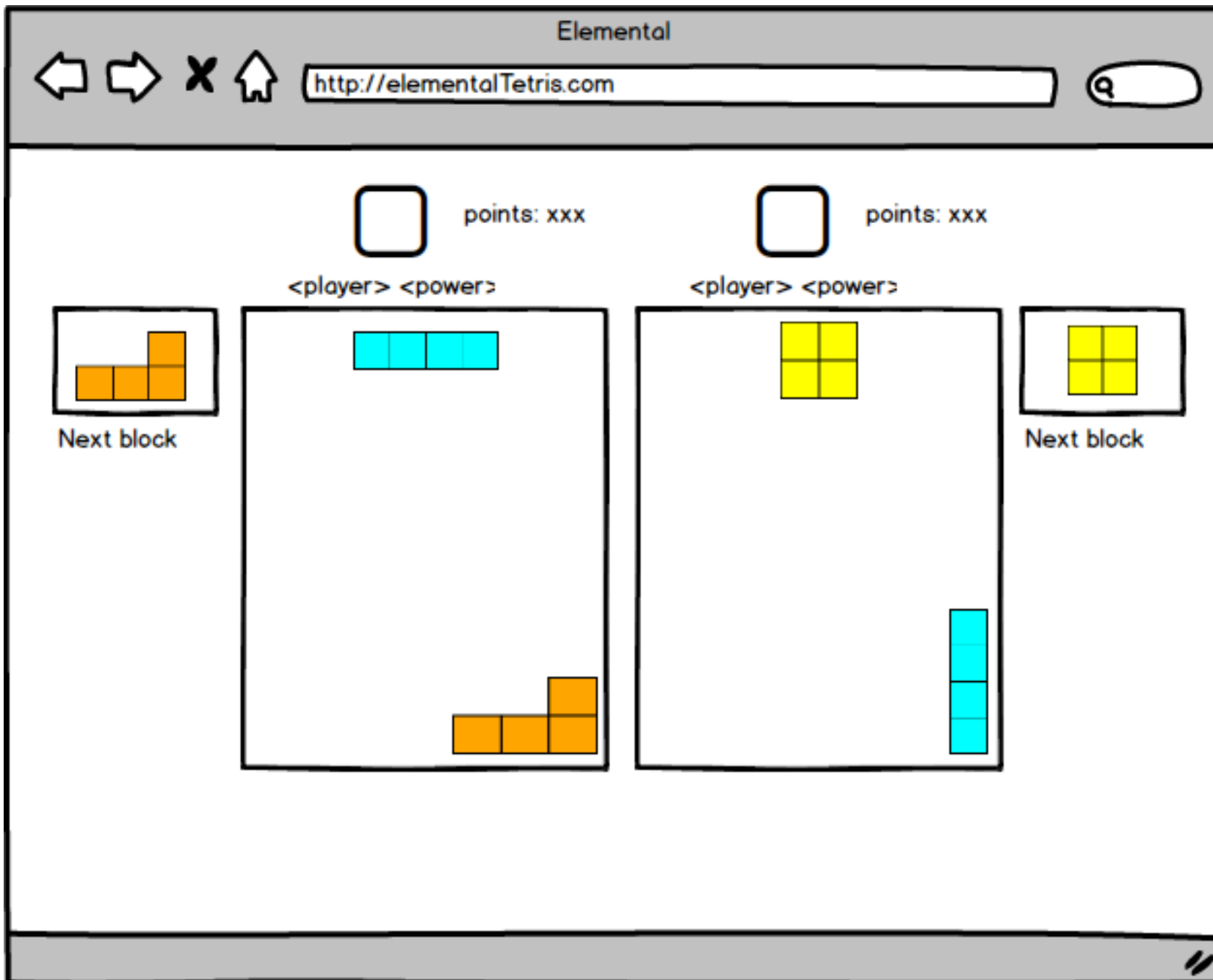


Next block



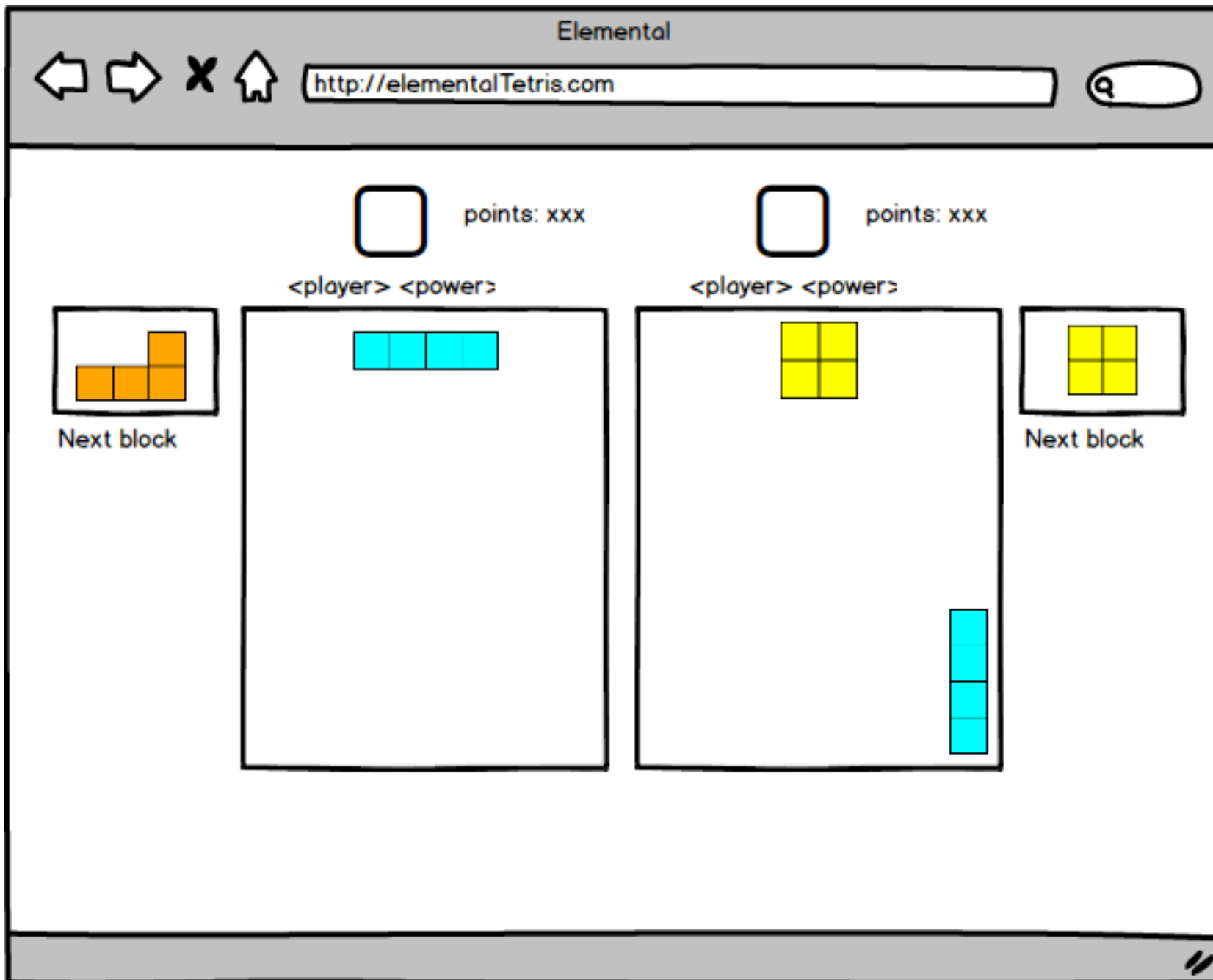
Next block





Ash:

Je kan een blok selecteren die dan verkruid wordt. In dit geval nemen we de oranje blok.



Ash:

Je kan een blok selecteren die dan verkruid wordt. In dit geval nemen we de oranje blok.



Standard:
Je kunt een blok van
uw zelfgekozen
element droppen



points: xxx



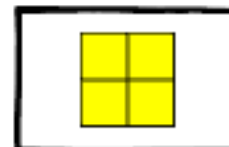
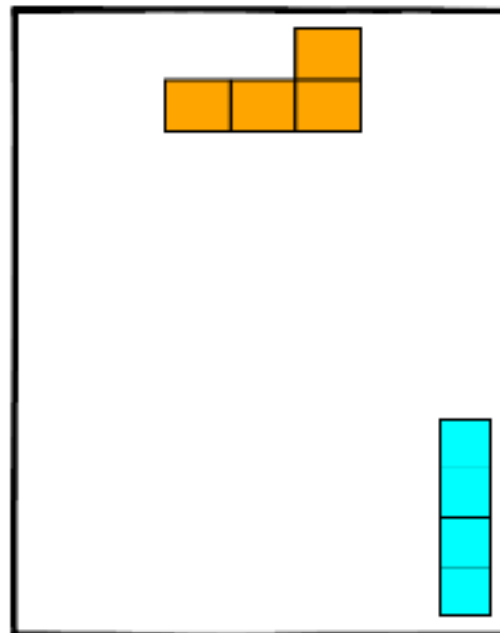
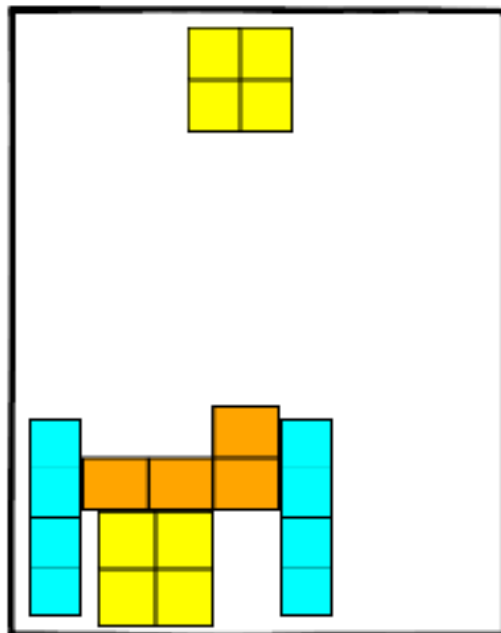
points: xxx

<player> <power>

<player> <power>



Next block



Next block





Standard:
Je kunt een blok van
uw zelfgekozen
element droppen

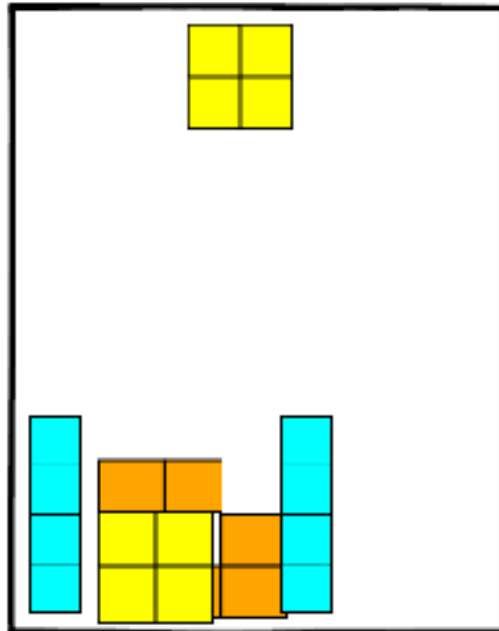


points: xxx

<player> <power>

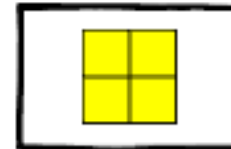


Next block

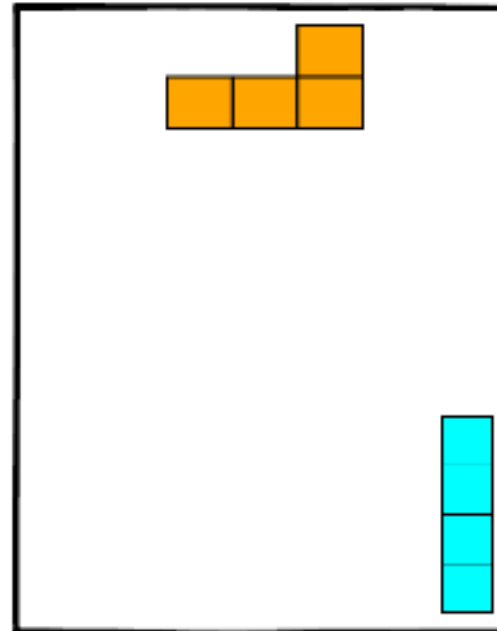


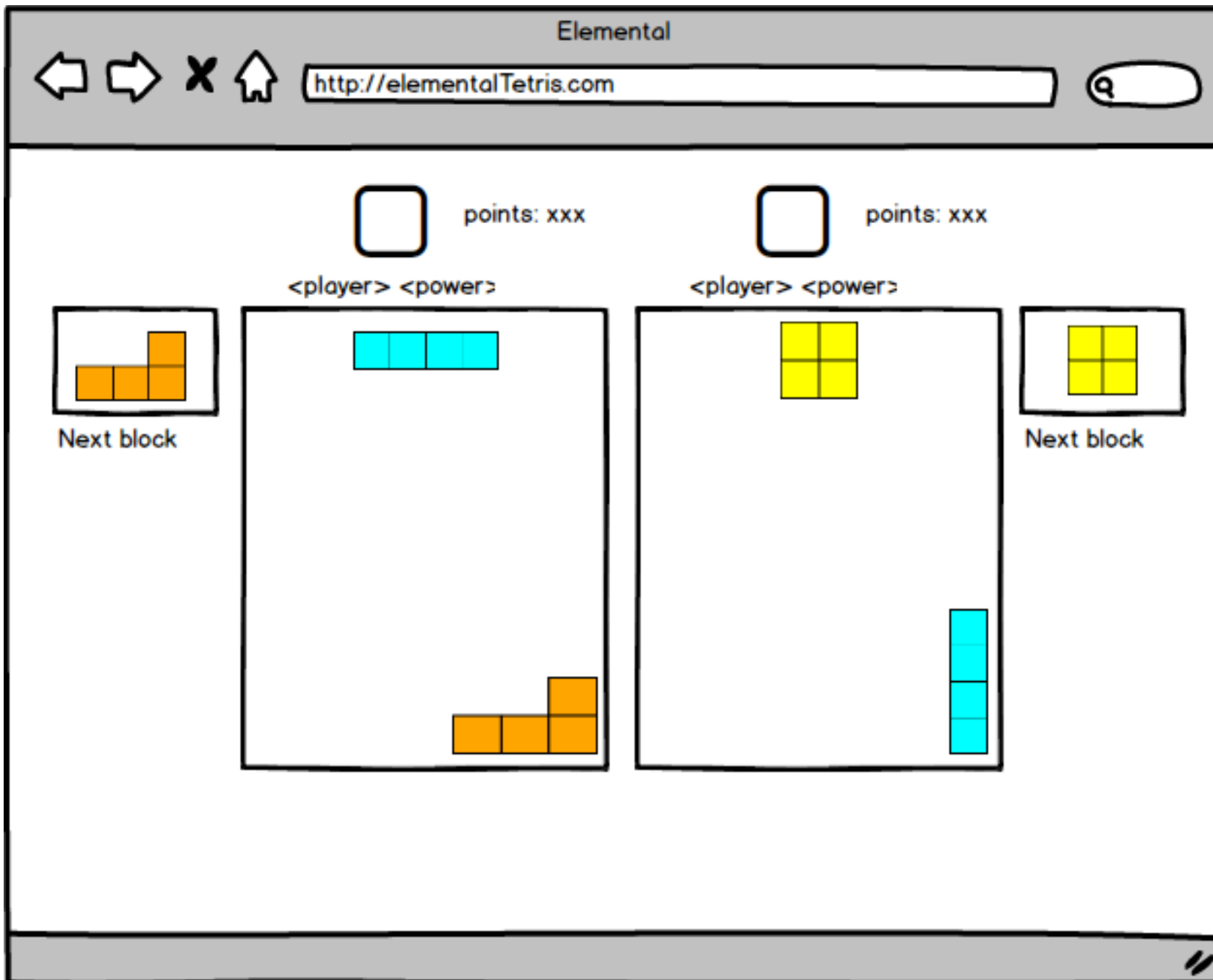
points: xxx

<player> <power>



Next block





Solidify:

Je kan een blok selecteren en deze veranderen in één van het type aarde.

In dit geval verandert de oranje blok van vuur naar aarde.

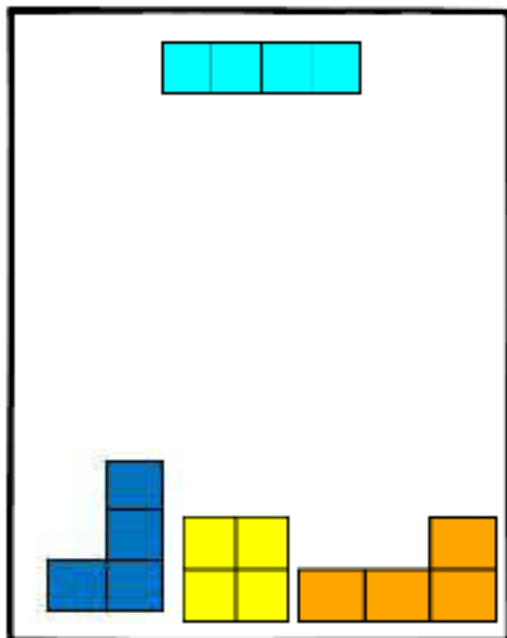


points: xxx

<player> <power>

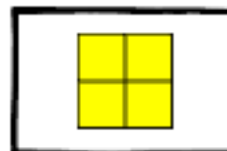
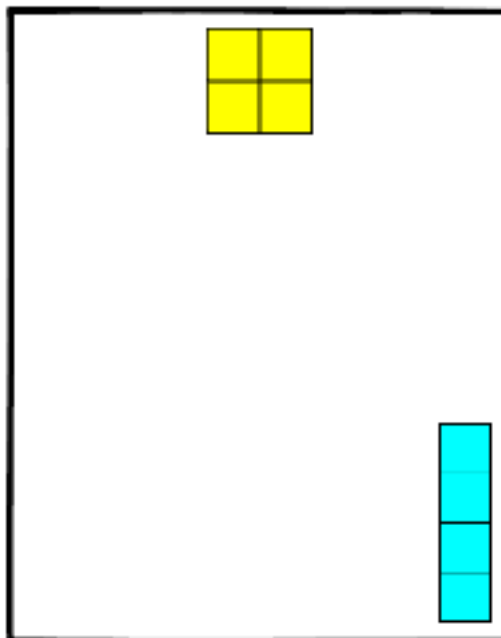


Next block



points: xxx

<player> <power>



Next block

Tornado:

Neemt de bovenste
blokken op en laat
ze op een random
plaats terug vallen



points: xxx



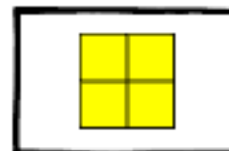
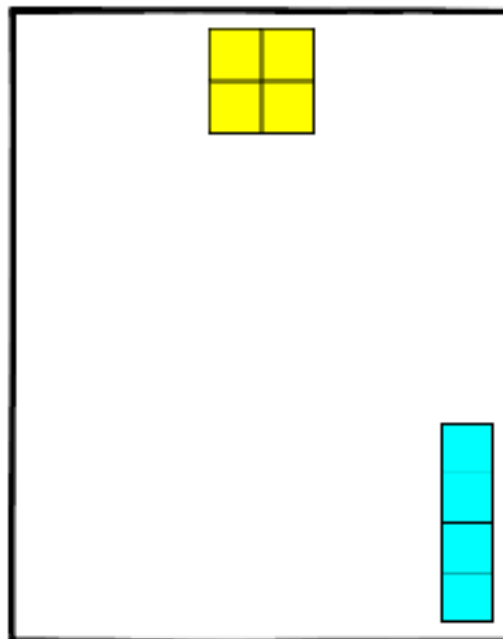
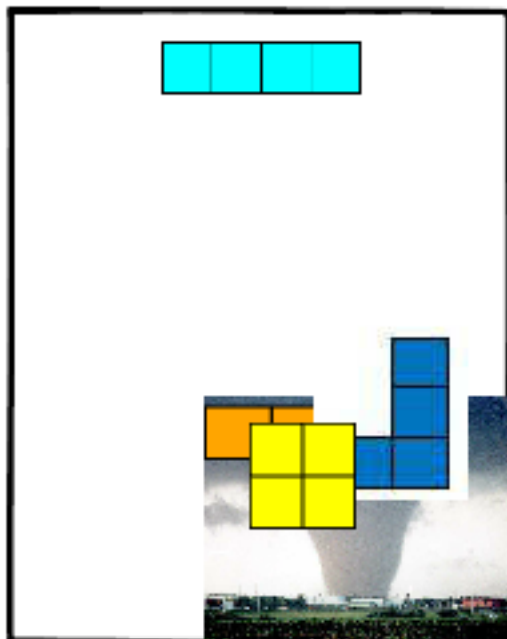
points: xxx

<player> <power>

<player> <power>



Next block



Next block

Tornado:
Neemt de bovenste
blokken op en laat
ze op een random
plaats terug vallen



Tornado:
Neemt de bovenste
blokken op en laat
ze op een random
plaats terug vallen

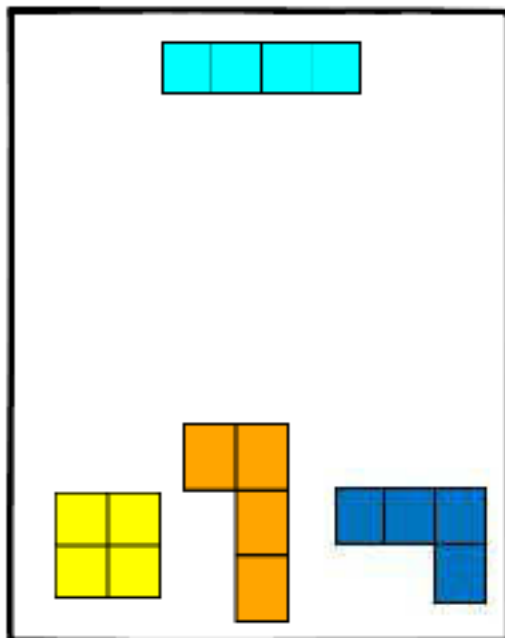


points: xxx

<player> <power>

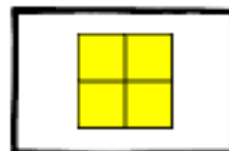
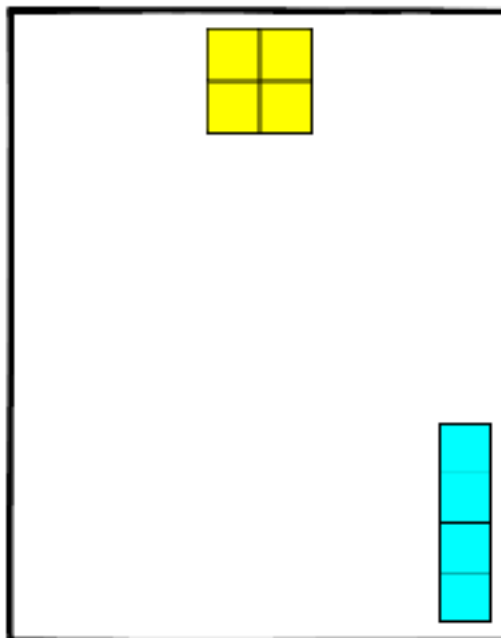


Next block



points: xxx

<player> <power>



Next block



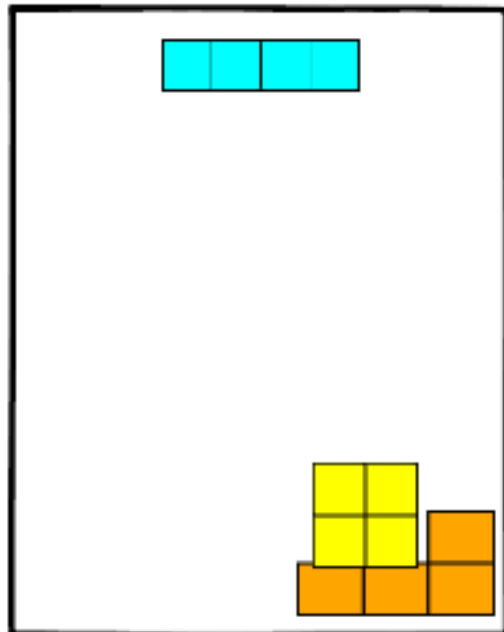


points: xxx

<player> <power>

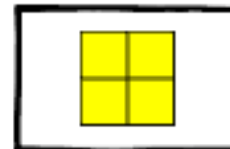
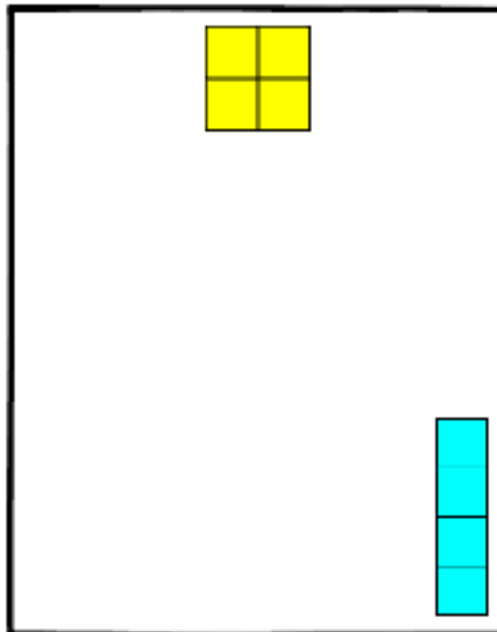


Next block



points: xxx

<player> <power>



Next block

Eruption:
Een vulkaanuitbarsting
zal een aantal blokken
in de lucht werpen en
andere gaan kapot
maken.

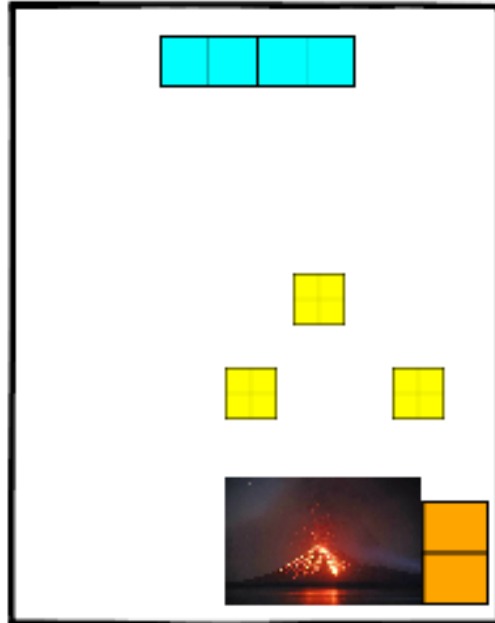


points: xxx

<player> <power>

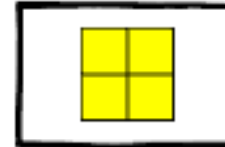
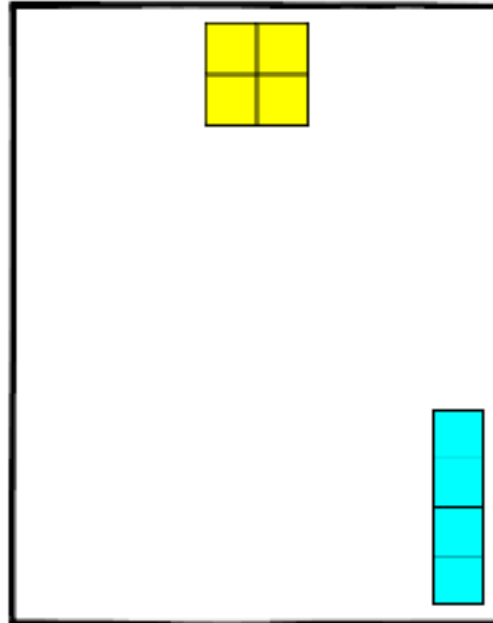


Next block



points: xxx

<player> <power>



Next block

Eruption:

Een vulkaanuitbarsting zal een aantal blokken in de lucht werpen en andere gaan kapot maken.



Eruption:
Een vulkaanuitbarsting
zal een aantal blokken
in de lucht werpen en
andere gaan kapot
maken.

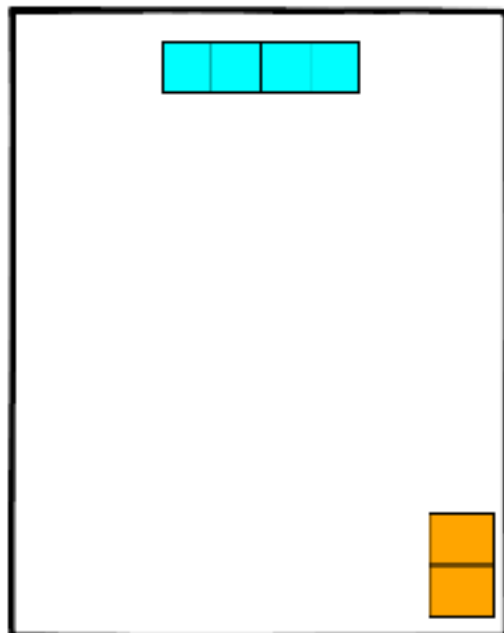


points: xxx

<player> <power>

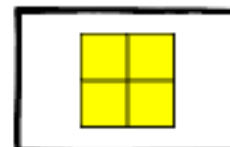
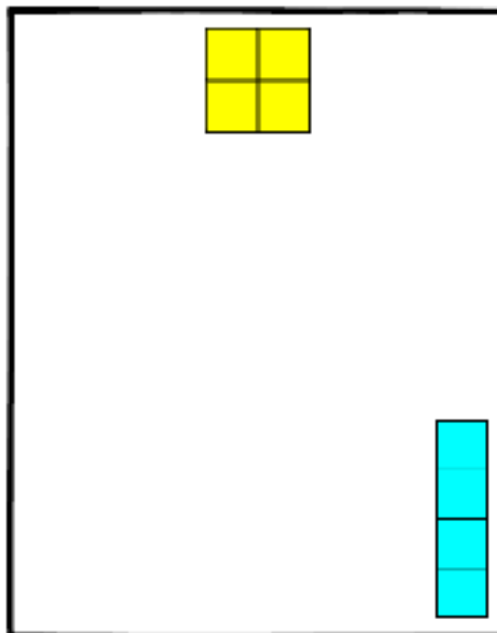


Next block



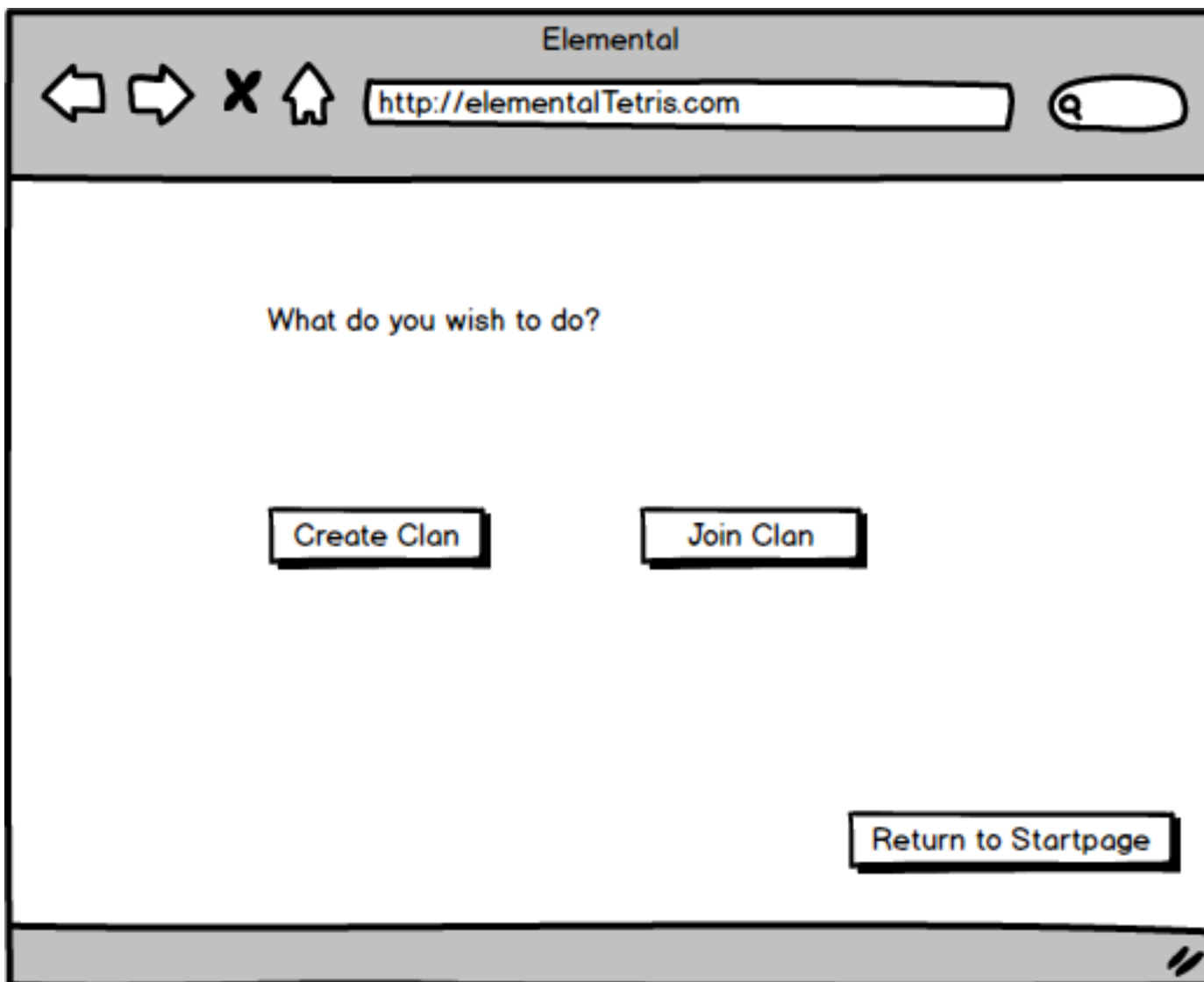
points: xxx

<player> <power>



Next block







http://elementalTetris.com



Where do you wish to apply?

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

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Return to Startpage



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Where do you wish to apply?

Clan name: <name> Apply

Clan name: <name>

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Next Page

Return to Startpage



Where do you wish to apply?

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

Clan name: <name> Apply

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[Next Page](#)

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Fill in this form please & pay the clan fee!

Credits: xxx

Clan name:

Kind of clan:

Recreational ▼
Competitive

Create my clan!

Return to clan creation



http://elementalTetris.com



Clan Name: <xxx>

Clan leader: <leader name>

Second in command: <name>

Members:

<name>

<name>

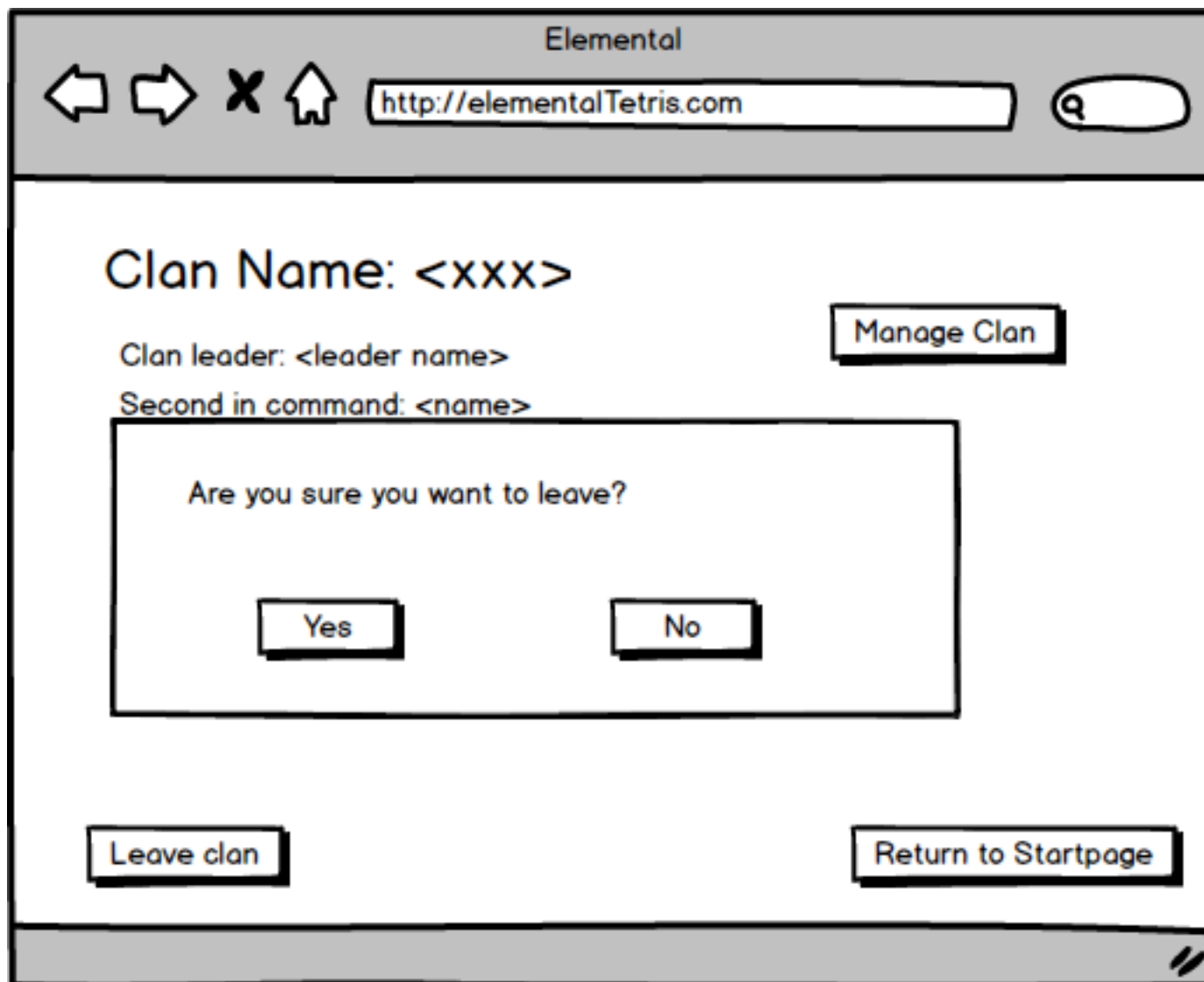
<name>

<name>

Manage Clan

Leave clan

Return to Startpage





Clan Name: <xxx>

Clan leader: <leader name> Change

Second in command: <name> Change

Members:

<name> Kick

<name> Kick

<name> Kick

<name> Kick

Exit manage mode

See applications

Disband

Return to Startpage



Players who applied to join:

<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse

[Return to Manage Mode](#)



Players who applied to join:

<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse

Clan is already full!

[Return to Manage Mode](#)



Players who applied to join:

<name> Was accepted to the clan

<name>	W/L Ratio	Accept	Refuse
--------	-----------	--------	--------

<name>	W/L Ratio	Accept	Refuse
--------	-----------	--------	--------

<name>	W/L Ratio	Accept	Refuse
--------	-----------	--------	--------

[Return to Manage Mode](#)



Clan Name: <xxx>

Clan leader: <leader name> Change

Second in command: <name> Change

Exit manage mode

Members:

<name> Kick

<name> Kick

<name> Kick

<name> Kick

<name> Kick

See applications

Disband

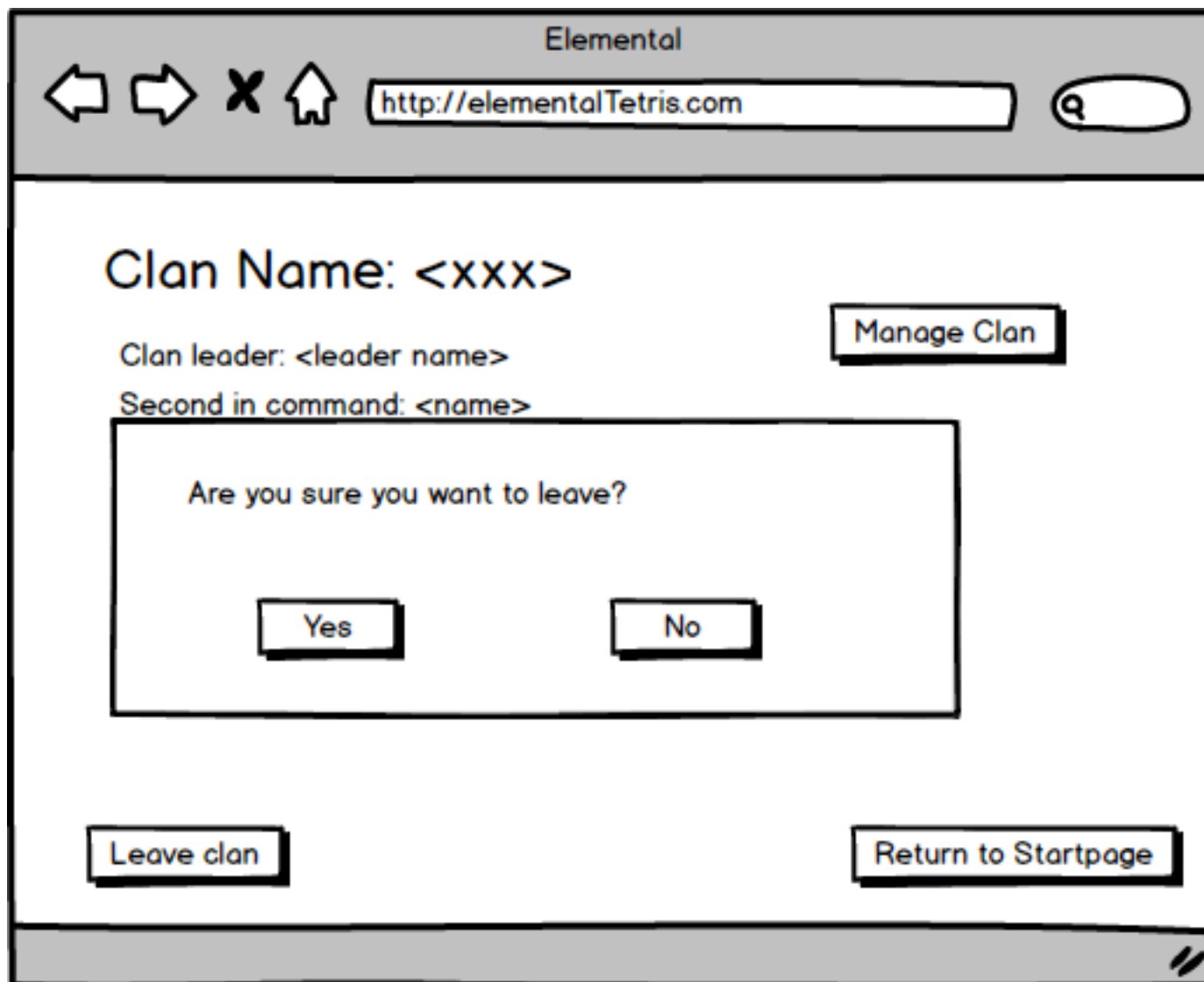
Return to Startpage



Players who applied to join:

<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse
<name>	W/L Ratio	Accept	Refuse
<name>	Was denied		

[Return to Manage Mode](#)





Clan Name: <xxx>

Clan leader: <leader name> [Change](#)

[Exit manage mode](#)

Second in command: <name> [Change](#)

Members:

<name>

<name>

<name>

<name>

Are you sure you want to kick <name>?

[Yes](#)[No](#)[Disband](#)[Return to Startpage](#)



Clan Name: <xxx>

Clan leader: <leader name> [Change](#)

Second in command: <name> [Change](#)

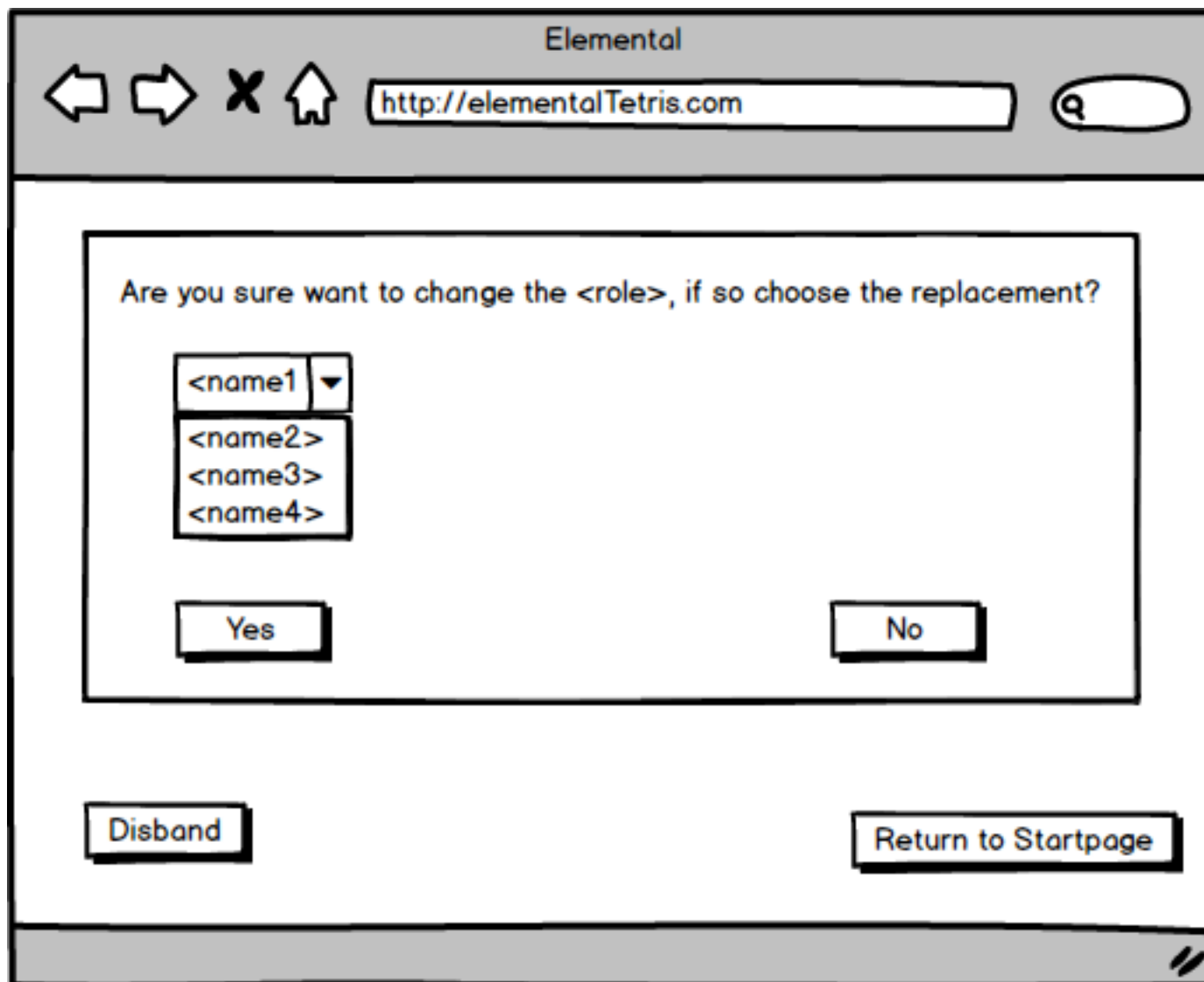
Members:

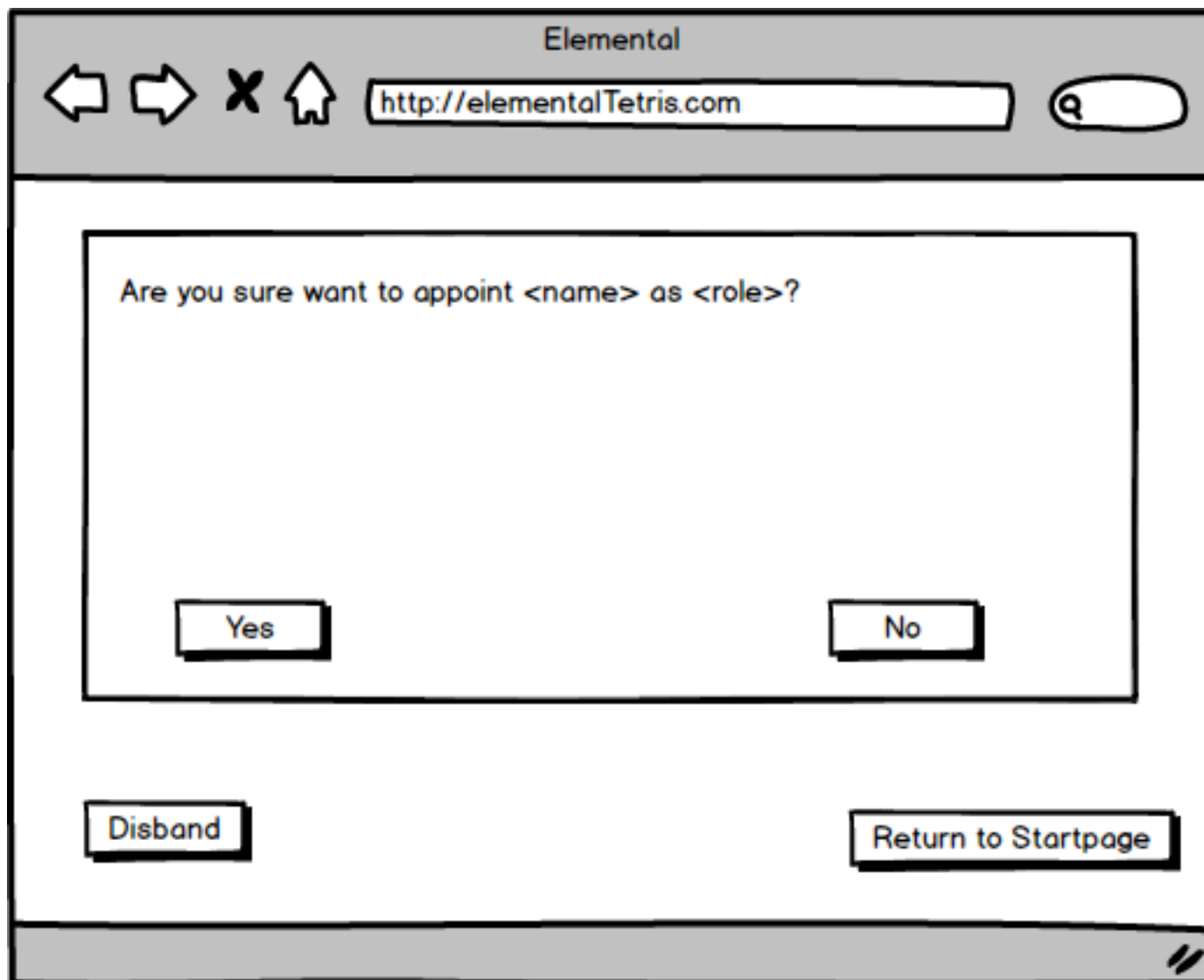
<name> [Kick](#)

<name> [Kick](#)





<name> [Kick](#)

[Exit manage mode](#)[Disband](#)[Return to Startpage](#)






Elemental



http://elementalTetris.com




Fill in this form please & pay the clan fee!

Credits: xxx

Clan name:

Kind of clan:

Recreational 

Competitive

Not enough credits!

Create my clan!

Return to clan creation