Tetris Game User Manual

Introduction

Welcome to our Tetris Game, a modern twist on the classic puzzle game. This manual will guide you through the game's features and how to use them.

Key Features

1. Score Counter

- Keeps track of your current game score.
- Displays the highest score achieved for motivation and benchmarking.

2. Color Switching Modes

- Choose from various color themes: default, fall, spring, summer, and winter.
- Customize your visual experience for enhanced gameplay.

3. Paused State

- Pause your game at any time with the pause button.
- Resumes the game right where you left off.

4. Speed Increase

- Adjustable difficulty settings change block falling speed.
- Choose from easy, medium, or hard to suit your skill level.

5. Piece Preview

- Preview the next block to plan your moves ahead.
- A strategic edge to increase your game score.

6. Piece Saving

- Save a block for later use in challenging situations.
- Swap saved blocks as per your game strategy.

7. Sound Effects

- Engaging audio feedback for block movements, landings, and line clearances.
- Turn sound effects on or off as per your preference.

8. Game Over Screen

- Displays your score at the end of each game.
- Option to replay or quit after the game is over.

9. Dark Mode

- Switch between light and dark modes for comfortable play in any lighting.
- Protects your eyes during extended play sessions.

Controls

- **Movement**: Use the arrow keys (left, right, down) to move blocks.
- **Rotation**: Rotate blocks using the up arrow key.
- **Pause**: Click the Enter Button to halt the game.
- **Theme Switch**: Cycle through color themes as needed with the C key.
- **Piece Saving**: Click the F key to save a piece for later use.
- **Mode Switch**: Click the D Key switch modes between light/dark.

How to Play

1. **Starting the Game**: Click the start button from the start screen.
2. **In-Game Controls**: Use the controls to maneuver blocks, adjust settings, and pause as needed.
3. **End of Game**: Review your score and choose to replay or quit. Return to the main screen for a new game.