

Demo

1.command interface

- -text runs the program in text-only mode. No graphics are displayed. The default behaviour (no -text) is to show both text and graphics.
- -seed xxx sets the random number generator's seed to xxx. If you don't set the seed, you always get the same random sequence every time you run the program. It's good for testing, but not much fun.
- -scriptfile1 xxx Uses xxx instead of sequence1.txt as a source of blocks for level 0, for player 1.
- -scriptfile2 xxx Uses xxx instead of sequence2.txt as a source of blocks for level 0, for player 2.
- -startlevel n Starts the game in level n. The game starts in level 0 if this option is not supplied.

2.keyboard

<- : move left

->: move right

↓ : move down

↑ : move up

c: rotate counterclockwise

[space]: drop

=: level up

-: level down

I: mutate to I block

J: mutate to J block

L: mutate to L block

O: mutate to O block

S: mutate to S block

T: mutate to T block

Z: mutate to Z block

R: restart the game

0: enable/disable multiple special actions

3.special action

- blind: The player's board, from columns 3-9, and from rows 3-12, is covered with question marks (?), until the player drops a block; then the display reverts to normal.
- heavy: Every time a player moves a block left or right, the block automatically falls by two rows, after the horizontal move. If it is not possible for the block to drop two rows, it is considered to be dropped, and the turn ends.
- force: Change the opponent's current block to be one of the player's choosing. If the block cannot be placed in its initial position, the opponent loses. (E.g., force Z)
- moveUp: player can moveUp 5 times for the whole game, be aware that this action can not accumulated, for example, if the player moveUp 4 times and then in the next round that player also triggered moveUp, it will be reset to 5 times rather than accumulated to 6.