

# FLIPSTACK

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## GAME CONTROLS

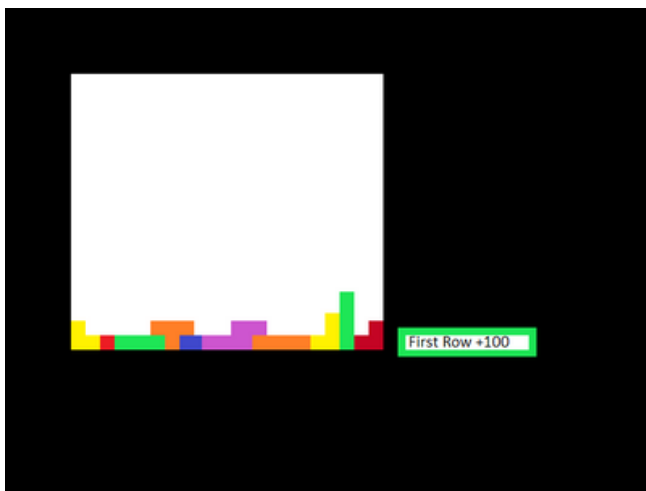
- Left Arrow Key and Right Arrow Key move the piece left and right
- Use the Up Arrow Key to rotate the piece clockwise
- Use the Down Arrow Key to temporarily speed up the pieces movement and gain points

## GETTING POINTS

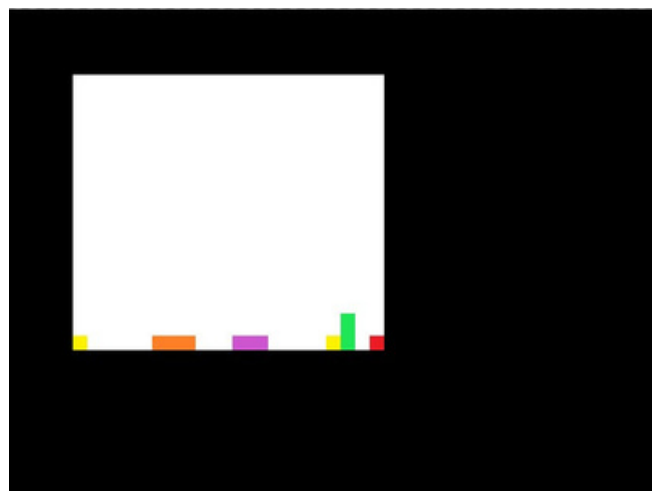
FlipStack offers 2 ways of gaining points

- The first way a user can gain points is by completely filling up a row with blocks. This deletes the row and awards the player points. (see below)
- The second way a player can earn points is by holding down the down arrow. This speeds up the tile, but awards points.

**BEFORE**



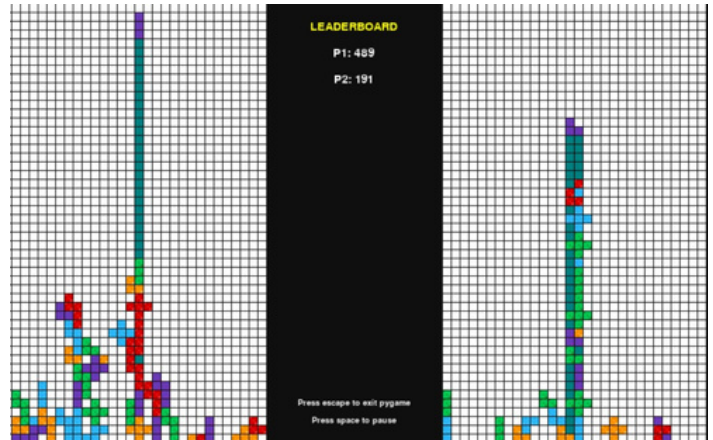
**AFTER**



# GAME MODES

## MULTIPLAYER

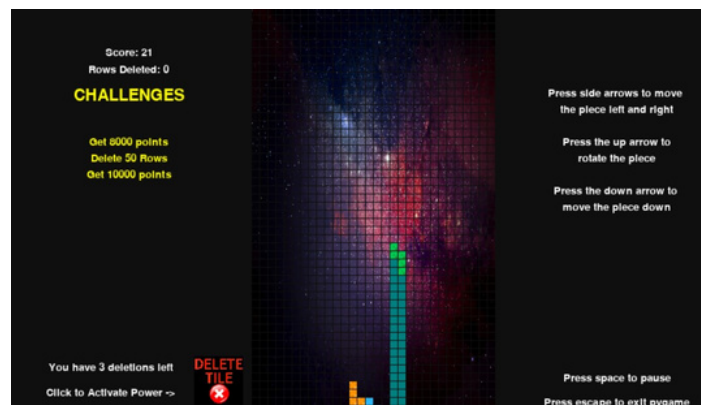
- In this mode, there are 2 players competing against each other locally.
- Both players try to obtain the most points before the pieces reach the top.
- If one player has reached the top, the other player still continues to play.
- When the game is over and both players have reached the top, whoever has the most points wins.



## CAMPAIGN

Campaign:

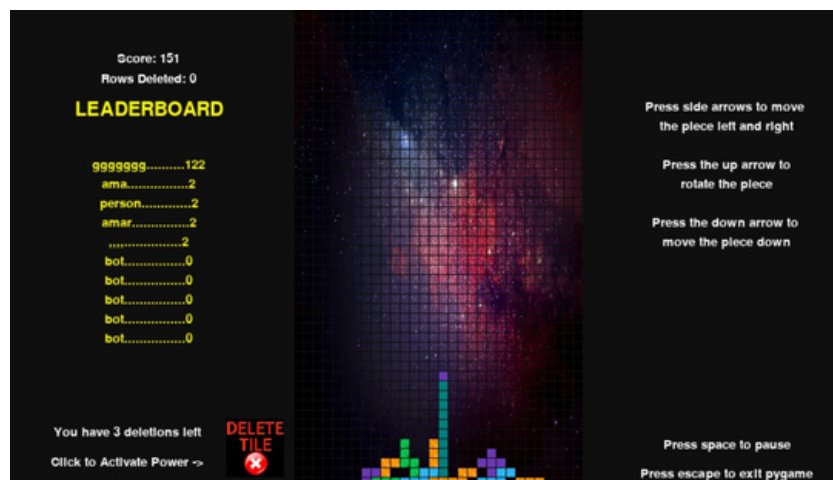
- In this mode, you will start on Level 1 and keep playing until you complete Level 3.
- In order to pass to the next level, you must complete at least two of the three requirements given. They are listed below:
- Level 1:
  - Reach 5000 points
  - Delete 35 rows
  - Reach 8000 points
- Level 2:
  - Reach 8000 points
  - Delete 50 rows
  - Reach 10000 points
- Level 3:
  - Reach 10000 points
  - Delete 70 rows
  - Reach 15000 points



# GAME MODES

## INFINITE

- Choose between the three difficulties.
- In this game mode, you keep playing until you lose.
- Game ends:
  - If the player makes a high score, they will be prompted to type their name, and their name will be saved to the leaderboard.



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## ADVANCED RULES:

- Vanishing Blocks
  - Rotating certain pieces results in some part of the piece turning invisible
  - The piece is still there, but the player cannot see it
- Tile Deletion Power-up
  - By activating this power-up, the player will be granted 3 tile-deletions
  - The player can delete any block of a piece up to 3 times

# GAME DIFFICULTIES

## EASY

- A variety of different shaped blocks fall down from the top of the screen.
- You can move these blocks around using the arrow keys (left, right, down) and rotate them using the up arrow key.
- The objective of the game is to prevent the blocks from piling up to the top of the screen
- Every time you fill in one horizontal line you receive a 100 points,
- If the blocks fill up to the top of the playing field the game ends

## MEDIUM

- The blocks will spawn on the bottom of the screen and go up, essentially flipping the playing field.
- Move the block around using the right, left, and **down** arrow keys, and rotate the block using the **up** arrow key.
- The object of the game is to keep the blocks from reaching the bottom of the playing field.
- Every time you fill in one horizontal line you receive 100 points and the row gets deleted, and if the blocks fill up to the top of the playing field the game ends.

## HARD

- Blocks will be created in the middle of the screen, and they will either go up or down, creating two separate stacks.
- The objective is to prevent the blocks from stacking to the middle.
- Whether the block is going up or down the up arrow will rotate it while the down arrow will move it toward the direction the piece is moving.
- This is much harder than levels one and two because you have less space to stack up to, but you also have to focus on two separate patterns at the same time.