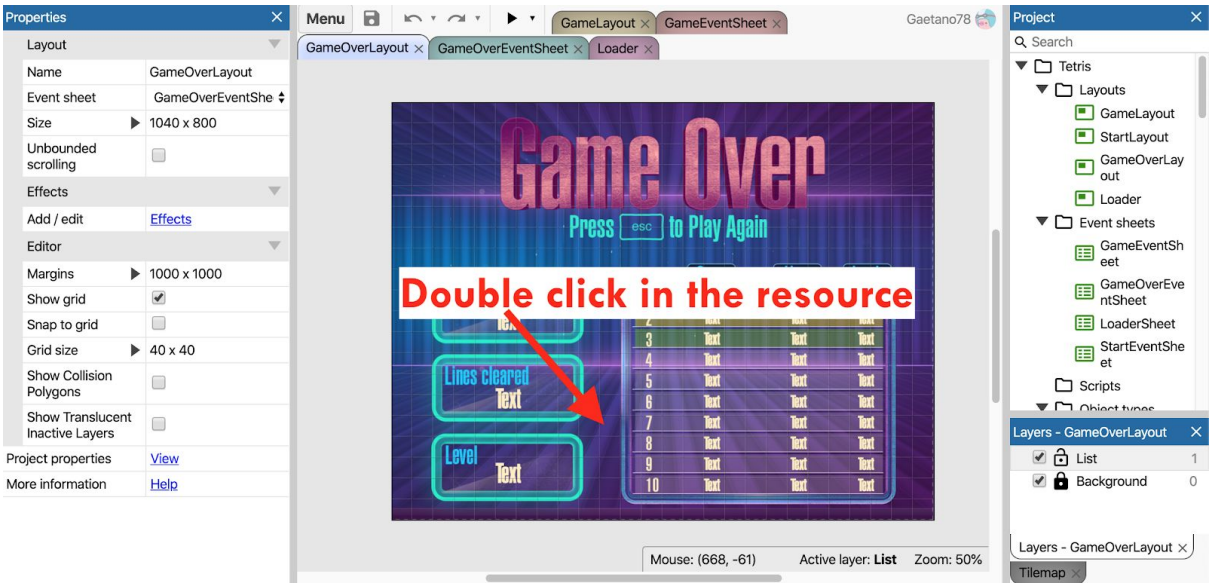
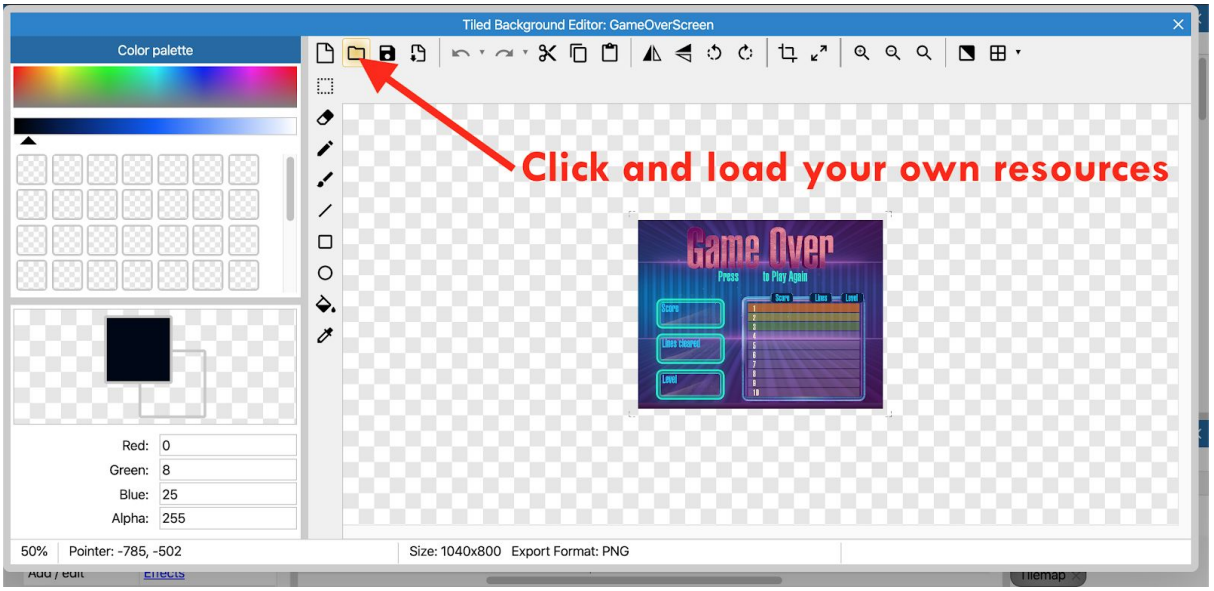
Falling Blocks - Tetris Game Guide

The game was made with the game engine “Construct 3”, paid version. You can download it at the following link:

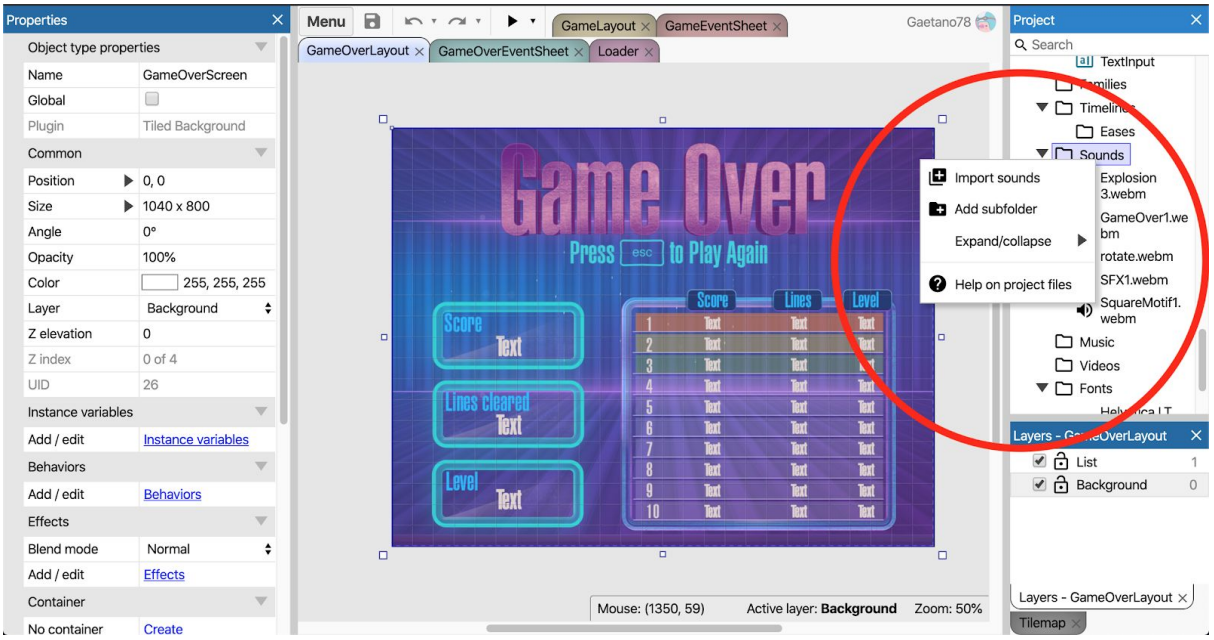
https://www.construct.net/en

To reskin the game, simple double click in every graphical resource and replace it with your own assets. Here, an example:

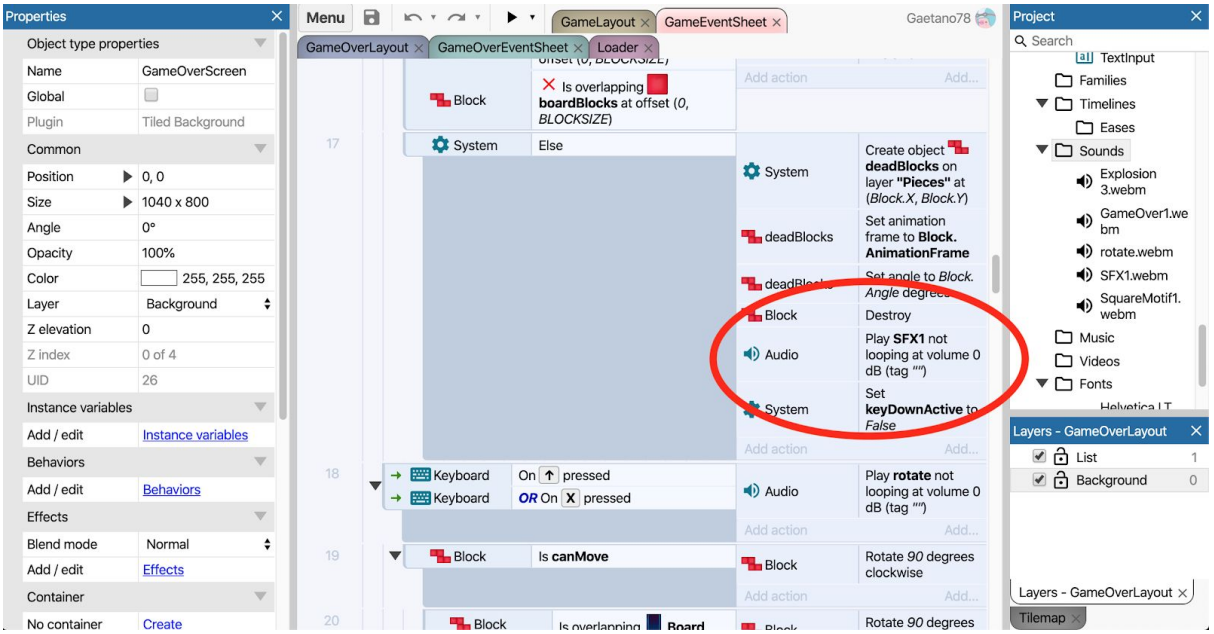


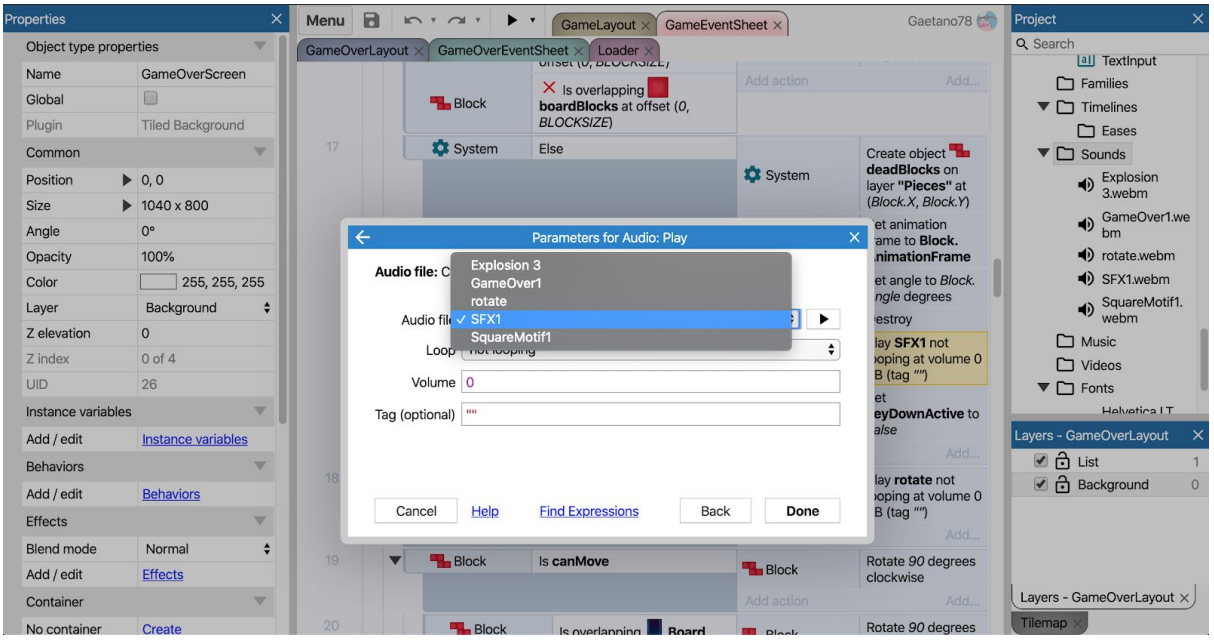


To change the sounds, look at the right side of the editor, and go to the “Sound” line. Right click on it, and import your sounds:



Then, go in the GameEventSheet tab, locate the sections where the sounds are loaded, double click on it and replace them with yours:





In the following image, you can find the events and the actions in construct 3 where all the audio events are located (Go there and change the audio sounds with yours):

Find results: 'audio' (5 results)

Project	Event sheet	Where	Icon	Match
Tetris	GameEventSheet	Event 17 action 5		Audio: Play SFX1.webm not looping at volume 0 dB (tag "")
Tetris	GameEventSheet	Event 18 action 1		Audio: Play rotate.webm not looping at volume 0 dB (tag "")
Tetris	GameEventSheet	Event 28 action 5		Audio: Play SFX1.webm not looping at volume 0 dB (tag "")
Tetris	GameEventSheet	Event 29 action 3		Audio: Play SquareMotif1.webm not looping at volume 0 dB (tag "")
Tetris	GameEventSheet	Event 62 action 10		Audio: Play Explosion 3.webm not looping at volume 0 dB (tag "")

To quickly reskin the game, you should provide assets with the same size of the watermarked assets you have in the template. If so, reskinning the game takes just 10 minutes.

NOTES

- The game cannot be played in smartphones/tablets, as touch controls are not implemented, and the game does not fit very well the screen of such devices. Anyway, you can implement your own touch controls, and modify the template in order to make it compatible with smartphones/Tablets.
- The template include the construct 3 file (.c3p) and the exported HTML5 version.

For any problem, please contact us through our facebook support page:
https://www.facebook.com/Catabit-101089251502136