

Level1 probability: see level.cc line 82-93
Level2 probability: see level.cc line 108-119
Level3 probability: see level.cc line 133-144

Level down from 1 to 0 is not handled since it needs input from a file.

Command line

Level:

<code>./quadris</code>	→ script file not found
<code>./quadris -startlevel 0</code>	→ script file not found
<code>./quadris -scriptfile test.txt</code>	→ level 0 with script
<code>./quadris -startlevel 0 -scriptfile test.txt</code>	→ level 0 with script
<code>./quadris -startlevel 3</code>	→ level 3
<code>./quadris -scriptfile test.txt -startlevel 3</code>	→ not handled

View:

<code>./quadris -startlevel 1</code>	→ both graphics and text
<code>./quadris -startlevel 1 -text</code>	→ text only
<code>./quadris -text -startlevel 1</code>	→ order does not matter

Seed:

<code>./quadris -startlevel 1</code>	→ seed is 0 by default
<code>./quadris -startlevel 1 -seed 3</code>	→ seed is now 3

Shortcuts:

`./quadris -startlevel 1 -text`

The shortest shortcuts

<code>ri</code>	→ right
<code>lef</code>	→ left
<code>do</code>	→ down
<code>cl</code>	→ clockwise
<code>co</code>	→ counterclockwise
<code>dr</code>	→ drop
<code>levelu</code>	→ levelup
<code>leveld</code>	→ leveldown
<code>n xxx</code>	→ norandom xxx
<code>ra</code>	→ random
<code>se xxx</code>	→ sequence xxx (error)
<code>restart</code>	→ could not implement
<code>hint</code>	→ could not implement

- Longer shortcuts works fine (e.g. righ)

Multiple command

-0 and 1 are permitted as a prefix

-Works on right, left, down, clockwise, counterclockwise, levelup, and leveledown

Heavy blocks:

./quadris -startlevel 3

./quadris -startlevel 4

- Down 1 for each block operating command except replacing command

Level 4 1x1 block:

./quadris -startlevel 4

4dr dr

./quadris -startlevel 4

I dr I 4ri dr L 8ri dr 4dr dr

Scoring

./quadris -startlevel 1

I dr I 4ri dr L 8ri dr

→ 2 L1-blocks + 1 line at L1 = 12

levelup I dr I 4ri dr L 8ri dr

→ 2 L2-blocks + 1line at L2 = 27

I levelup dr I 4ri dr L 8ri dr

→ 1 L1-block + 1 L2-block + 1 line at L2 = 22

O dr O 2ri dr O 4ri dr O 6ri dr O 8ri dr

I dr I 4ri dr O 8ri dr I cl 10ri dr

→ 7 L1-blocks + 3 lines at L1 = 44

Sequence file

T ri ri down left levelup cl cl co

Rename:

rename *old new*

- If new is existing command, the existing command has now no effect.

./quadris -startlevel 1

rename down up

