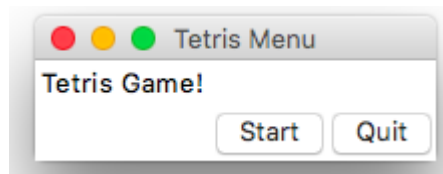


## CS110 Project Tetris Game User Manual

This program allows users to play a game of Tetris. Tetris is a tile-matching puzzle game released on June 6th of 1984. It was the first entertainment software to be exported from the USSR to the US and was first programmed and designed by Alexey Pajitnov. Users use tetriminos which are game pieces shaped like geometric shapes composed of four blocks. The goal of the game is to score points by clearing lines and manipulating the pieces so that they fill horizontal rows on the bottom of the screen.

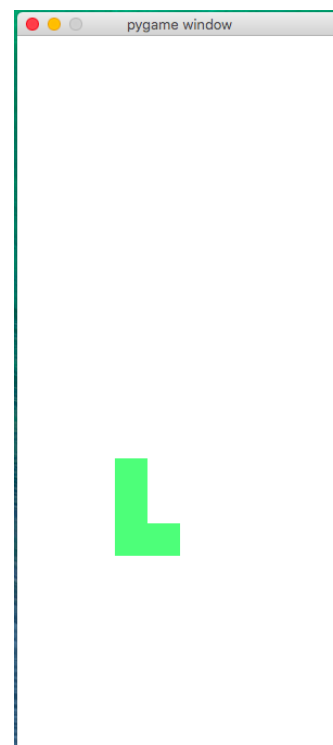
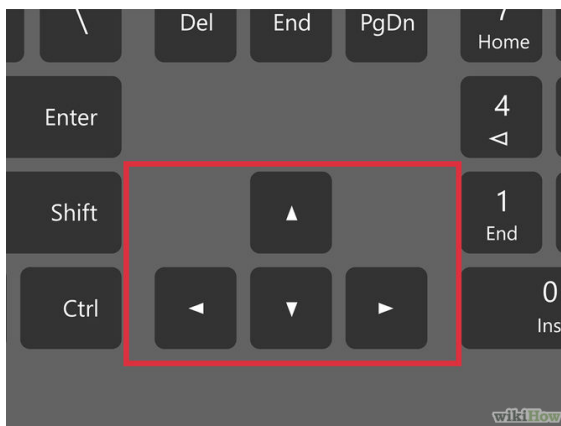
### I. Tetris Menu -

When the user opens the game, a menu box will appear. There are two buttons called “Start” and “Quit”. The “Start” button allows user to enter the game. “Quit” exits the screen.



### II. How To Play -

When the user presses the “Start” button, the Tetris game window appears, and a Tetrimino will be randomly chosen to fall consistently downwards until it drops to the bottom. Users have the ability to use the left, right, up, and spacebar keys. The left key moves the block to the left. The right key does the same to the right. The up key rotates the piece 90 degrees clockwise every time the user hits the up key. The space bar drops the piece directly downwards.



### III. Getting Familiar With Tetriminos-

Tetris consists of using seven different tetrominoes in order to complete lines. Each block is made out of four blocks and consists of different colors.

I Blocks are used to complete four lines at once. This piece comes down less randomly than other blocks due to its ability to allow users to gain the most points and win Tetris Game.



O Blocks are used to fill big gaps.



L Blocks are used to fill medium gaps.



J Blocks are faced opposite of L blocks and also fill medium gaps.



S Blocks are used to fill small gaps.



Z Blocks are faced opposite of S Blocks and also fill small gaps.

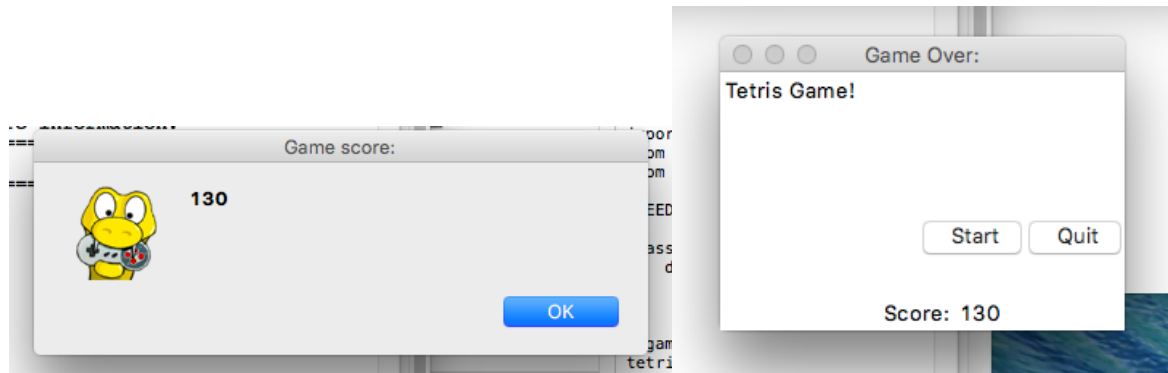


T Blocks are also used to fill small gaps.



IV. Ending A Game-

Once the tetrominoes reach the top of the Tetris board, a screen will pop up saying “Game Over” with an option to play again or quit, in addition to a display of the score. If the user had previously played Tetris and was currently playing until they reached the top of the Tetris board, the same “Game Over” screen will pop up but it will display previous game scores along with the current score and option to play again and quit.



Playing another game:

