Biquadris Project | Demo

Disclaimer: The graphical display may run slow.

1. Run the make file and run the executable "biquadris" (add flag "-text" for text-mode)
2. Enter commands "left"/"right"/"down" to move the block in the corresponding direction
3. Enter commands "clockwise"/ "counterclockwise" to rotate the block in the corresponding direction
4. Enter command "drop" to drop the block all the way down and continue to the next player's turn
5. Keep dropping blocks in the same column until the blocks stack up all the way to the top. Once no blocks cannot be loaded anymore, then the game is over.
6. Re-run the executable with flag "-startlevel 4"
7. Enter command "2right" (moves block 2 to the right and displays the heavy attribute associated with level 4)
8. Dropping blocks without clearing a row will place a star block in the middle column
9. Dropping blocks and filling the entire row will reward the player with points
10. Repeat the commands for different levels to see the different effects to see effects of different level

Commands
- left
- right
- down
- drop
- clockwise
- counterclockwise
- levelup
- leveldown
- norandom file (where file is the file of the sequences)

Flags
- "-seed xxx" where xxx are numbers for the seed used in generation of blocks
- "-text' runs in text mode

- "-startlevel x" where x is the start level of the game