

World of Tetris: Fragments of the Sleepless Realm

Gameplay & Systems Encyclopedia

This document describes the complete gameplay systems, mechanics, and design philosophy of the game.

Chapter 1 — Basics

World of Tetris is a puzzle game where pressure, not speed alone, defines difficulty. The player must survive and progress through 100 levels.

Chapter 2 — Controls

The game supports Arrow keys and WASD. Space performs Hard Drop, Shift or Ctrl activates Hold, and P or Escape toggles Pause.

Chapter 3 — Scoring & Lines

Scoring is based on line clears, combos, and decisive actions.

Chapter 4 — Pressure System

Pressure is a hidden variable that increases with mistakes and decreases with skilled play.

Chapter 5 — Difficulty & Progression

Difficulty is divided into tiers independent from levels.

Chapter 6 — Heroes

Heroes represent playstyles and provide abilities to manage pressure.

Chapter 7 — Pets (Companions)

Cat, Dog, Fox, and Bear provide passive assistance and reduce pressure in different ways.

Chapter 8 — The Antagonist: Black Baron

The Black Baron is a reactive antagonist reflecting player performance.

Chapter 9 — Game Difficulty (Player Choice)

The player selects a base difficulty that multiplies core game systems without changing mechanics.

Available Difficulties:

Easy ($\times 0.5$) — Forgiving, learning-focused.

Normal ($\times 1.0$) — Canonical experience.

Hard ($\times 1.5$) — High pressure.

Hardcore ($\times 2.0$) — Extreme challenge.

The selected difficulty multiplies Pressure gain, Pressure reduction, fall speed, reaction windows, and antagonist activity.

Normal is the reference balance. All other difficulties scale from it.