World of Tetris: Fragments of the Sleepless Realm

Gameplay & Systems Encyclopedia

This document describes the complete gameplay, systems, 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 by managing falling blocks, clearing lines, and avoiding fatal stacking.

Chapter 2 — Controls

The game supports both Arrow keys and WASD controls. Space performs a 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. Hard Drops grant bonus points, while careless placements increase pressure.

Chapter 4 — Pressure System

Pressure is a hidden variable that increases with mistakes and decreases with skilled play. It is the core driver of difficulty escalation.

Chapter 5 — Difficulty & Progression

Difficulty is divided into tiers independent from levels. Higher tiers increase speed, pressure sensitivity, and punishment for mistakes.

Chapter 6 — Heroes

Each hero represents a playstyle and offers unique abilities that help manage pressure and correct mistakes without breaking the puzzle core.

Chapter 7 — Pets (Companions)

Pets are passive companions inspired by JRPG systems. They provide subtle assistance and never replace player skill.

Cat: Focus on Intelligence. Reduces pressure from risky placements.

Dog: Focus on Defense. Stabilizes pressure spikes.

Fox: Focus on Speed. Reduces cooldowns and improves reaction windows.

Bear: Focus on Strength. Amplifies positive actions like combos.

Chapter 8 — The Antagonist: Black Baron

The Black Baron is a reactive antagonist who reflects the player's performance. He becomes more aggressive as pressure and difficulty rise.