World of Tetris: Fragments of the Sleepless Realm

Scoring & Combo System

4. Scoring & Combo System Overview

The scoring system in World of Tetris is designed to reward mastery, consistency, and decision-making under pressure. It intentionally avoids hidden randomness or opaque bonuses. Every point gained or lost can be traced to a player action.

4.1 Base Scoring Formula

Base Score Formula: Score = (Lines Cleared × 100 × Current Level) × Difficulty Multiplier This formula ensures that higher difficulty and higher progression naturally amplify rewards, while preserving fairness across all skill levels.

4.2 Line Clear Values

Lines Cleared	Base Value
1 Line	100
2 Lines	300
3 Lines	500
4 Lines (Tetris)	800

4.3 Combo System

A combo is defined as consecutive line clears without an empty placement in between. Each successive clear increases the combo counter, applying an additive bonus to the base score.

1   Combo starts after the second consecutive clear.

2   Combo bonus increases linearly with combo depth.

3   Combo resets if a piece locks without clearing a line.

4.4 Combo Bonus Formula

Combo Bonus = Combo Count × 50 × Difficulty Multiplier This formula encourages aggressive but controlled play, especially at higher difficulties.

4.5 Drop Bonuses

Hard Drop Bonus: +2 points per cell dropped instantly. Soft Drop Bonus: +1 point per cell while holding soft drop. Drop bonuses reward decisiveness and efficient execution.

4.6 Interaction with Heroes and Pets

1   Mage abilities may add flat bonuses for multi-line clears.

2   Healer may convert near-misses into valid clears.

3   Berserker increases combo decay tolerance.

4   Pets can modify combo duration, bonus scaling, or drop efficiency.

Educational Notes

The scoring system demonstrates transparent reward structures and is ideal for teaching risk-reward balancing, reward scaling, and player feedback loops.