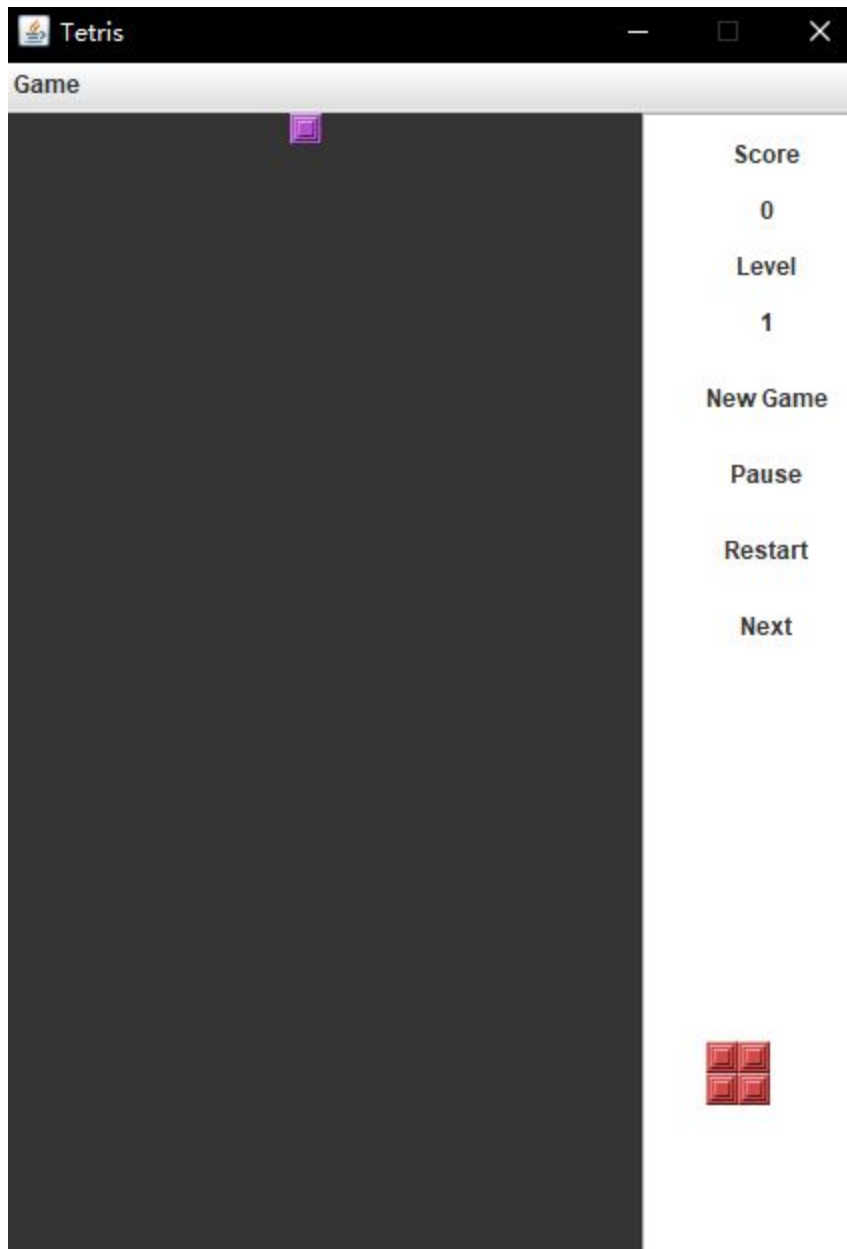
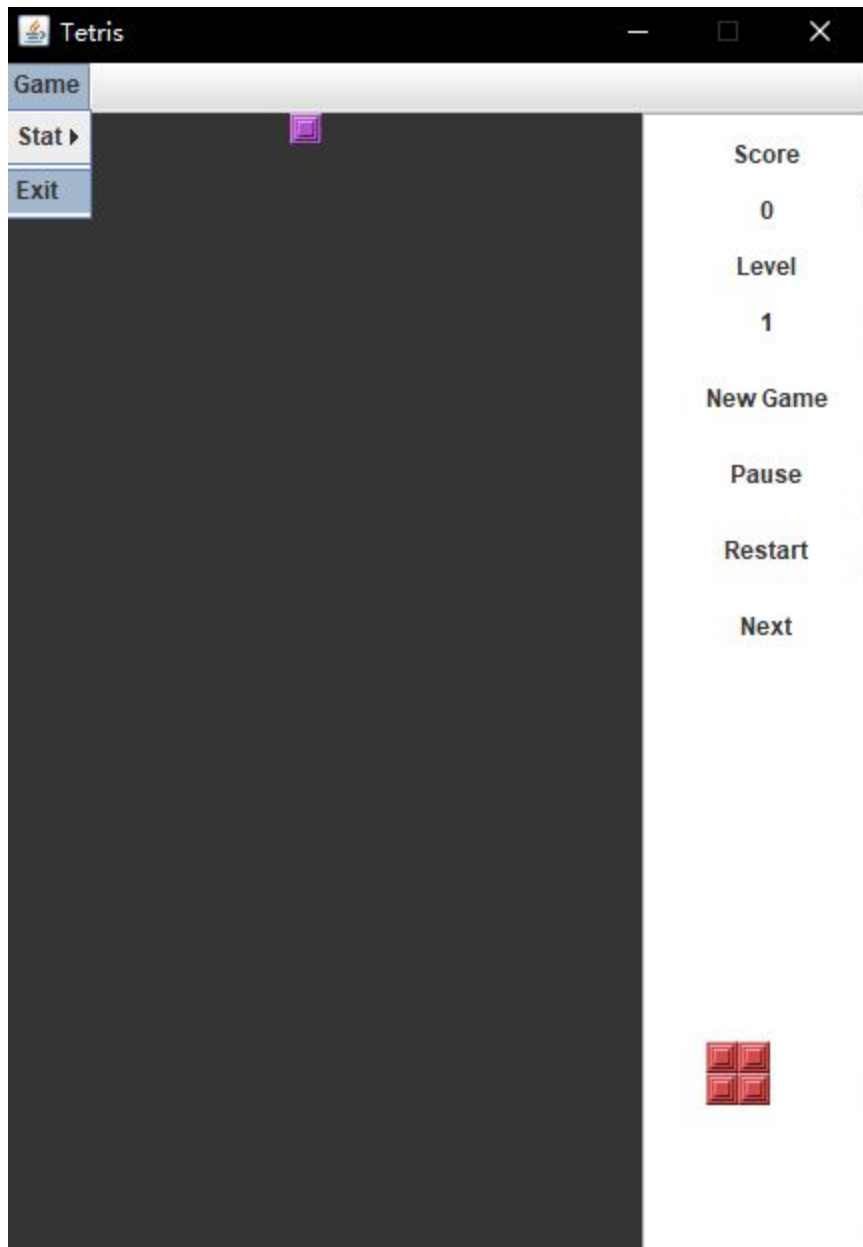


1. For now, we can start the game by pressing new game button.

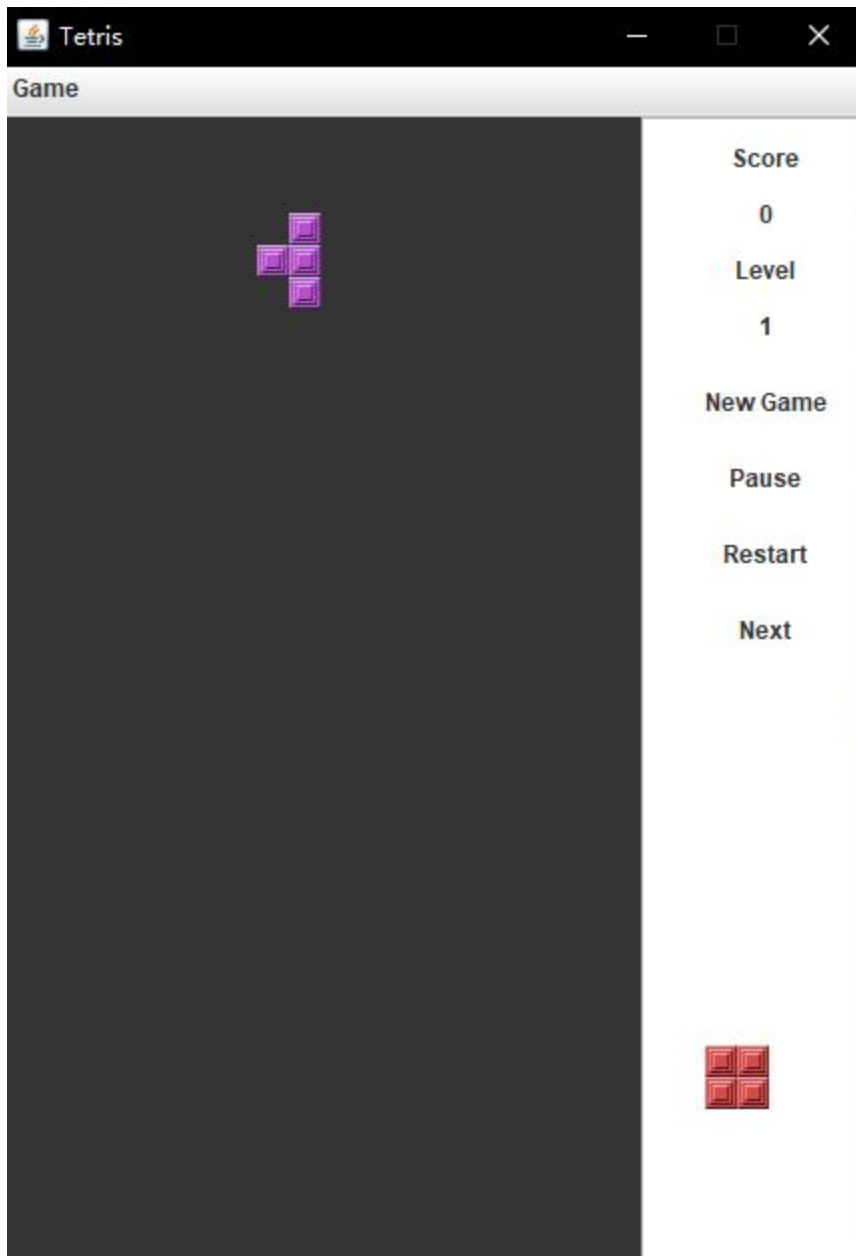


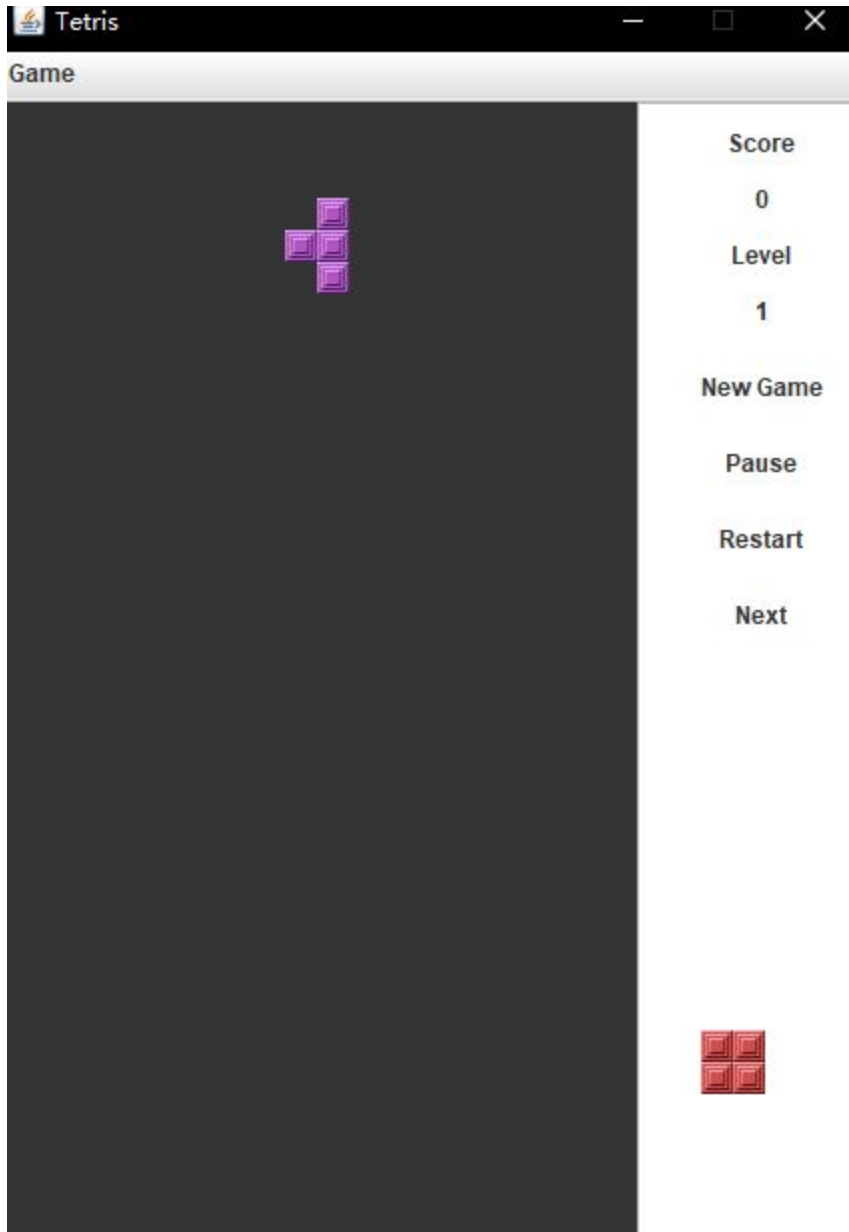
It will immediately create a random piece at the top of game panel and another piece at the right bottom corner, which is the next piece.

2. You can exit the game by close the window or select Game -> exit

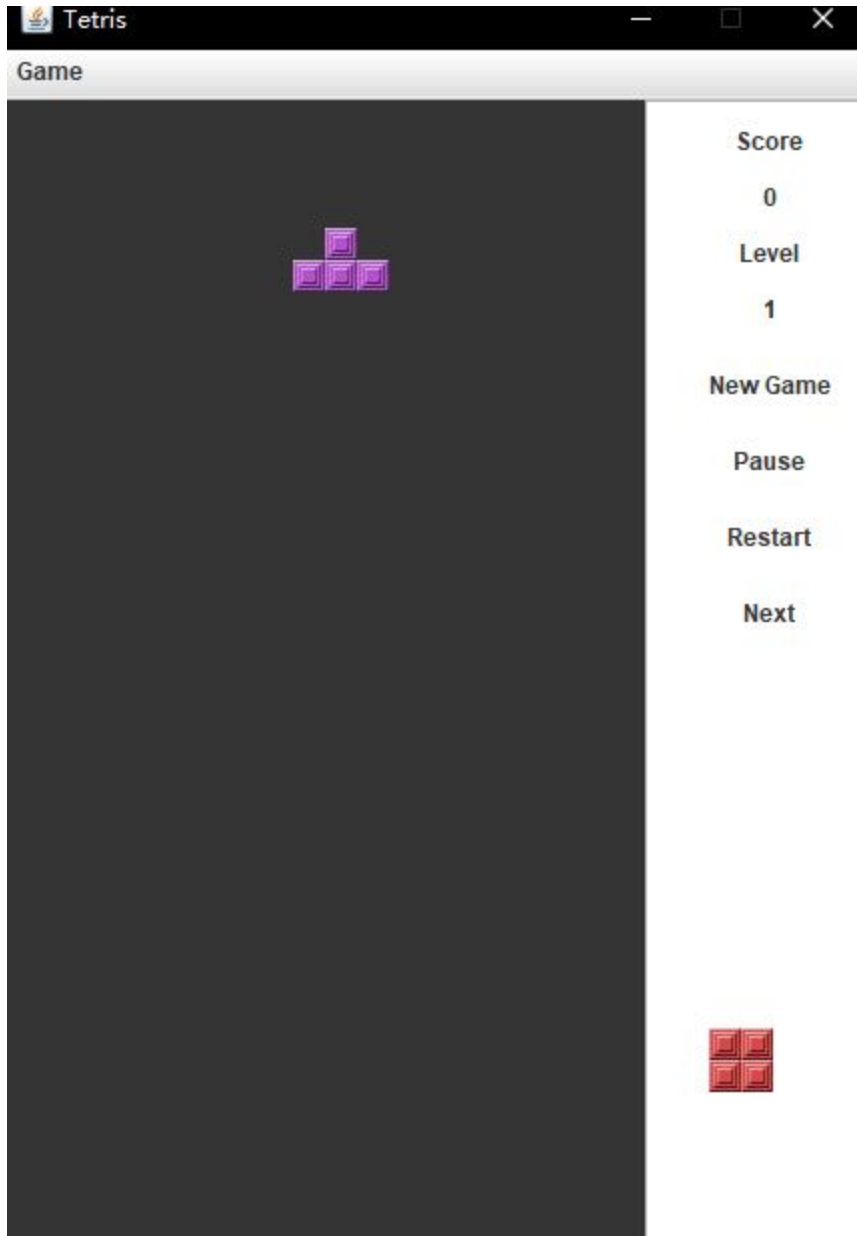


3. For the control, press left arrow (right arrow) sign on the keyboard one time can make current piece move left(right) 1 unit.



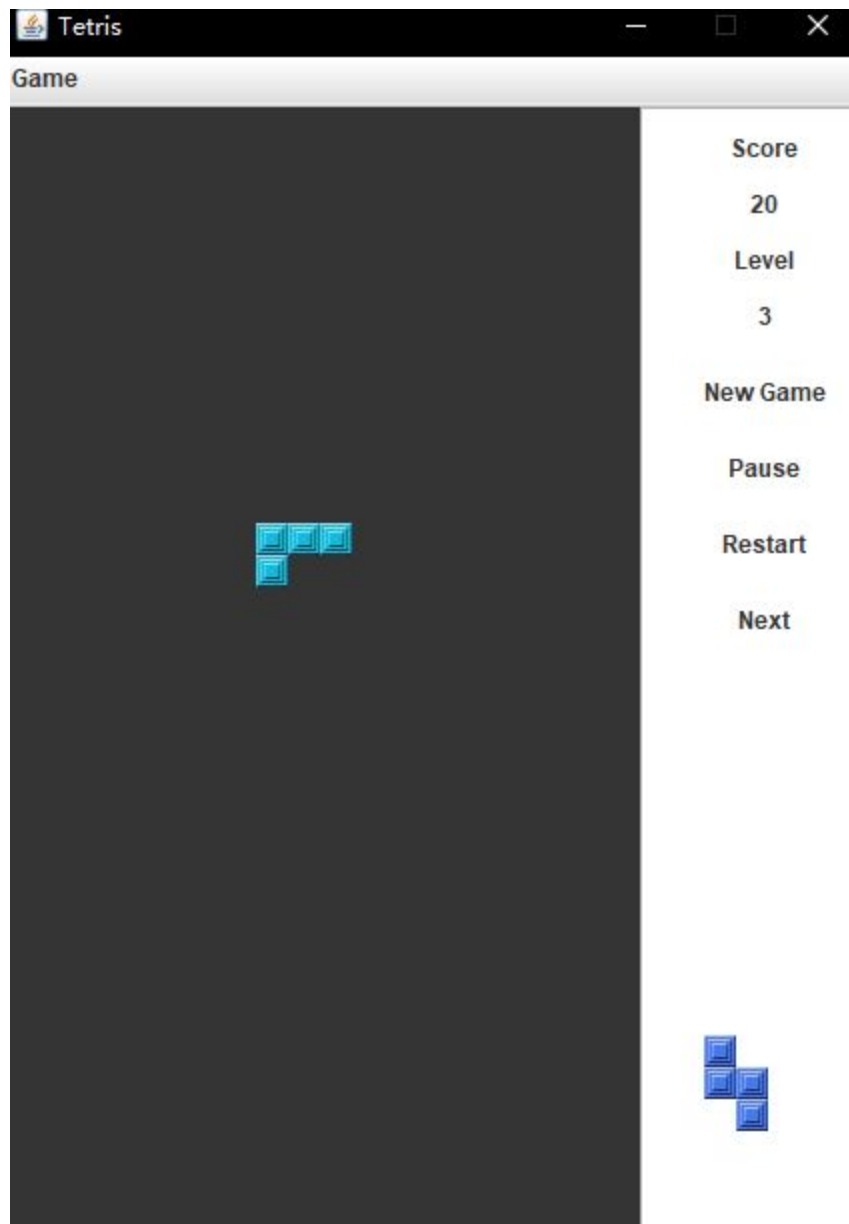


Press up arrow button on keyboard will rotate the piece 90 degree clockwise to next shape.

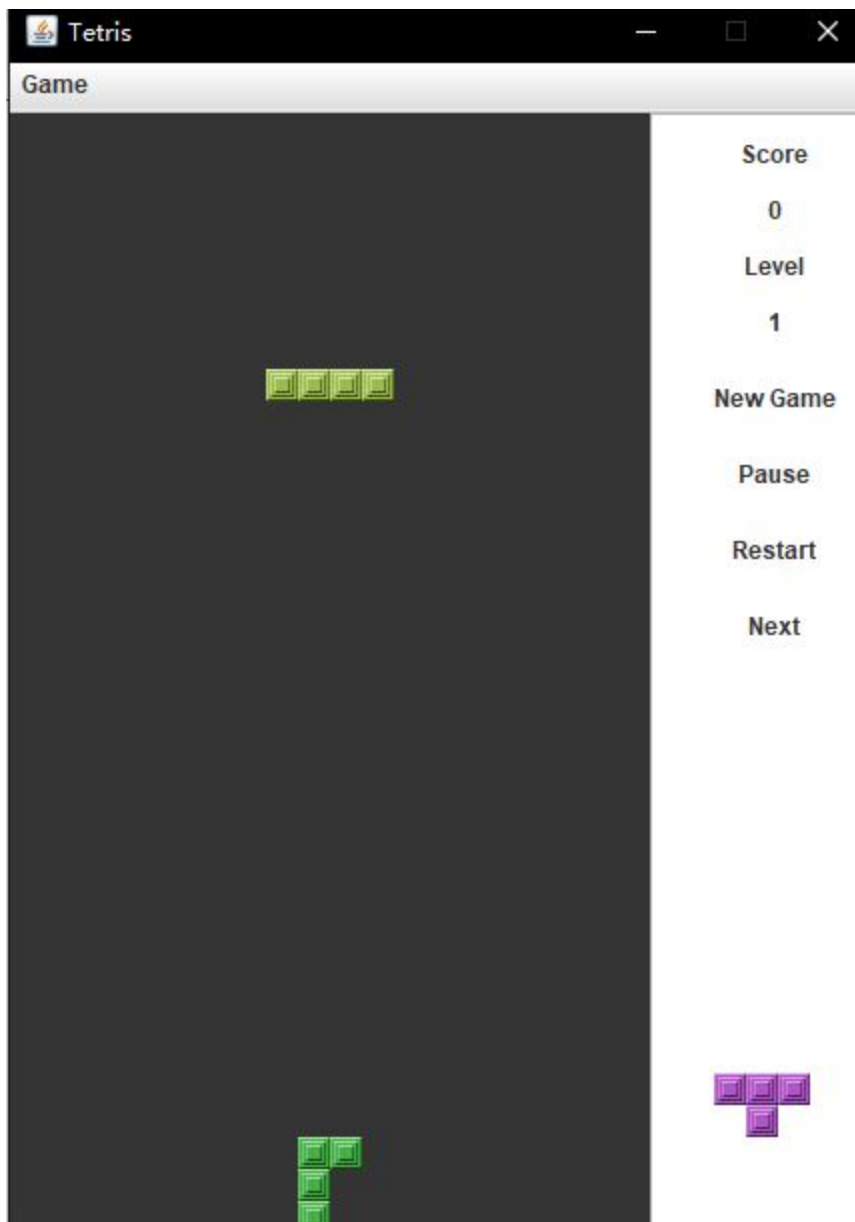


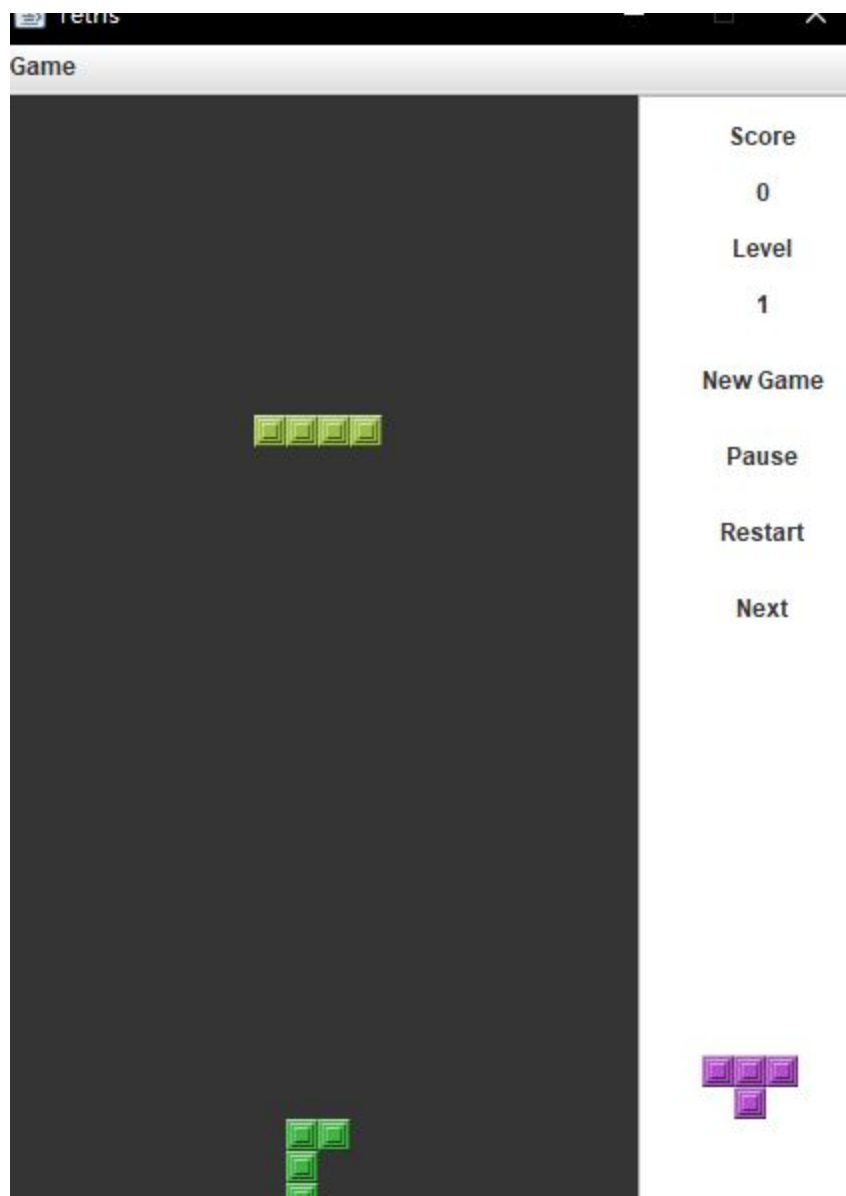
Press down arrow button could make the piece move 1 unit downward.

The Piece will drop automatically with different speed according to current score.
Gain 10 score the game will level up. Players can press next to gain score and reach next level.

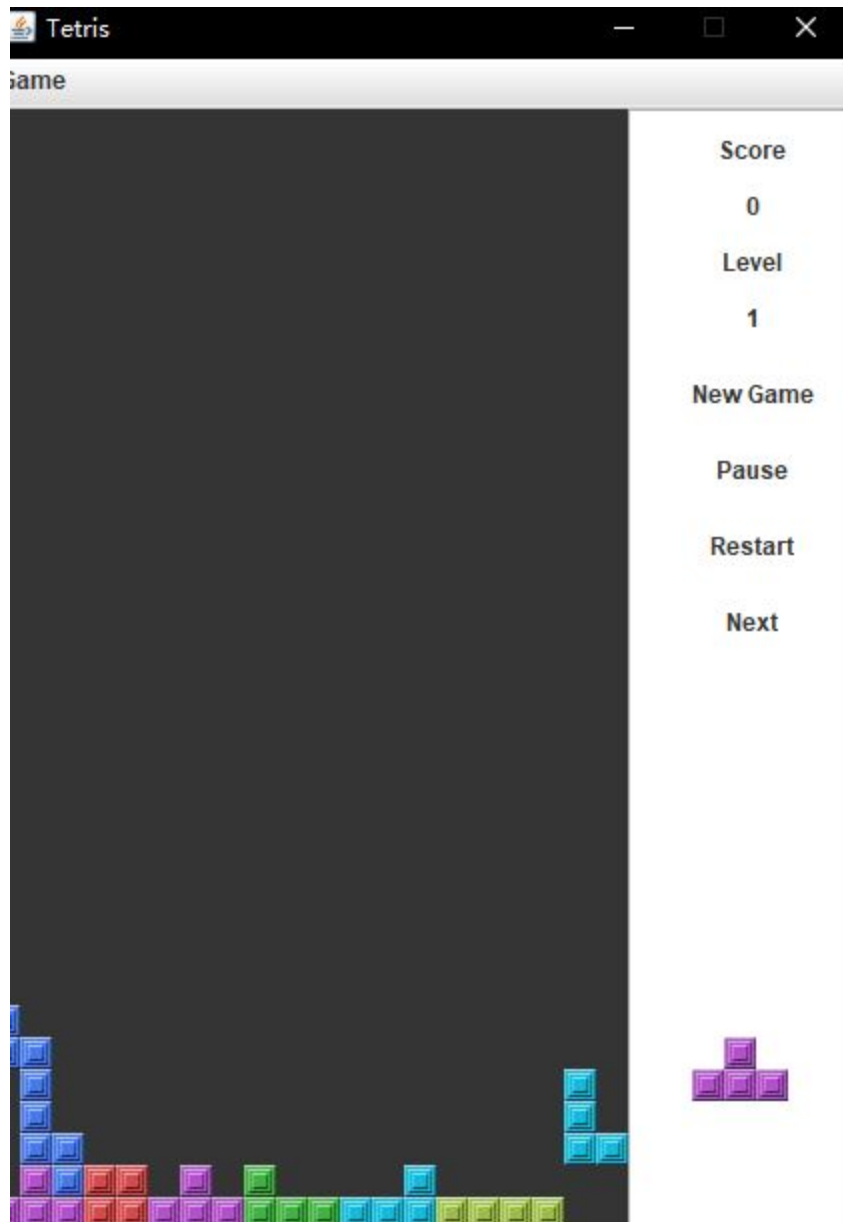


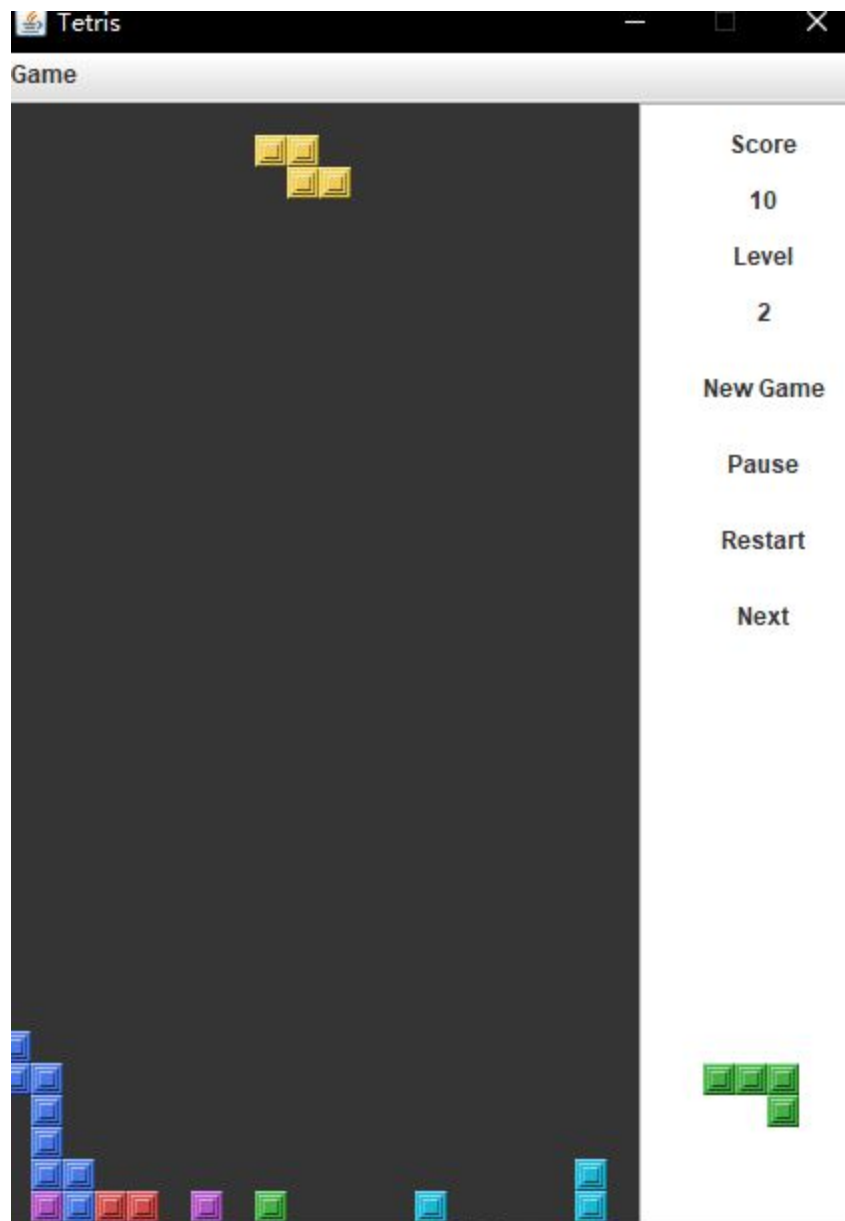
Player can pause the game by clicking pause button and then click restart button to restart the game.





When the row is fulfilled, the squares of that row will be cancelled and player will gain 10 score.





The game will keep the player's record in local record.txt file. Players can access their highest score through Game-> start-> view record or delete their record by Game-> start -> delete record.

