

Super Tetris 2.0 help

Game features

Ordinary Tetris

Anti-Tetris

New features in version 2

Game Features:

1. Support multi-player with different features and styles.
2. Support new game (Anti-Tetris) for the first time.
3. Support 4-5 blocks in pieces.
4. Support special single blocks (ghost/bomb/black-hole).
5. View game details (numbers of lines details in progress bar number have destroyed singles-doubles- etc, game statistics of details of pieces.
6. High graphics, detection of screen resolution 640 480 as the game isn't good featured in lower than 800 600 and high colors.
7. Comments on your level.
8. Sound effects.
9. So many game options with saving to be default.
10. Auto apply changes (on settings) on current game without the need to start new game.
11. All needed keyboard keys definition to let everything under your control.
12. High scores file (HScore.ttr) all high score details saves and well encrypted to be sensitive to any changes.
13. Game details (Score, level, Next piece).
14. Shadow of your piece down to help your adjustment.

Ordinary Tetris:

It's as the famous Tetris game, the goal is to use different falling shapes and blocks to construct (like a wall) complete horizontal lines without any holes inside, that causes any complete line to be removed (destroyed).

When any shape reaches its final position it make check if it completed at least 1 line to let it destroyed, when you destroy more than 1 you get higher score, when you destroy 1 double is better than destroying 2 singles, and the most is destroying 5 as it give like destroying 20 single! Also destroying 4 blocks (i.e. one tetris) gives like 10 single and like that.

The most important point is Don't leave holes inside your construction,

Anti-Tetris:

It's new style and different strategy in playing, it uses the same Tetris shapes and with same representation of blocks and holes, but here the goal is to try always to put the (blocks) that have the same type (circle, square or star, etc,) but with different color (blue with red) close to each other, this will make always the (Anti-Blocks) to eliminate each other.

Now you face 2 difficulties: constructing blocks to get minimum size, trying to put maximum number of Anti-Blocks near to get out of them.

It needs deeper thinking and strategy in playing.

New features in Super Tetris 2:

Ghost block:

It's a single block that has the ability to pass through blocks to fill inner holes that covered by blocks. This ghost always fills the deeper hole in the column you choose. It can't pass through columns of blocks that have no holes to fill.

Bomb Block:

It's a single block that has the ability to eliminate all near blocks. It's used to open for covered holes inside your structure to fill, destroying bad structures. It can't destroy Black Hole! It depends on player's strategy, and you'll find that it's useful if you use it wisely.

Black Hole:

It's single block that behaves like a block and like a hole and like a bomb! (Nearly like the black holes in space).

The block feature that no other block can occupy its place, its hole feature that it refuse to be destroyed as it's a free block,

It happen to become a bomb and blow (destroyed) and destroy all 8 adjacent blocks when it's covered from all directions (8 blocks) by at least 1 block.

So the best way to handle this block is to try to cover it by blocks and NEVER let a near hole that you can't fill easily.

When you destroy a Black-Hole it give you some good score!

(Hint: when covering it try to make upper covering surface like a shell of 1 block, this will decrease the black hole bad effects. Also when you increase the black-holes ratio try to increase the bombs ratio to help you)

Multi Player gaming:

In the Super Tetris you have advanced features of multi gaming, you can play it co-operative mode with a friend (2 player's style), Or play it versus your friend (2 Tetris style). Just choose your game style by selecting it from menu "options" or "Settings" window.

You got some features related to each of (2 Players) and (2 Tetris):

2 Players: as the pieces of you and your friend are in the same space, they can overlap each other or not this can be chosen by the "overlap" option.

2 Tetris: even you play away of your friend (opponent), you can affect his playing as when you complete a line and destroy it from your space there's a line build in your opponent space, you can choose to build 2 in opponent space when you destroy 1, or you may disable this feature by (none).

This feature is controlled by "2 Tetris Style" in "Settings" window.

Game Options (Settings Window):

Players: choose Multi player style or single player.

2 Tetris Style: if the game is (2 Tetris) it'll control the option of adding lines to opponent when you destroy lines in your space.

Background: choose background or not.

Fit places in rotation: choose automatically fit pieces when rotating pieces near the edges or other player piece.

Overlap: option in (2 players) game to enable players to overlap their pieces.

Game Style: 2 choose between Ordinary/ Anti-Tetris Styles.

Player Blocks Style: ratio of coming pieces to be contained of 4-5 blocks. The more 5 blocks ratio the more score you gain.

Player Special Blocks: choose the ratios of Bomb/ghost/black-hole blocks, you can disable block if its raio=0%.

Player keys: let the player define playing keys (left-right-down-Clock wise rotation-Anti Clock wise rotation-Drop piece down).

Apply: Apply setting on current game and next new games.

Save Settings: Save these settings to be default when game is closed and opened next time.

Cancel: cancel changes to settings.

