

PerTetride Help:

*See the read me for known bugs and troubleshooting information.

Startup Window:

-Automatically Switch Monitor Resolution

If you keep your monitor in a resolution other than 640x480, you should keep this option enabled. When it is on, PerTetride used Draw Sprocket to switch your monitor's resolution.

-Don't share CPU

PerTetride likes this option enabled. If you wish to download or perform any activity in the background while you play PerTetride, you should turn this option off. When this option is disabled, PerTetride will run very choppy with a low frame rate.

-Key Input

If you wish to use a keyboard to play PerTetride, enable this option. When this option is on, you keyboard can be configured as an input device.

-Mouse Input

If you wish to use a mouse to play PerTetride (sounds akward, but works great!), enable this option. With it on, you will no longer be able to pause, or access the menubar during a game.

-1/2/3 Players

Select how many players are going to participate. Be sure that each device is configured for the right player.

-Background (Pictures/Patterns)

Which do you want to use? There is no real difference between the two.

-Game Speed

Slide it from slow to fast. If your new to PerTetride, start in the middle and adjust it after your first game depending on how well you do. If you only want to play for a few minutes, pick fast :)

-Configure Controls

Brings up input sprocket. Configure the device you want to use.

MenuBar Access / Pausing:

*Only works if 'Enable Mouse' option is off.

Moving the mouse will reveal the cursor. If the mouse is not moved for a while, it will automatically hide again. To pause the game and gain access to the menubar, simply move the cursor to the top of the screen.

GamePlay:

If you are unfamiliar with Tetris gameplay, here's a brief overview.

Each player gets a well. Blocks slowly fall into this well. You have the ability to rotate the blocks in any direction, and place them where you want. The goal is to create a solid line of blocks from left to right. When this happens, that row clears and the rest of the blocks lower down to fill in the empty space. When blocks stick out the top of the well, the game is over. That's it, very simple, very fun.

PerTetride features a selector bar (at the top of the screen). You can slide this bar left or right to decide which side you want pieces from. If used effectively, you can store pieces for later use this way.

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