



Mobile phone & games: Always with you, always fun!

## AdriaBLOCKS Users Manual

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### **1. Requirements**

Space requirement: 60 Kbytes

Mobile phones that support this application are: Motorola T720, Audiovox/Toshiba CDM-9500, LGE VX4400, Samsung SCH-A530, Curitel PD500, Curitel PD600.

For technical Support, questions or comments please email us at: [support@adriagames.com](mailto:support@adriagames.com)

### **2. Getting Started**

After you have downloaded the game to your mobile device, get ready to play.

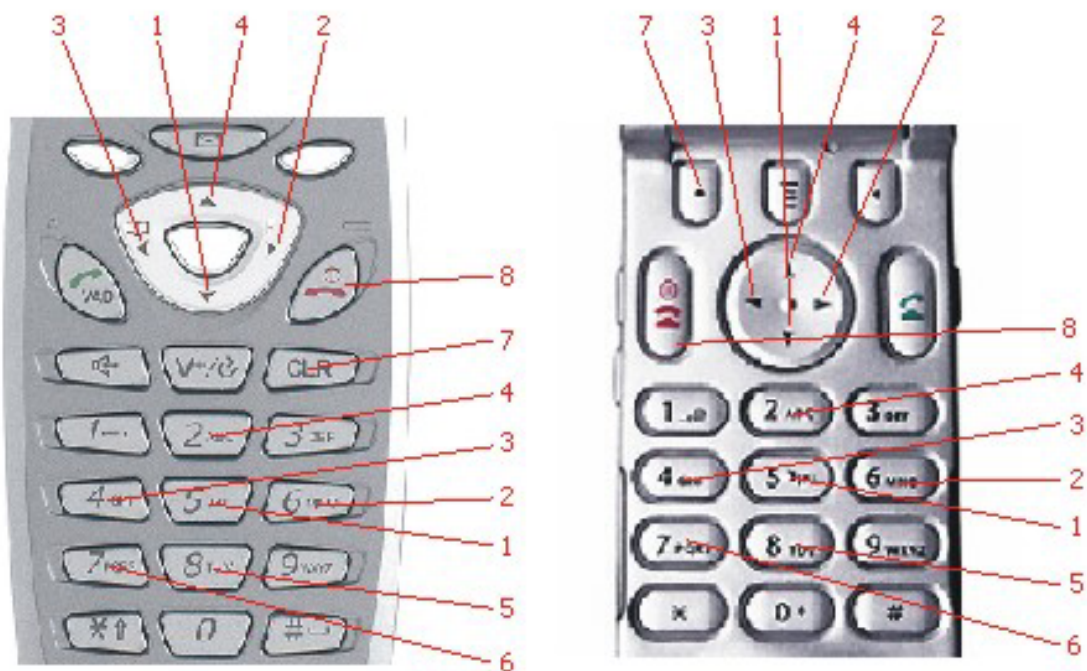
Upon entering the game, the splash screen appears, along with music playing. You can wait for it to finish (6.5sec), or press any button to jump to the main menu.

Once in the main menu (the item "New Game" is highlighted), press the *select key* to start and have fun playing!

### 3. Game Controls

Game controls are straight-forward. You can use

- the *down key* (or *Key 5*) (*marked 1 on picture 1*) to move the shape down as far as possible.
- the *right key* (or *Key 6*) (*2/pic 1*) to move the shape one column to the right
- the *left key* (or *Key 4*) (*3/pic 1*) to move the shape one column to the left
- the *up key* (or *Key 2*) (*4/pic 1*) to rotate the shape
- the *Key 8* (*5/pic 1*) to move the shape one row down
- the *Key 7* (*6/pic 1*) to increment the Level
- the *clear key* (or *back key*) (*7/pic 1*) to get back to the main menu (pausing the game)
- the *end key* (*8/pic 1*) to end the game.



**Picture 1**

### 4. Goals of the game

In this game various shapes are falling from the top of the playfield towards the bottom. Each shape stops falling ("is placed") when it either hits the bottom of the playfield or a previously placed shape. When a shape is placed each row is checked whether it is full. Full rows are removed from the playfield and all shapes (or shape parts) above are lowered making place for new shapes to be placed. The end of the game is when a new shape cannot fall since it immediately hits a previously placed shape. Thus, the goal of the game is to gather as many points as possible (avoiding "Game over" as long as possible) by rotating/moving the falling shape so it is placed in the best position.



**Picture 2**

## **5. Scoring and Level**

Each placed shape adds  $10 \times \text{Level}$  to your score. Each row filled and deleted also increases your score by an amount depending on the Level and on how many rows are deleted at once. This means that removing 3 rows at once (as in *Picture 2*) brings you more points than removing 3 times one row.

Level is simply denoting the speed of the falling shapes, 1 being the slowest and 11 the fastest. Levels are either increased automatically every 2000 points achieved or changed manually. There are 2 ways to manually change the Level:

- Increase the level while playing the game by pressing the *key 7*
- With the Levels submenu:
  - Before you start the game you can set the «start level» - the level at which you will start to play the game.
  - When you pause the game by pressing the *clear key (back key)* while playing and enter the Levels submenu from the Main menu. By selecting a level you change the actual playing level while the start level remains the same. You can not decrease the level below the automatically set level ( $\text{score}/2000$ ) so the Levels submenu items start from the lowest level available. Level 11 can be achieved only automatically.

## 5. Menu navigation and options

The layout of the menu structure:

### Main menu

- **New Game**
- **Level**
  - **Level x**
  - **Level x+1**
  - **⋮**
  - **Level 10**
- **High Scores**
- **Options**
  - **Sound**
    - **On**
    - **Off**
  - **Color**
    - **On**
    - **Off**
  - **Size**
    - **Small**
    - **Medium**
    - **Big**
  - **Rotation**
    - **Clockwise**
    - **Counter Clockwise**
  - **Back to Main Menu**
- **Help**
- **About**

You can exit any submenu without changes by pressing the *clear/back key* to return to the previous menu.

The Levels submenu items start from the lowest level available to the player. Before you start the game from Level 1 and by selecting an item you set the starting level. When a game was paused/suspended the items start from score/2000 and by selecting an item you change the actual playing level while the start level remains the same.

In the Sound, Color Size and Rotation submenus the actually set option is highlighted when entering the submenu.

In the Sound and Color submenus you can turn sound/color on and off, in the Rotation submenu you can change the way shapes are rotating and in the Size submenu you can choose the playfield/shape size (if your device has a display not wide enough Big/Medium could be missing since they can not be displayed).

**Good luck!!!**