

Joe Zbi ci ak' s 4-Tri s  
 A "Falling Tetrominoes" Game for Intellivision

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 Emul ator Notes  
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The Numeric Keypad is reversed. Intellivision keypads put [1], [2], and [3] in the top row of the keypad, much like a telephone. The emulator retains this spatial relationship, despite the fact that PC's put [7], [8] and [9] in the top row. So, you will need to remember this little tidbit when starting the game or using the sound-test screen.

On INTVPC, the [0] key on the keypad is mapped to the Intellivision's [0] and the [.] key is mapped to the Intellivision's [C]. On jzIntv, it's the other way around.

The "Action Buttons" are mapped to Ctrl, Shift, and Alt.

The "Disc" is mapped to the arrow keys (the Inverted-T, NOT the ones on the number-pad)!

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 Game Instructi ons  
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At the title screen, press a number from [1]-[9] or [C] on the keypad to select a starting level. (Buttons [1] through [9] start you at levels 1 through 9, and [C] starts you at Level 10.) If you press [0] at the title screen, you will be taken to a "Sound Test" screen. (See "Sound Test" below for more details.) Any other input on the controller starts you at Level 4. (Level 4 seemed like a good mid-way default level.)

In the game, the controllers are set up like so:

- DISC: Moves piece left, right or down
- Action Buttons: Rotates piece. Top button rotates counter-clockwise, bottom buttons rotate clockwise.
- [4], [6], or [C] Toggles "Next Piece" display
- [7] or [9] Mutes/un-mutes background music.

Pieces fall until they hit an obstruction which keeps them from falling. When a piece can't fall any further, it is "placed", and a score is assessed for that piece's placement.

First, the player is awarded a small number of points for each downward move that the player made with the piece. The player is awarded 5 pts/move if the next piece was displayed at while this piece was falling, 10 pts/move otherwise. This rewards fast play. Next, any completed lines are cleared away, and a cleared-line bonus is awarded. The table below illustrates the line clear bonuses. Notice that it's worth your while to clear more lines at a time.

Line Clear Bonuses:

Number of Lines Cleared	Level Number.....					
	1	2	3	4	...	n
1	1000	1500	2000	2500	...	500 * (n + 1)
2	3000	4500	6000	7500	...	1500 * (n + 1)
3	6000	9000	12000	15000	...	3000 * (n + 1)
4	12000	18000	24000	30000	...	6000 * (n + 1)

## 4-Tris.txt

As lines are cleared, the player is moved up in level. Each level has a maximum number of lines associated with it, which is "10 \* level". When that maximum is reached, the player is moved to the next level. For example, when a player reaches 40 lines, the player moves from Level 4 to Level 5 (if the player didn't start at a higher level number).

### ----- Sound Test -----

The Sound Test screen allows the player to just play around with the sound effects that are embedded in the 4-Tris ROM image. Press buttons on the keypad to trigger sound effects and music. Use the action buttons to toggle the music playback speed. Press Disc to exit.

### ----- Source Code -----

See the file "SOURCE.txt" for information on 4-Tris' source code.

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