

# USER MANUAL

Tetris is a simple game in which player has to move and rotate various types of blocks and try to fit them into one another such that in a whole row no space is left empty, by doing this that whole row gets vanished, the structure above it moves down and the player scores a point.

But if the player fails to make a complete row then the structure keeps on growing and if it crosses the topmost row then the player loses.

In our program the user has to use the following keys to rotate and move the blocks.

Single Player Controls:

Key	Function
Arrow Keys	Menu Navigation
Esc.	Pause
A	Shift Piece left
D	Shift Piece right
S	Soft Drop (Shift Piece down)
L.	Shift Hold Current Piece /Swap with Held Piece
Z	Rotate Counterclockwise
X	Rotate Clockwise
Space Bar	Hard Drop

Two Player Controls

Key	Function
A (1P)	Shift Piece left
D (1P)	Shift Piece right
S (1P)	Soft Drop (Shift Piece down)
L.Shift (1P)	Hold Current Piece /Swap with Held Piece
Z (1P)	Rotate Counterclockwise
X (1P)	Rotate Clockwise
Space Bar (1P)	Hard Drop
Num. Pad 4 (2P)	Shift Piece left
Num. Pad 6 (2P)	Shift Piece right
Num. Pad 5 (2P)	Soft Drop (Shift Piece down)
Num. Pad 1 (2P)	Hold Current Piece /Swap with Held Piece
Num. Pad 2 (2P)	Rotate Counterclockwise
Num. Pad 3 (2P)	Rotate Clockwise
Num. Pad 0 (2P)	Hard Drop