

FIVER (v2.0)

by bosh77

SPECIAL THANKS to Augusto Ruiz (WyzTracker) and WYZ
(WYZplayer ASM Code and music modules)

freeware GAME for MSX2

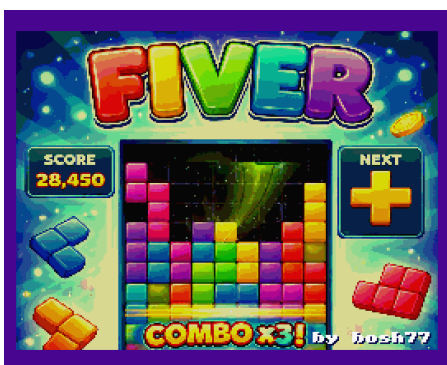
Hardware requirements: MSX2 128KB VRAM (the game runs in
SCREEN 8)

256KB RAM for .DSK version

.ROM version is a Konami with SCC cartridge (256KB)

**FIVER is a REMAKE/CLONE game of TETRIS, with the addition of
PENTAMINOES, that is pieces that are made up of 5 "squares"
instead of 4, as in traditional Tetris.**

There are 7 Tetris pieces, while there are 18 pentaminos, including those
with a "mirror" copy, for a total of 25.



After the presentation screen you will see the main menu



You can select SINGLE GAME, ROUNDS GAME or enter SETTINGS

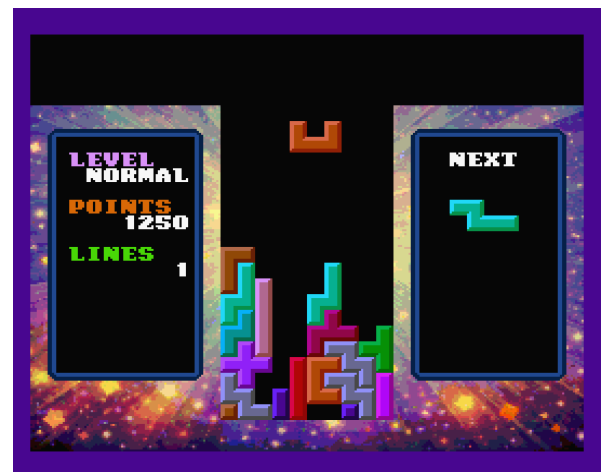


In SINGLE GAME mode you must select the game level, the game continues until you reach the top of the column, at which point the game is over

In ROUNDS GAME mode, there are several levels. To complete a level, you need to complete the required number of lines, after which you move on to the next level, which increases in difficulty. In this case, too, the game ends when you reach the top of the column.

There are 40 levels in total.

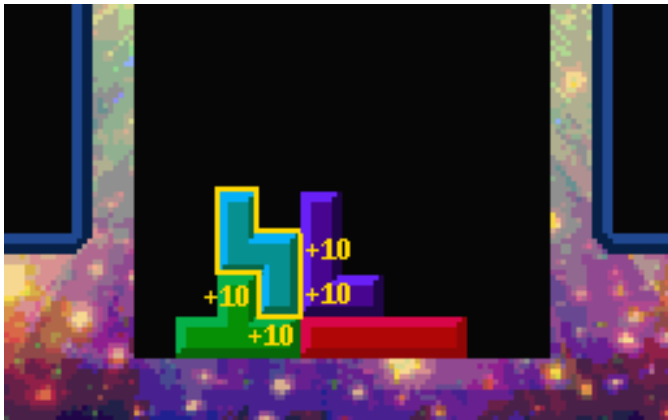
In the SETTINGS you can select the direction of rotation of the pieces (left or right), and also whether you want to know which piece will be next.



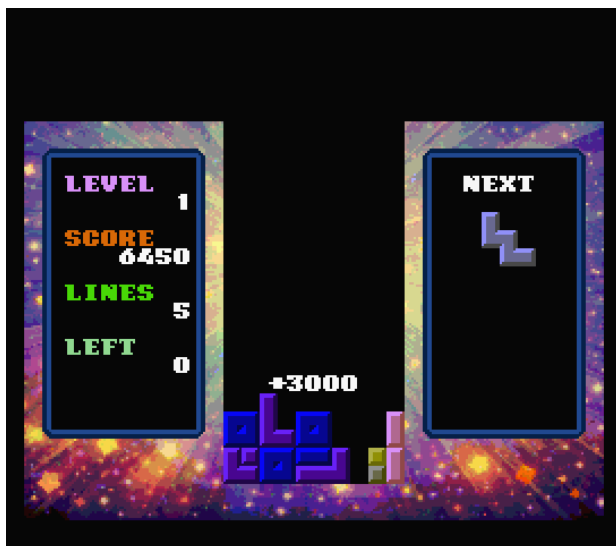
Score assignment:

- 1 Line : 500 pts
- 2 Lines : 1000 pts
- 3 Lines : 2000 pts
- 4 Lines : 4000 pts
- 5 Lines : 10000 pts

- 10 points for each puzzle without spaces:



At the end of each level you will get a score of 200 points for each unoccupied line starting from the top



From level 20 to level 40, random blocks will be placed at the bottom of the column, to increase the difficulty of the game.

The controls are very simple, the RIGHT and LEFT arrows to move the piece sideways, the DOWN arrow to quickly lower the piece, while the SPACEBAR is used to rotate the piece 90 degrees.

Other keys:

P – Pause

M – Music ON/OFF

A – SFX ON/OFF

