

TRIX Game Manual

ENGLISH • MSX1 • A game by bosh77

Objective

Guide falling columns of three blocks and line up at least three matching symbols horizontally, vertically or diagonally. Matches disappear and the blocks above fall, potentially creating chain reactions. Keep the board from filling to the top.

Starting and choosing options

At the title screen, press and release SPACE to open GAME SETUP. Use ↑ and ↓ to select an option, ← and → to change it, then SPACE to start.

BLOCK SET — NUMBERS uses numbered blocks; SHAPES uses geometric shapes. The preview shows the available pieces. Only their appearance changes; the rules stay the same.

GAME MODE — SINGLE GAME keeps the initial speed. LEVELS starts at level 1 and increases the speed every 10 matches counted by the Matches counter, up to level 9. At level 9, play continues at the maximum speed.

In game controls

Control	Action
← / →	Move the column left or right.
↓	Speed up the descent.
SPACE	Cycle the order of the three blocks.
P	Pause or resume the game.
J	Use an available wildcard for the next piece.
Joystick port 1	Left/right and down act as arrows; the button acts as SPACE.

Indicators and wildcards

Score shows your points, Matches the matches made, Next the next column, and Jolly the remaining wildcards. LEVELS shows Level; SINGLE GAME shows Mode Single. You start with 3 wildcards: J turns the next piece into a column of J blocks. When it lands on a block type, it removes blocks of that type from the board.

Game over

When blocks reach the top of the board, GAME OVER appears and a short jingle plays. The game automatically returns to the title 7 seconds after Game Over begins. A new game starts with an empty board, zero points, level 1 and 3 wildcards.