

phystris

The new falling block concept

Table of contents

1. About phystris

2. Game menus

2.1. Welcome screen

2.2. Main menu

2.3. Mission mode

2.4. Single mode

2.5. Settings

3. Game basics

3.1. The game screen

3.2. Chains

3.3. Combos

3.4. Bonuses

3.5. Game Over

4. Scoring

5. Items

6. Game modes and variations

6.1. Lines out

6.2. Color lines

6.3. Color areas

6.4. Progressive mode

6.5. Time limit mode

6.6. Mission mode

7. Licensing & game versions

7.1. Demo version

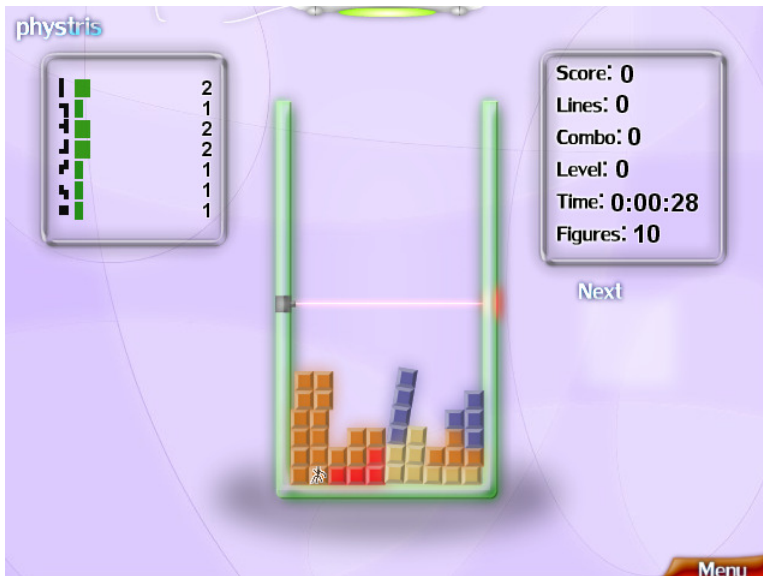
7.2. Full version

8. FAQ

9. Credits

About phystris

phystris is a physics-based puzzle/action innovative game, where your aim is to score as many points as possible, playing at game modes like Lines Out, Color lines and so on. The falling pieces are physically simulated, giving you completely new degree of experience in this genre.



You click, then the blocks fall, and if there is a combination (called *chain*), it disappears. All above it falls down, physically. This way you can create combos and chains, scoring more points than the normal.

Game menus

This section describes **phystris**'s menu system.

Welcome screen

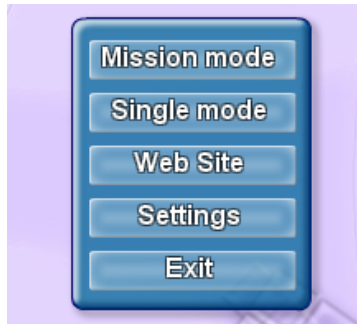
When you launch phystris for first time, the welcome screen will appear. Here you can enter your license details, buy the game or start the demo version.



The welcome screen is divided into three parts. Into the Activate part, you enter your user name and password as received from the delivery e-mail. If you still not bought the game, into the Register button you can buy it. Try demo will activate the feature-limited free demo version.

Main menu

After you activate your copy or enter the demo version, the main menu screen will appear:



Here you can access the game modes screens and the settings screen.

Mission mode

In this screen you can choose mission pack and unlocked mission in order to play mission mode. More on missions later.



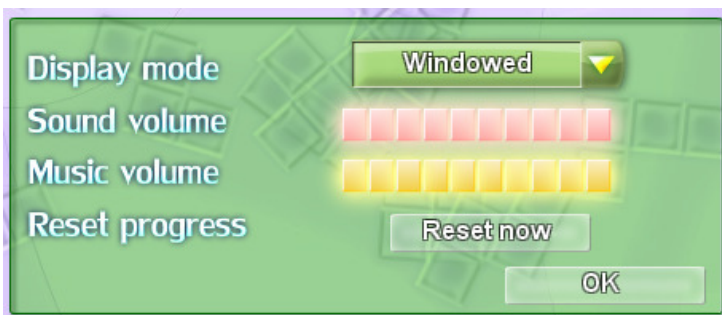
Single mode

In this screen you can choose game mode to play as usually, its variations, Trash and Level values, and figure types. This is the Single mode. More on all game modes later.



Settings

In this screen you can set various game settings:



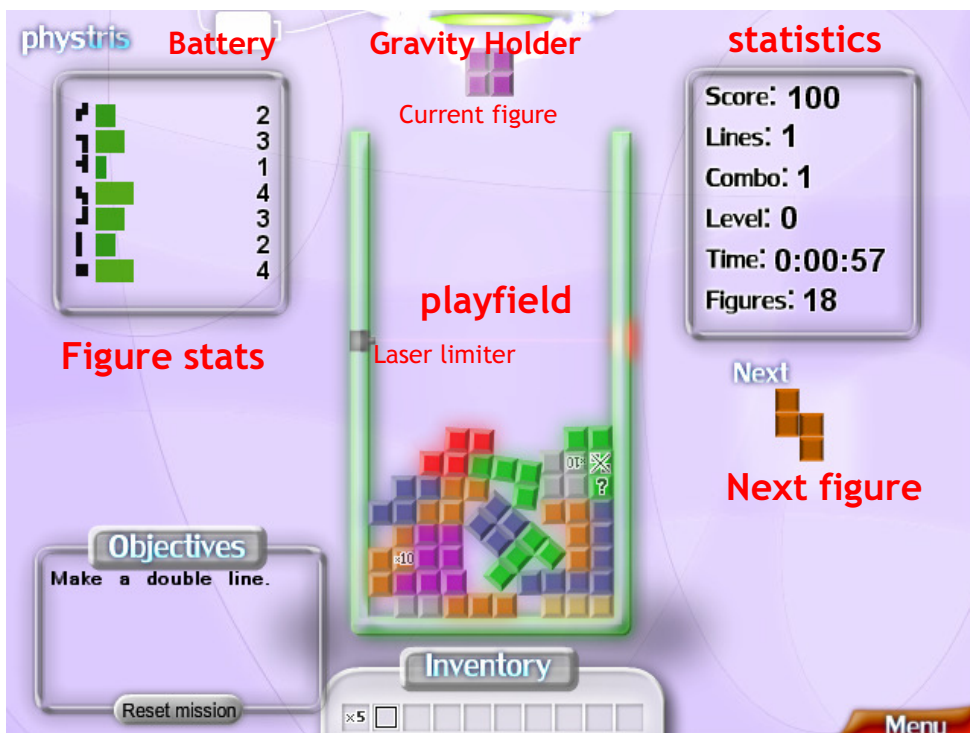
Please note that on Windows Vista and Windows 7 there are some problems with the window scaling, and it is preferred to play phystris without any running applications. Native resolution mode is not properly supported on some machines, so avoid Alt+Tab. Better play windowed – the default.

Game basics

This section describes **phystris**'s gameplay and the game basics. The aim in phystris is different, based on the game mode you play. But all game modes share some aspects that are absolutely same, and are all described here.

The game screen

Let us look first on a screen shot and mark the objects you see on the screen:



The **playfield** is where the game acts.

The **Gravity Holder** is the device that holds and controls the pieces, disabling gravity for them. The control is *with the mouse*. Move the mouse to position the figure, click the *right mouse*

button to rotate it and the *left mouse button* to release it so it will fall down.

The **Battery** shows the remaining power of the Gravity Holder. When the battery discharges, the Gravity Holder stops working and releases the figure to fall.

The **Laser limiter** is a laser that blocks the Gravity Holder to move a figure bottom it, that is, you can not move your figure below this laser.

The **Inventory** is a place to collect your items. To use an item, just click on it with the left mouse button. Mouse-over it to read its short description.

The **Objectives** window is only shown in Mission mode. It shows the objectives that you must achieve to complete the current mission.

The **Figure stats** window shows how many figures of each type fell down. When any counter reaches 15, it get restarted and you win random item and some score. This is called the **Fill Bonus**.

The **statistics** window shows the current game's statistics. If time is counting downwards, when it reaches zero, the game will end. If it counts upwards it just measures how long are you playing. Combo shows your maximum reached combo. Lines shows the number of chains you made

The **Next figure** window is self-describing.

The **menu** button pauses the game and pops up a menu with several options. You can even change the pink background image with your own.

Chains

A chain is the global term, referring to any valid combination that is made based on the game mode you play. Chains are also

called *lines*. For example, in the Lines out, a single chain is one full line of blocks that fill entire row, while in color lines mode, a chain are some same-colored blocks next to each other. Chains must not always be perfect in this game, due to its physics nature. For example, there are partial chains, curved chains and perfect chains.

Also, there are *single* and *multiple* chains. For example, a *double*, *triple* or *quad* chain (in Lines Out, the term *quad line* is used to reference a *quad chain*).

Combos

If after one chain vanishes, the figures fall down and form another chain, this formed sequence is called 2x combo. If the result of this is another chain, the 3x combo appear and so on. If you are so good, you can make even longer combos, for example 5x or 6x. There is no limit how long one combo sequence can be. And note that to create a combo you must drop only one figure! If you drop a new figure just before a chain forms, you will not win a combo. Combos are serious way to increase your score.

Bonuses

Several bonuses exists to award you more points or items.

Every 50th figure is special. If this figure when dropped produces a chain, its result is **multiplied 50 times**. This is so called the **Fifty Bonus**. Also, if after this chain is formed combo, its result is also boosted 50 times. So you must always try your best to make Fifty Bonuses when possible. To score even more points, you can boost your score with your score boost items. This will multiple the final result by 50, that way, making very serious score. The maximum possible score boost is 150, but expert player can even over-max this with some luck.

Also, there is other kind of bonus, called **Fill bonus**. When any figure stat meter reaches 15, it is restarted and you win several items and points.

Game Over

Game Over occurs only when some figure fly out of the play field. Overfilling will not end up your game. Also, you must never try to release a figure when it intersects other figures. This will result in condition called **figure crossing** that will connect these figures and overcharge them, so they will get crazy and never stop moving, unless you break them – either with a chain or they breaks themselves.



Triple figure crossing. Sure game over.

The only exception of the main game over rule is if the figure was blown with a **bomb power-up**. In this case, if figures fly off the playfield they are considered **blasted out** and *will not force game over*.

Scoring

This section describes the game scoring of various chains. Scoring is similar in all game modes.

Chains	Combos				Fifty bonus
	1x	2x	3x	4x	50x
1 <i>Single</i>	100	200	300	400	5000
2 <i>Double</i>	400	800	1200	1600	20000
3 <i>Triple</i>	900	1800	2700	3600	45000
4 QUAD CHAIN	5000	10000	15000	20000	250000

It is possible to make more than 4x chains and 4x combos. In this case, the formula to calculate the chain score is:

$$\text{Score} = C^3 \cdot 100$$

Where C is the number of single chains. E.g. if you make 5x chain, the score is $5^3 \cdot 100 = 12500$ points. Then you multiple this by the level of the combo. And by 50 if made as **Fifty Bonus**.

Finally, if your score is boosted by Score Boost Items, it will be multiplied by that number.

Items

This section describes all the items that you may find while playing every game mode that includes them.

Items are these small graphics that appears in some bricks, like this one:



An item.

To collect the items, you must make them part of a chain. Then you will win them, and they will go into the **Inventory**, or will act at the moment of winning.



The inventory carrying some items.

Now let's explore all items and what does they do.


x2, **x5**, **x10** Score boost for next turn. You can select as many of these to boost even more your score. But note. The boost is only valid for one turn! Click and drop.


⊗ The next figure becomes a small ball that, when used, removes all blocks from the color it first touches.


👉 Allows you to click on blocks to remove them. You can destroy up to 6 blocks with this. Useful for destroying bad items.


💣 The next figure becomes a small bomb. When you drop this bomb, it will explode, this way, moving figures around. If a



figure flies out of the playfield, it is considered blasted out, and your game continues normally.


 When clicked, a lighting bolt will destroy some of the blocks on screen. Extremely useful if you collect many of these.


 Figure keeper. When you get it, it will show as in the inventory. When clicked, it will memorize the currently held figure and will turn into . Later, when you click the saved figure will be set as current figure, discarding the old one.

 When you win this item, it will clear all the items in the playfield. This can be positive item, but also can be a negative item. It all depends on what kind of items will get destroyed.

 When you win this item, the Gravity Holder will malfunction and will start releasing figures without control! Be aware of this negative item, because it can also cause figure crossing.

 When you win this negative item, you will loss all the items you have in your inventory. So be careful and use all your items before winning this. You can destroy it with the  power-up.

 When you win this negative item, all your free inventory slots will get blocked. To unblock them, you must make the indicated amount of chains. Or you can use some item to free up space if you need better item.

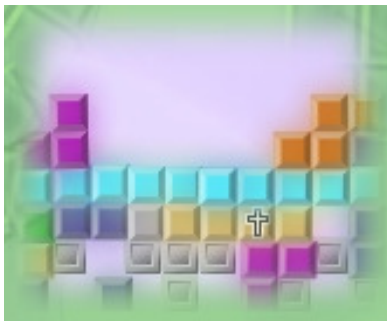
 A surprise. What item will you win? No one knows. But it will be some of these described above.

Game modes and variations

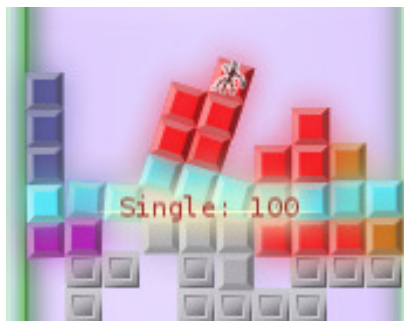
This section describes all the game modes and their variations.

Lines out

In this mode your aim is to make full lines of blocks:



A perfect Lines Out chain.



Curved Lines Out chain.

The perfect chain is if there are 10 blocks in one almost perfect line. Partial chains are not scored but can appear in some rare cases. Curved chains are supported and awarded normally.

Color lines

In this mode your aim is to make lines from pieces in one color, horizontally or vertically. Figures are multi-colored here.



A perfect Lines Out chain.



Curved Lines Out chain.



Partial chain

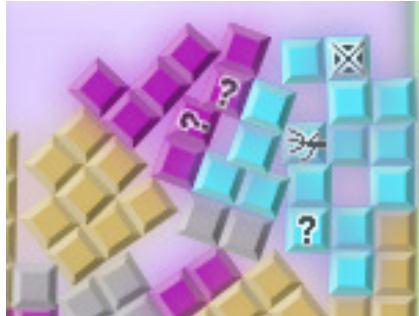
The perfect chain is if there are 3,4,5 or 6 blocks in one almost perfect horizontal or vertical line. Partial and curved chains are awarded normally.

Color areas

In this mode your aim is to make big zones in same colored blocks:



A perfect Color Area.



Curved/partial Color Area.

The perfect chain is if there are at least 16 blocks in one almost perfect color zone. If the zone is not perfect, it will be treated partially with several score penalty.

Progressive mode

Progressive mode is global mode, applicable to Lines out, Color lines, Color areas and some missions from Mission mode. It is active by default if you play with Trash setting larger than 0. After you clear all the trash, the “Trash up” occurs, all blocks are removed and you start with next trash level. Progressive

mode is not applicable for trash level 0 and will be off regardless of the setting. To play Progressive mode right from beginning, set Trash to 1.

Time limit mode

In this mode your aim is to score as many points as possible for only 10 minutes. It is global mode, applicable to Lines out, Color lines, Color areas and some missions from Mission mode.

Mission mode

In this mode your aim is to achieve all objectives in order to complete a mission. Every mission have its own rules you have to follow. Missions are customized versions of all modes mentioned above.

There are 3 mission packs – Easy, Medium and Hard. Every mission pack have 15 missions in it.

Game modes and variations

There are two versions on phystris available: The demo version and the full version.

Demo version

The demo version is time and feature limited version of phystris.

Mission mode is limited to 3 missions from each pack: 1,6 and 11. Time limits are not forced to the missions, they will use their objective time limit if such is defined.

Single mode is limited to 5 minutes of gameplay in Lines Out mode with Classic figures. Trash option is available.

In the demo, you can not play Color Lines and Color Areas modes in single mode. However, if you play Easy missions, you will have the chance to try them as well.

Full version

The full version is feature-unlimited version of phystris. It is available in form of digital download only.

To activate phystris you must first buy a license for it. You must provide a valid E-mail address to receive your license details – username and password.

Then you start phystris, and fill them into the appropriate fields at the Welcome Screen. Then click “Log In”.

You must have Internet access to activate your copy.

FAQ

Q: The game stays long time on “Loading...”. I think my PC is faster enough.

A: While “Loading...”, the game actually checks itself for updates online. If it find an update, it will ask you. Check your internet connection.

Q: The welcome screen does not appear, the game starts always in trial mode.

A: Make sure that you are connected to the Internet. You must be connected to Internet to see the Welcome Screen.

Q: Do I have to be connected to the Internet while playing phystris?

A: No. However, to activate your license, you must. If you activated the game, Internet is no longer needed, but the game may show error messages before entering the Main menu.

Q: I purchased a License, but the mail with the license details is still not delivered.

A: Check your E-mail again. Also, make sure you checked your *Junk* or *Spam* folder. Please note that license handling is not automated! Allow 48 hours for your order to be processed. If 48 hours have been passed and you are still not received the E-mail, contact us at admin@phystris.com. FROM the e-mail address you purchased the license, and tell us. We will then reply to you with your license details from some of our personal E-mail addresses.

Credits

Lead idea, concept, graphics design and programming:

Peter Petrov

Music and sound composer:

Vladimir Nikolov

Beta Testing:

Kalin Dimitrov

Vergil Penkov

Georgi Kostadinov

Denis Zhekov

The π Dev team is wishing you as more fun as possible