

Puyo-Puyo

Introduction: In the game Puyo-Puyo, players arrange falling pieces in order to break them and earn points. The object of Puyo-Puyo is to last as long as possible before losing.

Controls:

- Left Arrow – attempt to move the active pieces left
- Right Arrow – attempt to move the active pieces right
- Down Arrow – attempt to rotate the active pieces clockwise
- Up Arrow – attempt to rotate the active pieces counter-clockwise
- Space – briefly increase game speed
- F2 – new game
- Pause/Break – pause the game

Piece Movement: The active pieces in the game are the group of game pieces most recently created at the top of the game board. The player can cause these pieces to shift left and right, or rotate. Objects such as the sides of the game board or other non-active pieces can block the active pieces from being moved or rotated. Also, if the active pieces break apart from partially landing on other non-active pieces, the active pieces can not be moved until new ones appear at the top of the game board.

Scoring Points: The player will score points for successfully grouping together four or more pieces of the same tile type. More points will be awarded for groups larger than four pieces, “chaining” breaks together, and progressing to higher difficulty levels.

Losing: If at any point a piece comes to rest at the very top of the game board due to stacked pieces below it, the player loses the game. A new game can be started by pressing **F2**, and the player's best stats will be saved until the player closes the game.