



OVERVIEW

Welcome to my puzzle game! You're about to enter a world of falling blocks, rising tension, and pure arcade adrenaline.

Your mission is simple: stack smart, clear lines, survive the climb. Your only ally is your skill and maybe an I-shaped piece at the right moment!

But this isn't just another puzzle game because you have many new options and fun actions to try. This is precision under pressure, built for players who crave that classic arcade rush.



GETTING STARTED

Double-click on the icon of the main game file to start the game and have fun!



MAIN MENU

At the start of the game, choose your language and country and go straight to the main menu.



Fig. 1: Choose your language

Use the arrows to select and press **<ENTER>** to confirm. The game supports 13 languages:

English, French, Spanish, Deutsch, Italian, Brazilian Portuguese, Russian, Japanese, Chinese (simpl.), Korean, Norwegian (Bokmål), Swedish and Danish

This is the main menu of the game:

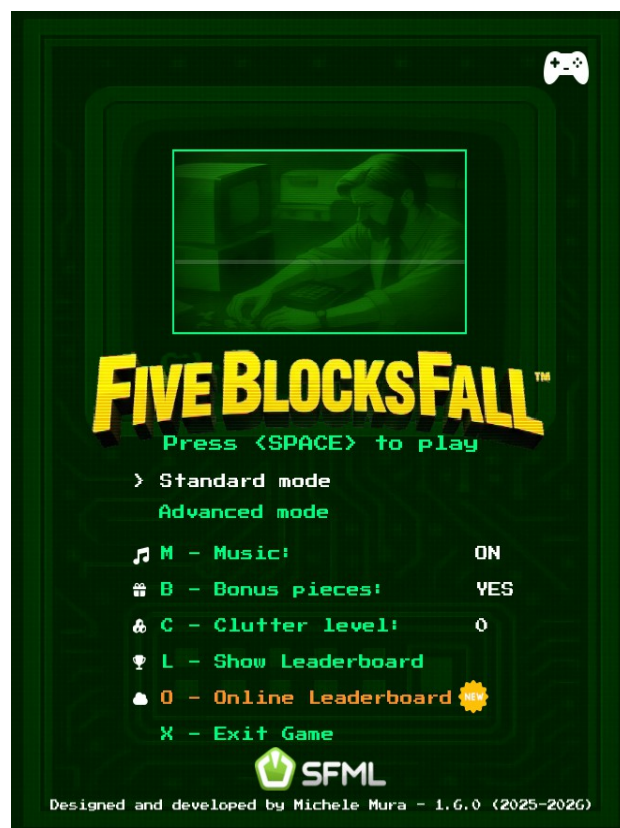


Fig. 2: Main menu

Here you can choose if you want to play the standard version or the advanced one. Select it using the up/down arrows and press **<SPACE>** to start a new game. In the main menu you can also do this:

M ➤ Toggle music on/off (but you can also do this during play...)

B ➤ Toggle Bonus pieces (explained later)

C ➤ Set the starting clutter level (1, 2 or – if you dare - 3)

L ➤ Opens the local Leaderboard to see how well you are playing (Use your browser to access the online Leaderboard)

O ➤ Opens the online Leaderboard with

hiscores from all over the world:
leaderboard.fiveblocksfall.com

X ➤ Confirm to exit the game and go back to boring things

HOW TO PLAY

When the blocks start falling, every move counts. These are your tools. Your weapons. Your lifeline. Master them, and the board bends to your will.

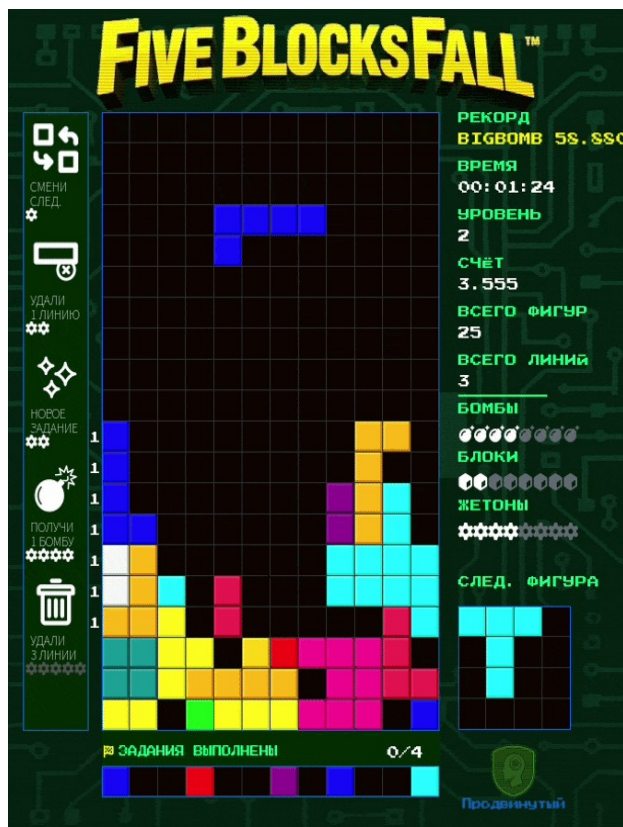


Fig. 3: An Advanced game in progress

Here's what you can press on your keyboard:
(first the basic keys and then stranger ones)

LEFT / RIGHT ARROW (or **A / D**) ➤ Slide the piece horizontally. Smooth. Precise.

UP ARROW (**W** or **PgDn**) ➤ Rotate the piece 90° clockwise. Line it up. Use **Q** or **PgUp** to rotate counter-clockwise. Make it fit.

DOWN ARROW (or **S**) ➤ Soft drop. Speed things up without committing.

SPACE ➤ Hard drop. Slam the piece into place with arcade authority.

P ➤ Pause the game and take a nap... Press **P** again to resume playing or press **W** to minimize the window.

M ➤ Toggle the music on/off (there are four fantastic tracks)

G ➤ Show or hide the grid (it's helpful but you score less...)

N ➤ Show or hide the next piece (this is also helpful, but you score less...)

I ➤ Buy an I-shaped piece (*see below*)

T ➤ Take a screenshot in PNG image format and save the file in the AppData folder. And yes, you can use it as a wallpaper...

X ➤ Do you really want to stop playing? Confirm and return to the main menu.



STANDARD - ADVANCED

These two modes are really different because the second one spawns the standard pieces (made of 5 blocks) and also special big pieces (6 blocks each) which are more difficult to stack and combine together.

In the Standard mode you advance one level each time you fill 6 rows and in Advanced mode you only need to fill 3 rows. Higher levels give more points, but all pieces fall faster. Anyway, when you play Advanced mode, you start with more free resources (*see below*) and you score more points – if you succeed.



BONUS PIECES

Bonus pieces are small and surprisingly powerful. There are three different Bonus pieces: two are made of 3 blocks, plus a very small one made of just 2 blocks. Thanks to their limited size, they will help you in many ways and they can also grant a very special bonus.

If you clear exactly two rows using a Bonus piece (both Standard and Advanced mode), you obtain points, one resource (1 token), and the game immediately clears 2 random columns (all blocks!)



CLUTTER LEVEL

There are three levels: 1, 2 or 3. If you enable such option, you will start the game with some cells already filled with blocks (higher level, more clutter, more difficulty). You will also get some spare blocks at the start of the game that can help you clear the well of clutter.

Clutter won't give you a higher score, but in the Leaderboard (if you earn enough points) you will get a badge of honor: green, orange or maybe bright red! Beware because some clutter (different color) can't be destroyed with bombs but only clearing that row.



RESOURCES

In this game there are three types of resources: bombs, spare blocks and tokens. Here you can learn how to use them and see why they are so useful to get an hiscore. You cannot keep more than 8 resources of each type. Each time you reach this limit, the corresponding icons turn red.

Bombs

Left-click any block already in the well to trigger an explosion that removes it and the 8

surrounding blocks. A total of nine blocks! Double click to destroy a bigger area (5x5) but it will cost you 2 bombs!

Spare-blocks

Right-click on an empty cell of the well to fill it with a single block and maybe clear that row if it becomes completely full thanks to that single block just placed.

Tokens

Use these to perform the special actions shown in the toolbar on the left side of the screen. There are five different actions with different prices. Just left-click on the icon to perform it.

SWAP NEXT ➤ The next piece becomes the current dropping one and the dropping one becomes next [1 token]

REMOVE 1 ROW ➤ the bottom row is automatically cleared [2 tokens]

NEW QUEST ➤ a new quest is generated [2 tokens]

GET 1 BOMB ➤ you immediately receive a brand new bomb [4 tokens]

REMOVE 3 ROWS ➤ the three bottommost rows are automatically cleared. This is the most powerful special action! [5 tokens]



I-SHAPED PIECE

Press the **I** key to spend 3 spare blocks to buy an I-shaped piece long 3 blocks that will appear as the next piece (look at the right corner of the screen...). Each time you have enough spare blocks to buy this piece, you will see a little yellow icon flashing next to the spare-blocks stats.



QUESTS

Under the well, there is a special row with colored blocks. This is the current quest you can complete. When you fill a row (or more than one at the same time) and the colors of the filled row match the quest (both color and position), you complete the quest and a new one appears.

Each time you complete a quest, you get a reward. The more colors you match, the bigger the reward is. You get points and 1 single token up to some bombs, spare blocks and tokens. Keep an eye on the small numbers on the left side of the well – they show how many colors you are matching on that row. If you manage to complete 8 quests (or 4 in Advanced mode), you will get a BIG reward!



LEADERBOARD

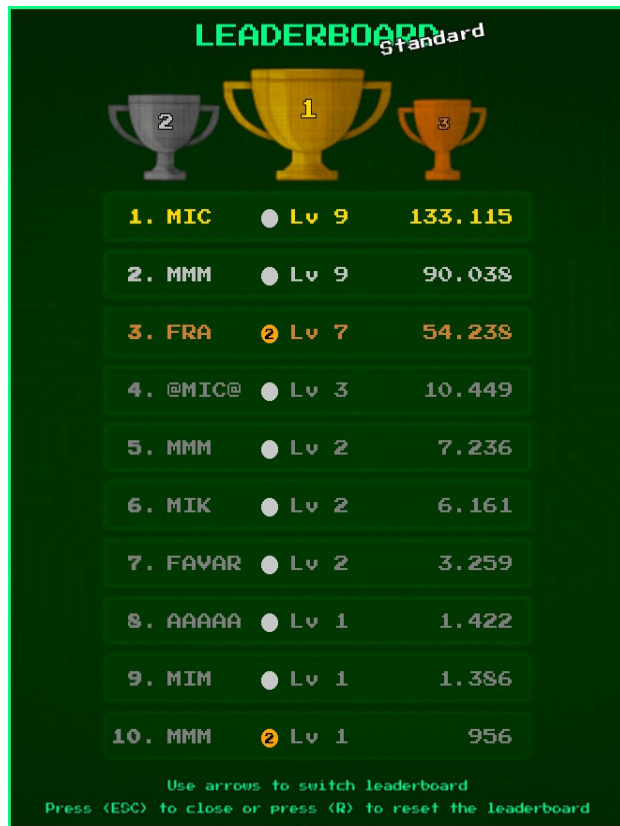


Fig. 4: The Leaderboard for Standard game mode

If the you score enough points, you will have the option to insert your name (up to 10 chars) and save the new hiscore locally.

There are two different local leaderboards: one for Standard mode and one for Advanced. If you open it from the main menu you can use arrow keys to switch between them. The game records just 10 positions and each one contains the name of the player, the difficulty level set (a white dot means an easy start with zero clutter inside the well), the final level reached and of course the total score. If you want to reset both leaderbord (remove all scores) you can press **R** and confirm the operation.

ONLINE LEADERBOARD

Starting from version 1.4, all high scores (both game modes) are saved locally and also into an online leaderboard which you can explore using a standard browser.

This is the link to open the online leaderboard: <https://leaderboard.fiveblocksfall.com/>



Fig. 5: The online Leaderboard

In this page you can click on the orange selector to switch between Standard and Advanced leaderboard. The main table of the online leaderboard contains more statistics than the local one such as the total time of the game played, quests completed and much more. The country is selected each time you start the game.

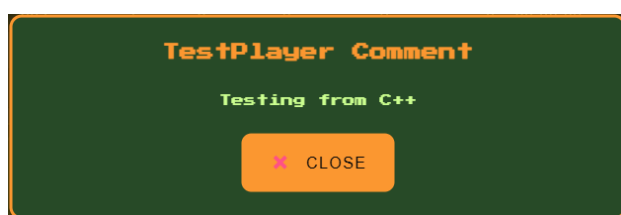
In this page you can also find some external links and a button to rate the game and support its development.

In the game, after a new high score, you enter your name and then you may insert a comment which will be displayed online. (max 50 chars)

Here you can also paste your copied text by pressing **CTRL+V** combination.



To view the comments players leave each time they make a new high score, click on the small orange icon displayed on the last column of the table to open a small popup with the text (the icon is not visible if there's not a comment available).



Note: comments are not displayed immediately but only after a very quick approval stage. Comments must be respectful. No insults, hate speech, spam, or inappropriate content.

The game automatically captures a screenshot right before game-over and uploads it to the online leaderboard together with your statistics and comment. To view it, click the small orange camera icon next to any score (available from v1.6).

All these unique online features are called **MySocialScore**.



EASTER EGG

What are you talking about? There are 16 empty eggs? A big cross? I have no idea... :)



TIPS

So you can clear a few lines. Nice. But if you want to climb the leaderboard, survive the chaos, and make the blocks fear you, then listen up. These are the secrets the arcade champions don't tell you.

- 1 Don't waste resources — use bombs and blocks wisely to fill gaps and clear rows;
- 2 A clean well is a safe well. Avoid building mountains unless you're planning something;
- 3 Tokens are very useful because they can be used for special actions such as clearing many rows and buying bombs;
- 4 Buy an I-shaped piece if you need to fill a critical gap; (the price is just 3 blocks)
- 5 Higher levels dramatically increase your score and if you don't mind, turn off the grid and next-piece view for more points. Try to complete as many quests as you can and aim for the BIG reward.



CREDITS

This game was designed and developed by Michele Mura (Italy) using VS 2022, C++ and SFML. More info in the README file.

The online leaderboard takes advantage from Cloudflare services (D1 database, R2 assets repository and Workers technology for both backend API and frontend)

A special thanks to Marco Calcaterra for all his testing sessions and his valuable (and challenging) suggestions.

GAMEPAD SUPPORT

A white small icon is displayed in the upper right corner of the main menu when a compatible gamepad is connected to the system. It's possible to start a new game and play using this device. This is the list of the supported keys.

CHOOSE LANGUAGE AND COUNTRY

D-Pad Left/Right → Change language
D-Pad Up/Down → Change country
A → Confirm selection

MAIN MENU

D-Pad Up/Down → Change the mode
A → Start playing
Y → Show leaderboard
X → Exit the game and go back to Windows

DURING THE GAME

D-Pad Left/Right → Move piece
D-Pad Up → Rotate
D-Pad Down → Soft drop
RT → Hard drop
Y → Buy an I-piece
Button in the upper left front → Pause
Button in the upper right front → Take a screenshot
X → End the current game
Right Stick → mouse movement emulation
LB → left click emulation (place a bomb)
RB → right click emulation (place a spare block)

LEADERBOARD

D-Pad Left/Right → Change view (standard / advanced – if this option is available)
B → Cancel (<ESC> key)

MESSAGE BOX

A → Confirm (<RETURN> key)
B → Cancel (<ESC> key)

