

## &lt;&lt;CRAZY DROP&gt;&gt;

## [Introduction]

This game is a TE\*RIS-like game.

## [How to Play]

Set

CDROP.EXE

CDROP.CG2

in the same directory, and type:

CDROP.

You can use "-s" as a startup option. This enables sound effects.

## [Rules]

This game is similar to TE\*RIS. The purpose is to manipulate falling blocks from a top of the screen and delete them according to certain rules.

The deletion of the blocks in this game consists of "horizontal (lateral)" deletion and "vertical (longitudinal)" deletion.

Firstly, "horizontal (lateral)" deletion occurs. Subsequently, "vertical (longitudinal)" deletion occurs.

## (1) Horizontal deletion

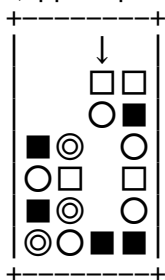
Horizontal deletion begins with the falling of the blocks from the top of the screen.

By controlling the falling blocks, you create a sequence of the THREE SAME TYPE blocks which lie next to each other in a certain horizontal line without gaps,

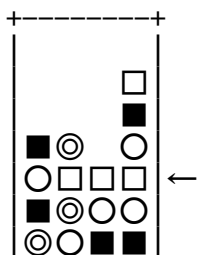
for example, a sequence of blocks of "OOO■" and "O△△△". Then, ALL of the blocks (FOUR blocks) in the horizontal line are cleared. In the above examples,

"■" and "O" are deleted in addition to "OOO" and "△△△", respectively.

Here we show an example. Consider a case that a block group consisting of "□" (upper part) and "O" (the lower part) fall down as follows:

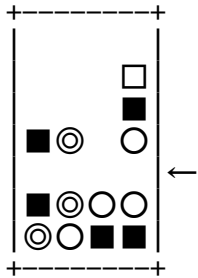


When the block group has landed, the third horizontal line from the bottom is lined with a sequence of three "□"s.

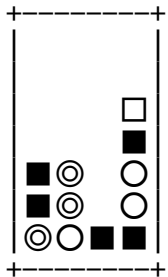


+-----+

Then all the blocks in the horizontal line (the third horizontal line from the bottom) are cleared.



Finally, all of the blocks above the cleared line fall down.



These are the "horizontal (lateral)" deletion.

## (2) Vertical deletion

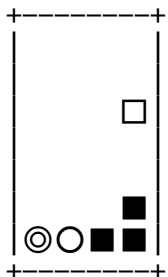
After the horizontal deletion, Vertical deletion begins.

When a type of the bottom block of the above-mentioned fallen blocks is same as that of the surface to which the bottom block has fallen, both of the blocks are

deleted in the vertical direction.

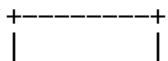
In the above example, the two "■"s in left side, the two "◎"s in the second vertical line from the left side, and the two "○"s in the right side are deleted,

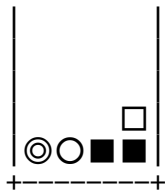
which result in:



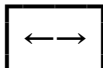
Moreover, as shown above, the two "■"s in the right side will be deleted. Finally, the block "□" above the deleted blocks in the right side falls down. Then

the result is as follows.





Here we show a special blocks like this:



This block forcibly deletes all of the blocks in a horizontal line to where it landed.

#### [Key Assignments]

Left or [4]: Move to the left  
Right or [6]: Move to the right  
SPACE or [5]: Exchange block pattern  
Down or [2]: Force to land the blocks quickly  
[S]: Sound ON/OFF  
ESC: Quit the game (return to DOS)

#### [About this program]

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#### [History]

Ver.0.5(1999/3/10)

-First published version

Ver.0.53(1999/4/10)

-Add a function to switch the sound ON/OFF  
-Change the startup screen  
-Create an icon  
-Fix a bug to display the blocks correctly

Ver.0.54(2014/5/27)

-Revision of the manual

Ver.0.55(2014/6/9)

-Revision of title screen