



risTroyka Users Manual



1. Introduction

risTroyka is a puzzle game combined from the game Tetris and a game called xTrojka. The name Troyka is derived from the Slovenian word "Trojka", which means "three" or "triple". If you put last three characters of the word Tetris in front of the name Troyka, you get a new name **risTroyka** (**Tetris** + **xTrojka** = **risTroyka**).

3. Rules of the game

risTroyka is simple, but very addictive puzzle game played on a 10x18 playfield. From the top to the bottom of the playfield are falling down columns composed of three blocks, which colours are randomly chosen from four basic colours (red, green, blue and yellow), but in one column there can only be two blocks with the same colour. Each column stops falling, when it either hits the bottom of the playfield or hits remaining block. When column is placed on playfield, each row from bottom to top and left to right and each column from left to right and bottom to top is checked if there is Troyka - three blocks with the same colour. Collected blocks are deleted, so all blocks above fall down and replace them. If there is no vertical or horizontal Troyka, new column starts to falling down.



3. Goal of the game

The goal is to collect three blocks in horizontal or vertical order with the same colour to make as many Troykas as possible. The matching blocks are deleted to make space for new ones. Unmatched blocks remain in playfield. The end of the game is, when unmatched blocks reach the top of the playfield. Each matching Troyka brings the points and better scores.

Falling down block can be moved left, right or turned around. You have to strategically think it over about the positioning of each falling column.

4. Score Level

Game has 10 levels and each new level increases falling speed for 10%. For each 20 collected Troykas, we reach a new level. On level 0 each Troyka brings 1 point, on level 1 we get 2 points, on level 2 we get 3 points, and so on.

5. Getting Started

After you have downloaded the game to your mobile device, you are ready to play. Upon entering the game, the splash screen appears. Press "Menu" key to skip to the main menu. Once in the main menu (the item "Continue" is highlighted), press joystick to start and have fun playing! By pressing the "Menu" key, the game is paused and you can setup different background or blocks outlook. To continue the game, choose "Continue" in the main menu. When blocks reach the top of the playfield, the game is over and you can close the program risTroyka by pressing "End" key. To start a new game, press "Menu" key and then select "New game" option.

6. Game Controls

Game controls are simple and you can use joystick or keys:

- joystick right or Key **6** to move falling column to the right
- joystick left or Key **4** to move falling column to the left
- joystick up, fire or Key **2** to rotate falling column
- joystick down or Key **5** or Key **8** to accelerate falling column down.

7. Menu options

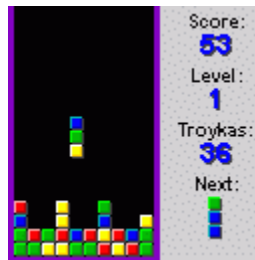
Menu



- Continue
- New game
- Highst score
- Help
- About
- Settings

Background

Black

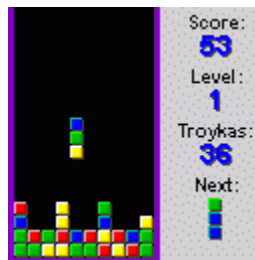


Gray

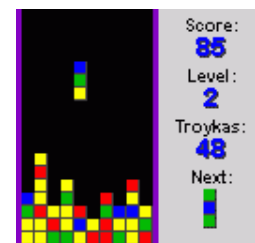


Blocks outlook

3D look



Flat





8. Requirements

Space requirement: 19 KBytes

All mobile phones that supports java MIDP 1.0 phones with colour display and 128x80 or more pixels.

For technical Support, questions or comments please email us at: riana@siol.net