Petris: A game for the Game Boy Color

Build your favorite pets in all shapes and sizes, keep ahead of dropping pieces and make it to the next level!

Petris is a new home-brew 2D puzzle game built for the Game Boy Color (CGB). It will run on original hardware (CGB and GBA) and in emulators.

Running under Emulation

If you run the "Cartridge" build of Petris in an emulator then you may want to turn on "inter-frame blending" to fix potential flicker on the title screen. If that is not an option on your emulator you can to run the "Web" build instead.

Game Play Controls

- **B/A**: Rotate Left/Right

- **Down**: Move piece down faster

- **Left/Right**: Move piece Left/Right

- **Start**: Pause

- **Select**: Show length of recent pets

- **Select + Up**: Change High Contrast mode setting

Game types

Long Pet
- Complete progressively longer pets to reach the next level.
- Board clears at the start of each level

Crunch-up
- Keep ahead as the screen crunches upward and new pets appear
- Complete 20 pets to reach the next level
- Board clears at the start of each level
- Note: No L-corner pieces will appear in this level

Tail Cleanup
- Clear all tails off the screen to reach the next level
- Board is cleared and filled with tails at the start of each level
- Note: No tail pieces will drop in this level

Level Up
- Classic level-up style
- Complete 20 pets to reach the next level
- Board clears at the start of each level

Marathon
- For the long distance player
- Board does not clear on level change

Head-to-Head 2 Player
- Two players can compete over Game Boy Link Cable (on CGB and GBA) in all game types.
- Send crunch-ups to your opponent when you complete pets and on level-up.
- **One crunch-up is sent for every 4 tiles in a completed pet.**

- The last player standing wins the match.
- Recommended game type: Crunch-up
- **To start 2 Player**
    1. Go to the options screen *(both players)*
    2. Connect link cable *(both players)*
    3. When the link is detected a "2P" icon will appear in the upper-left of the screens
    4. Difficulty: Players may choose different difficulty settings
    5. Music: It is recommended for only *one* player to have music turned on
    6. One of the players should:
        1. Set *"2 Player VS"* to *"ON"*
        2. Choose a game type
        3. Press "Start" to begin the match

Difficulty Setting

There are difficulty levels for all players, from relaxing to full-tilt speed.

- Easy / Normal / Hard / Expert / Beast
- Note: Next piece preview is hidden on the Beast difficulty level

Other Options and features:
- Choose from multiple sound tracks
- High Contrast options for small and non-backlit screens
- Visual hinting for drop location and special pieces can be turned on/off
- Game background colors will fade to a different palette every 5 levels

Special Pieces

Bomb

- Icon:
- When landed the bomb removes any adjacent pieces (left/right/above/below)
- Pet length required to obtain a bomb (by difficulty level):
    - Easy: 5
    - Normal: 6
    - Hard: 7
    - Expert: 8
    - Beast: 7
      4-Way Merge

- Icon:
- When landed the 4-way merge will complete and remove any connected pets and pieces regardless of whether their color/pet type matches. As long as the body segments connect they will be followed and removed. (left/right/above/below)
- No points or pet completion credit is given for pets removed by the 4-way merge, however removal of tails does count in the Tail Cleanup game type.
- Merge pieces appear automatically after a given number of pieces have been played:
    - Easy: 32

- Normal: 64
- Hard: 64
- Expert: 128
- Beast: 128

Difficulty Level Point Bonus

- Easy: 1x
- Normal: 1x
- Hard: 2x
- Expert: 3x
- Beast: 10x

Speed by Difficulty Level

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FpD:   Frames per Drop
Inc:   Decrease FpD once every Inc Levels
Msec:  Msec between Drop
% Max: Speed % of max
EZ:    Easy
NM:    Normal
HD:    Hard
EX:    Expert
BT:    Beast


FpD Inc Msec    % Max    EZ  NM  HD  EX  BT
60  1   1000    5        1
45  1   750     7        10  1
30  1   500     10       20  10
20  2   333     15       30  20
15  2   250     20       40  30  1
10  5   167     30           40  10
8   0   133     38               20  1
7   0   116     43               30  10
6   0   100     50               40  20  1
5   0   83      83                   30  10
4   0   67      75                   40  20
4   0   67      75                       30
3   0   50      100                      40
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