BTetris

By TI-Freakware   Version 0.9

1. Installation
2. Playing this game
3. Credits

1. Installation

Simply drag BTETRIS.83p from the RAM folder to your favorite linking program (TILP2 or TI-Connect) or to your favorite emulator to install. This version is for the TI-83.

2. Playing this game

This game is simple, and follows similar button configurations that other calculator Tetris games follow. Left and right move your piece left and right. 2nd and Alpha buttons rotate the terminoes. Enter pauses the game, and Mode exits. The game is already going as fast as it can, so pressing the down button does not drop the pieces faster. This game was made completely in BASIC and needs no other library or program to run.

3. Credits

Credit goes to KermMartian, tr1p1ea, merthsoft and other Cemetech and Omnimaga members for your encouragement and feedback on this project.

This project was started for the sole basis of expanding my programming abilities, as I had never tried programming an arcade game like this before.

The version for the Color 84+ was started on September 11, 2013 and released as version 0.9 on October 30, 2013. The 83 and 83+/84+ versions were released as version 0.9 on October 31, 2013.