

GRA▽BLOCKS

From Nothing Game Studios LLC



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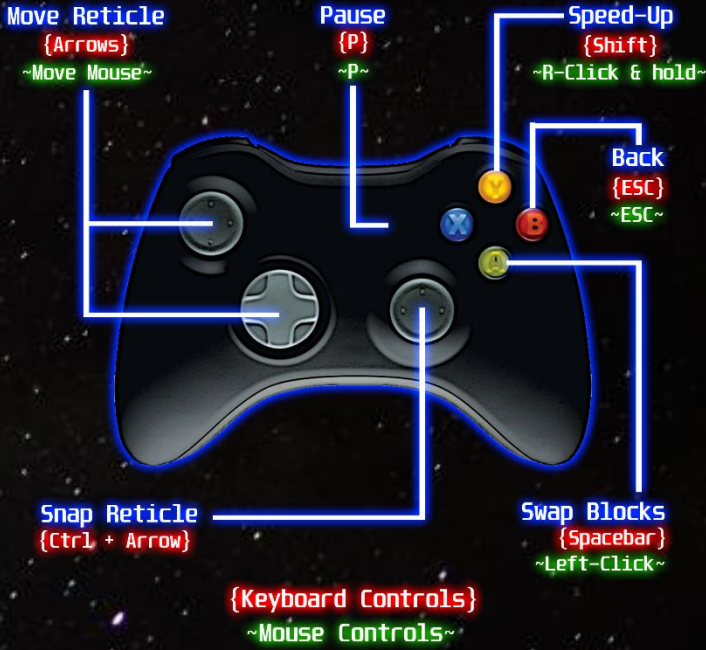
About GravBlocks

GravBlocks+ is a match-three puzzle game with a twist... on the playing field that is! Like any match-three puzzle game, blocks clear when you match three or more of the same type of block. However, special blocks with different effects also appear! Most notably are the Gravity Blocks, which when used strategically increase your score multiplier and also rotate the gravitational pull of the playing field! Practice your skills in a variety of modes and challenge yourself to set a new personal high score!



Controls

	Action						
Controller		Move Reticle	Pause	Speed-Up (hold)	Back	Snap Reticle	Swap Blocks
	X-Box Controller	Left Stick/D-Pad	Start	Y	B	Right Stick	A
	Keyboard	Arrow Keys	"p"	"Y"	"ESC"	"Ctrl" + Arrow Keys	"Space-bar"
	Mouse	Move Mouse	"p"	Right Click	"ESC"	---	Left Click



Options Menu

Style



- Head to the style menu to change how your game looks! Within this menu, you can change your block types, background image (except for Story Mode), and the reticle color which also impacts the color for Geometric backgrounds.
- Note: To access all of the style options, you must "Un-Block" them by earning Accomplishments. Every five Accomplishments achieved unlocks a new style option.

Locked styles appear as this symbol:



Options Menu (continued)

Audio

- Do you love the music, but hate the sound? Visit this menu to adjust the volume of the music and sound effects individually.

Accomplishments

- If you need to review which Accomplishments you've already achieved, or which ones you still need to unlock the next style option, the Accomplishment menu is your destination.

High Scores

- Remember when you first started playing and you could barely manage to pass level 10? Check out some of your greatest scores in the High Scores menu and work towards setting better and better records and see how far you've come!

Credits

- So just who is From Nothing Game Studios? Against our better judgement, we've displayed our names here.



Gameplay



1. Playing Field - Blocks will fall at random, and clearing them and changing gravity is how you'll earn your score. To review block types, see page 9.

2. Level Statistics - In this pane, your current level, score, time, and multiplier are displayed from top to bottom. This information may be different depending on the mode you are playing.

3. Alien Jerk - The Alien tester and your sole enemy in this game. As you do well, you may just aggravate him...



Gameplay (continued)



4. Story Mode Tasks - While you are playing Story Mode, your tasks will be listed here. Task amount may range anywhere from three to seven tasks depending on level. To view information on tasks, see pages 13-15.

5. Current Gravity - The direction that gravity influences is displayed here. As you match like Gravity Blocks, the gravity will shift in that direction and also increase your multiplier.



Block Types



Basic Block - Match at least three similar blocks to clear



Gravity Block - Multiplies score and changes gravity based on matched directions



Bomb Block - When matched with similar colors, all like colors are cleared



Wild Block - Substitutes as any block for matching 3 or more and closes hazards



Destruction Hazard - Destroys blocks and resets multiplier



Game Modes

Story Mode

- In Story Mode, many levels await you. With each level, you are presented with new tasks that need to be completed. These may include clearing a certain number of blocks, clearing multiple blocks at once, or changing gravity, among others. Story Mode is also where you find out what is up with these Alien Jerks!

- Tasks that are currently incomplete are highlighted in blue or orange. "Blue" tasks can be solved in any order.



- "Orange" tasks must be solved in the order they are listed.



- "Green" tasks are tasks that have been completed. Complete all tasks to pass the level.



Game Modes (continued)

Challenge Mode

- In this mode you must clear blocks and try to stay alive for as long as possible. As you progress, more and more blocks will appear to both aid you in achieving a new high score as well as prevent you from succeeding. As the difficulty gradually increases over time, more Destruction Hazards open, block drop rate increases, and more block colors will appear.

Puzzle Mode

- What puzzle game wouldn't be complete without an iconic puzzle mode? The object is simple: Clear all of the blocks within each stage either by matching or by use of the Bomb Blocks in a limited number of moves. For every odd numbered stage you complete, two additional stages will be unlocked, while every even stage cleared unlocks one.



Game Modes (continued)

Destruction Mode

- The goal of this mode is to clear all of the blocks as quickly as possible, but with a difference: by destroying them. In this mode, you are encouraged to use Destruction Hazards, and finding the quickest method is all part of the fun-- for instance, now a Wild Block opens a random wall of Destruction Hazards!

Zen Mode

- This mode is all about just clearing the blocks without needing to worry about the difficulty increasing. Continue to clear blocks for as long as you wish for the sake of relaxing and simply enjoying the game. Note: Not wanting anything to be too easy, Destruction Hazards will still open over time.



Story Mode Tasks

- **Clear (Amount) of Specified Type** - This task requires you to clear the designated amount of blocks for the specified colored block simultaneously. EX: "Clear 3 of Type Cyan" means clear three cyan blocks at the same time.
- **Clear (Amount) of Any Type** - This task requires you to clear the designated amount of blocks simultaneously and the use of multiple colors is acceptable. EX: "Clear 10 of Any Type" means clear ten blocks at the same time. A common setup is five of one color block and five of another color.
- **Change Gravity** - This task requires you to change gravity in any direction.
- **Shift Gravity Safely** - This task requires you to change gravity in any direction, but you cannot lose any blocks to Destruction Hazards when doing so.
- **Shift Gravity Safely (Amount) Times In a Row** - This task requires you to change gravity for a designated amount of times in any direction, but you cannot lose any blocks to Destruction Hazards when doing so.
- **Use a Wild Block** - This task requires you to use a Wild Block with any other blocks.
- **Use a Wild Block (Amount) Times** - This task requires you to use a Wild Block with any other blocks for a designated amount of times.



Story Mode Tasks (continued)

- **Use a Wild Block With a Specified Type** - This task requires you to use a Wild Block with a specified colored block type. EX: "Use a Wild Block With Cyan" means combine at least two cyan blocks with a Wild Block, thus clearing them.
- **Use a Bomb Block** - This task requires you to use a Bomb Block with any other blocks.
- **Use a Bomb Block (Amount) Times** - This task requires you to use a Bomb Block with any other blocks for a designated amount of times.
- **Use a Bomb Block With a Specified Type** - This task requires you to use a Bomb Block with a specified colored block type. EX: "Use a Bomb Block with Cyan" means combine at least two cyan blocks with a Bomb Block, thus clearing them.
- **Clear Gravity Blocks With a Bomb Block** - This task requires you to use a Bomb Block with the gravity blocks. Any two directions combined with a Bomb Block should clear them.



Story Mode Tasks (continued)

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Scoring

- Matching three Gravity Blocks rewards you with a 50,000 point bonus with an additional 5,000 points for like Gravity Blocks matched as well as an overall multiplier increase up to X10. Each multiplier level also awards additional points based on which level is attained. Every multiplier earned above a X10 does not increase the multiplier, but it still earns the 500,000 points.

X2 = 50,000 additional points
X3 = 75,000 additional points
X4 = 100,000 additional points
X5 = 150,000 additional points
X6 = 200,000 additional points
X7 = 250,000 additional points
X8 = 300,000 additional points
X9 = 400,000 additional points
X10 or above = 500,000 additional points



Scoring (continued)

- As for regular blocks, various amounts of points are awarded based on amount cleared at once and are then multiplied by the current multiplier. (seen at right)
- Any combinations cleared with the Bomb Block earn an additional 250 points, as well as 50 more points for each block destroyed from the Bomb Block.
- Blocks lost to Destruction Zones reset the multiplier and result in a loss of points. Destroyed regular blocks lose 25 points, Gravity Blocks lose 100 points, and Bomb and Wild Blocks lose 500 points.

3 blocks = 100 points

4 blocks = 150 points

5 blocks = 300 points

6 blocks = 500 points

7 blocks = 600 points

8 blocks = 700 points

9 blocks = 800 points

10 or more blocks = 1000 points



Tips and Tricks

Remember when games came with physical manuals and there was a tips page and a page for notes? Well, at least you still get the tips page...

- If a GravBlock falls into a Destruction Hazard, your multiplier will reset. However, if you activate a Wild Block first, all Destruction Hazards will close for about 20 seconds!
- If different directional Gravity Blocks are matched together, there is a 25% chance that gravity will change in a random direction.
- With every five Accomplishments "Un-Blocked," a new background or block type will be unlocked in the style menu.
- Bomb Blocks aren't just for color blocks. They can be used for Gravity Blocks too!



Tips and Tricks (continued)

- Every odd numbered puzzle you solve unlocks two additional puzzles, while every even will unlock one. It's sure to help if you are stumped on the solution to one of them.
- Don't let the blocks stack too high. Actively clear blocks or remove them from the stack to avoid a Game Over. Remember to keep this in mind when you shift gravity!
- Shifting gravity will briefly pause blocks from falling. Use this time to dwindle down tall stacks.
- A Wild Block and a Bomb Block will never appear on screen at the same time, so don't be expecting it!
- Clearing more than five blocks in a single move will stop more blocks from falling for at least five seconds. The more you clear, the longer they won't fall!
- If you find some of the puzzles difficult, we have created a solutions guide available as DLC on our store page!

