

Official Game Manual

Welcome to FLUX

FLUX is a fast-paced arcade puzzle game where precision, timing, and nerve are everything. A relentless stream of falling blocks demands constant attention as pieces twist, collide, and stack into ever-changing patterns. Every move matters, and small decisions can quickly snowball into triumph—or disaster.

As lines are cleared and your score climbs, the pressure steadily increases, pushing your reflexes and spatial awareness to their limits. FLUX is immediately accessible—its rules can be grasped in seconds—but true mastery requires foresight, adaptability, and the ability to stay calm as the board begins to close in.

Built around pure game play with no unnecessary distractions, FLUX rewards quick thinking, controlled movement, and smart risk-taking. Its clean presentation and responsive controls echo the golden age of arcade puzzlers, while a sharper, more intense rhythm keeps each session feeling fresh and demanding.

Designed for instant play and endless challenge, FLUX captures the addictive simplicity of classic puzzle games while standing confidently as its own experience—one that invites *just one more game* again and again.

Game Setup

After the **Pixel Studio Media** splash screen appears, the **Game Settings** screen is displayed. Use the **keypad** to adjust the game options. When you are ready to begin, press # to start the game.



Each number on the keypad corresponds to a setting. Pressing the same number repeatedly will cycle through the available options for that setting.

1. Skill

Selects the overall difficulty of the game.

- **Normal** – Standard falling speed
- **Hard** – Faster falling speed for increased challenge

2. Pieces

Sets how many different block shapes are used during play.

- Adjustable from **2 to 7 pieces**

3. Garbage

Controls how many rows of randomly placed blocks appear at the bottom of the play field when the game begins.

4. Forms

Selects the visual style of the block shapes.

- **Classic**
- **Invaders**
- **Game Boy**

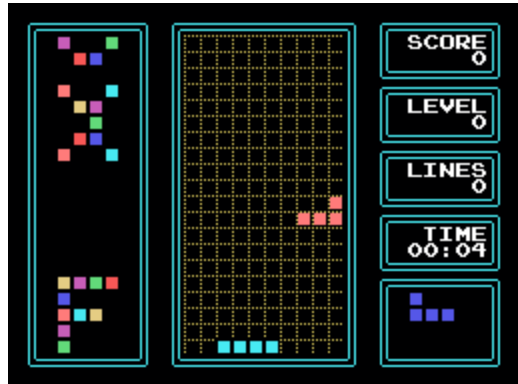
5. Grid

Turns the visible play field grid **on** or **off**.

6. Gravity

Enables or disables gravity.

- **On** – Blocks fall normally
- **Off** – Blocks can be freely maneuvered into position before being placed



7. Chaos

Toggles **Chaos Mode**.

- When enabled, every other row shifts left and right during play, increasing difficulty and unpredictability.

8. Mode

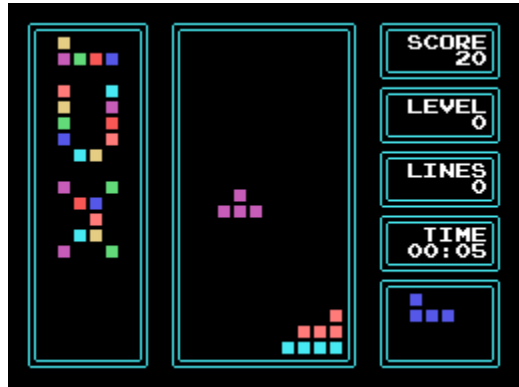
Selects the game play mode.

- **Classic** – Endless play
- **5, 3 and 1 Minute** – Timed games

Controls

Use the **control stick** and buttons to maneuver and rotate the falling blocks:

- **Left / Right** – Move block horizontally
- **Down** – Soft drop (faster descent while held)
- **Up** – Hard drop (immediately drops the block)
- **Fire** – Rotate left
- **Arm** – Rotate right



Scoring and Undo

Clearing lines increases your score. The number of lines cleared at once determines the points awarded:

- **1 line** – 40 points
- **2 lines** – 100 points
- **3 lines** – 300 points
- **4 lines** – 1200 points

Additional points are awarded for using **soft drops** and **hard drops**.

Undo Feature

Once your score reaches **1000 points in Classic mode**, the **Undo** feature becomes available. When this happens, the screen outline changes from **cyan** to **magenta**.

If the stack reaches the top and the game would normally end, Undo allows you to return to the **last completed row** and continue playing.

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