



FACES

...TRIS III

IBM PC Version

Spectrum HoloByte™

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Introduction

Alexey Pajitnov, the creator of TETRIS™ and WELLTRIS™, brings us his third in a series of strategy/arcade games, and this one is sure to keep you busy for hours on end. On the outside, FACES™ appears to be simply an arcade game, but it is much more than that. In order to become successful at FACES, you must combine both strategy and planning with lightning-fast reactions. A little luck wouldn't hurt either!

System requirements

FACES requires an IBM compatible machine with at least one 3½" or 5¼" disk drive. If you wish to play head-to-head against another player, you will need a null-modem serial cable or two Hayes-compatible modems. A joystick is also optional.

We assume that you are familiar with the basic terms and operations of DOS and your computer system. If this is your first program for your computer, be sure to read your DOS reference guide and owner's manual for complete instructions.

Making a backup copy

Important note: Be sure to back up your original program disks and store the originals in a safe place. You should play the game with the backup disks and keep the originals in case your backup disks fail.

If you want to install FACES on your hard drive, create a directory called `FACES` and copy all the files from the appropriate program disk(s) into that directory.

Loading FACES

Turn on your computer and load DOS. If you plan to run FACES from your backup floppy disk(s), insert the program disk into the drive.



Napoleon Bonaparte

Defeated in the Battle of Waterloo by:

Wellington

Birthplace:

Ajaccio, Corsica

Group he defeated in the Battle of the Pyramids:

Mamluks



Abraham Lincoln

First political party joined:
Whig

Practiced law in:
Springfield, Missouri

V.P. running mate in 1864:
Andrew Johnson

After selecting the floppy drive, type **FACES** and then hit **[Enter]**. If you installed the program on your hard drive, change to the **FACES** directory, type **FACES** then hit **[Enter]**.

This will bring up the graphics mode menu. Simply type the number of the graphics mode you want; then the remainder of the game will load in. If you wish to avoid this menu in the future, type **FACES x** (where **x** is the letter of the graphics mode you want to play in) and then press **[Enter]**:

FACES V for VGA/MCGA

FACES E for EGA

FACES C for CGA

FACES T for Tandy 1000

FACES H for Hercules

If you have an AdLib sound board, you can instruct **FACES** to take advantage of it by adding **A** to whichever graphics mode you plan to play in (for example: **FACES E A**).

In addition, if you plan to play in either the CGA or Hercules graphics modes and would like to have the background pictures on your playing screen, you should add **B** to either of these modes (for example: **FACES C B**).

About FACES...

The object of **FACES** is to assemble chin, mouth, nose, eyes and forehead segments of a face into a complete face that will then be removed from the playing screen. When a perfect face is completed (one that uses all five segments of the same personality), all "blocked" segments of the column the face was on will be removed down to the next "open" segment. If a mixed face (a complete face with segments of different personalities) is completed, the "blocked" segment directly below the completed face will be removed. When a face is completed, it will be transferred to the left hand side of the screen. The game is over if a column of "blocked" segments reaches the top of the playing screen.

The terminology in FACES

Throughout the manual there will be numerous references to a number of terms. Following is a list of the more commonly used terms and their definitions:

A **segment** refers to a portion of a face which is a block containing either a "chin," "lips," "nose," "eyes" or "top."

A **personality** refers to a specific face. For example, Joan of Arc is a personality.

A **perfect face** refers to a completed face that contains all five face segments of **only one** personality.



A **mixed face** refers to a completed face that contains segments of **more than one** personality.



Movement refers to the horizontal and vertical manipulation of a pair of face segments as they fall from the top of the game screen.

Swapping occurs when you transpose the position of the two face segments on the game screen.

Flipping occurs when you substitute the current face segments with a different pair of face segments. The alternate pair will always be the same portion of the face (chin, nose, etc.) but it might be a segment of a different personality.



Galileo

Educated by:
Camadolese monks

Subject of his first published book:
proportional compass

Sent to prison by Pope:
Urban VIII



**George Washington
Carver**

Extracted rubber from:
goldenrod

Medal awarded in 1923:
Spingarn

Headed agricultural
department at:
Tuskegee Institute

Levels of difficulty

There are 10 difficulty levels in FACES, numbered 0–9. The higher the difficulty level, the faster the face segments will drop from the top of the screen. Also, the number of different personalities that can appear increases by one every two levels beginning with 4 on Level 0 and increasing to 8 on Level 9. The different personality categories are listed below:

Level	Category	# of personalities
0	Universal Faces	4
1	Modern World Figures	4
2	Faces from Art	5
3	Scientists	5
4	Musicians	6
5	Historical Americans	6
6	Literary Figures	7
7	Monsters	7
8	Historical Figures	8
9	American Holidays	8

To help you identify the personalities in the game, we have included a picture of every perfect face in the back of the manual. (See the **Appendix** on page 23.)

Advanced mode

Advanced mode gives the expert FACES player an added challenge. When advanced mode is selected, the segments fall much faster than they do in regular play mode. The benefit of playing in advanced mode is that your score for dropping pieces and completing a face is greater than it would be in regular play mode. Of course, the game is much harder...

Screens

There are a number of different screens in FACES. The following is a description of what is included in these various screens:

Opening screens

Once FACES has finished loading, the title screen will appear. You can then wait for the screen to disappear or press a key to proceed to the credits screen. The credits screen displays some of the many people who contributed to FACES. You can now wait for this screen to time out or press any key to move on to the identification screen.

Identification screen

Located throughout the manual are faces from the game along with a number of facts relating to them. The identification screen will ask you a question based on the information below the picture. Type only the **first four characters** of the boldface answer to respond to the question on screen. After you type in the correct letters and press **Enter**, the configuration screen will appear.

Configuration screen

The configuration screen allows you to set the options you would like to have for your FACES game. This screen will appear at the conclusion of every game to allow you to adjust your options before playing again. To move and select choices on this menu, use the arrow keys (**↑**, **↓**, **←**, **→**) and **Enter**. Following is a brief description of the options available to you from this screen:



**Fyodor Mikhailovich
Dostoevski**

Russian name of his first
novel:

Bednyie lyudi

Second wife and steno-
grapher:

Anna Snitkina

Disease he suffered from:
epilepsy



**American Gothic
(male)**

Painter:
Grant Wood

Male model for painting:
dentist

State where painting was
situated:
Iowa

Level

This option allows you to change the level of play for your game. The range is from 0 (slowest speed and least number of personalities) to 9 (fastest speed and greatest number of personalities).

Advanced mode

This toggles the advanced mode *ON* or *OFF*.

Control

This toggles your controls to utilize either the *KEYBOARD* or the *JOYSTICK*.

Players

You can select the number of players (up to 10) using this option. If more than 1 player is selected, all players will be playing in tournament mode. (See **Tournament mode** on page 15.)

If *HEAD 2 HEAD* is selected, two players can compete against each other through direct-connect or over a modem. (See **Head-to-Head mode** on page 16.)

Show high scores

This allows you to view the top ten scores on your *FACES* game. Press any key on the high score screen to exit.

Reset high scores

This option will allow you to clear the top ten high scores. You will be prompted for confirmation of this action in case you selected it by mistake.

Load graphics

Use this selection to substitute faces in the game with faces that you have created on your own. (See **Loading/unloading graphics** on page 19.)

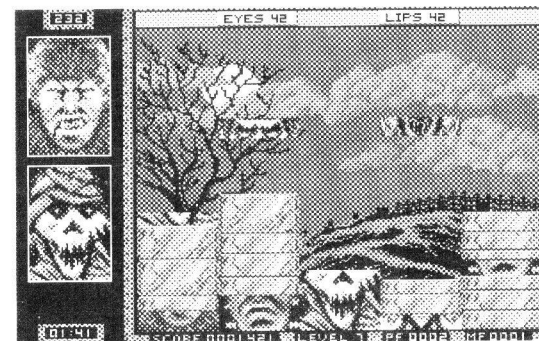
Unload graphics

Use this selection to remove faces that you have inserted using the load graphics option. (See **Loading/unloading graphics** on page 19.)

Quit

This quits the program by exiting to DOS.

Playing screen



Bonus



This number (located at the top left side of the playing screen) indicates how many bonus points you received after completing a face. Only the last two completed faces will appear below this number.

Piece identifier bar



This bar at the top of the playing screen indicates what type of segment is falling at the current time (chin, lips, nose, eyes, or top). The number after the piece type corresponds to the number of the personality it belongs to. (A list of perfect faces and their corresponding numbers is located in the **Appendix** on page 23.) Therefore, to complete a perfect face, one would have to place all five pieces with the same number on top of one another.

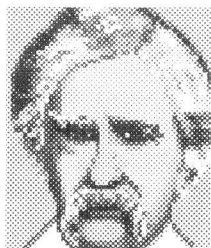


**Wolfgang Amadeus
Mozart**

First opera:
Singspiel

Award given by the Pope:
Order of the Golden Spur

Final, unfinished work:
Requiem



Mark Twain

Birthplace:

Florida, Missouri

Last novel (1896):

**Personal Recollections of
Joan of Arc**

Taught to be a steamboat
pilot by:

Horace Bixby

Score

SCORE 0001421

This shows your current score.

Level

LEVEL 7

This shows your current difficulty level.

PF

PF 0002

This shows the current number of perfect faces (PF) that you have completed.

MF

MF 0001

This shows the current number of mixed faces (MF) that you have completed.

Time (in tournament mode)

01:41

This indicates how many minutes are remaining in the game.

How to play

To complete a face, you must assemble the face segments in order; chin, lips, nose, eyes and then top. If you place any segment out of order (for example, placing a chin segment on a nose segment) that piece will become "blocked."

To complete a perfect face, you need to assemble all five face pieces of only one personality. You can distinguish the different personalities from each other because each has its own separate background color or pattern.

If you have a pair of segments straddling a column of pieces, you can move one piece from side to side without moving the other one. In addition, when one of the two pieces comes to rest on a column, you can move and flip the second one on its own.

Manipulating the game pieces

Pieces will fall from the top of the screen in pairs, and you can manipulate the movement, flipping and swapping of these face segments either by the keyboard or a joystick.

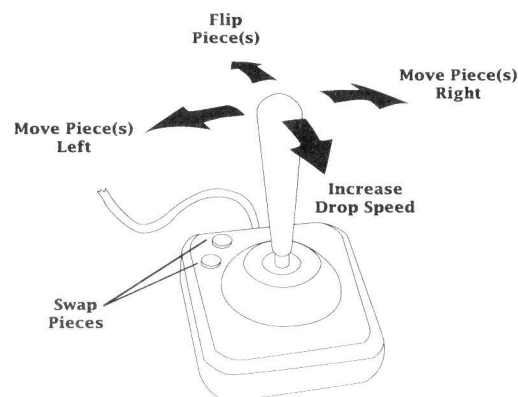
Keyboard movement commands

The following commands are to be used when playing FACES via the keyboard:

Move the piece(s) left	[J], [4] or [←]
Move the piece(s) right	[L], [6] or [→]
Increase drop speed	[M], [Spacebar], [2] or [↓]
Swap a pair of pieces	[K] or [5]
Flip the piece(s)	[I], [8] or [↑]

Joystick movement commands

The following diagram shows how to play FACES using a joystick:



Standard keyboard commands

The following keyboard commands can be used throughout FACES, whether you are using a joystick or the keyboard for movement:

Pressing [Esc] ends a game whether you are playing alone, in tournament mode or against another player head-to-head.



Sitting Bull

Indian name:

Tatanka Yotanka

Chief of:

Hunkpapa Sioux

State where he defeated

Custer:

Montana



**Ludwig van
Beethoven**

Birthplace:
Bonn

His *Moonlight Sonata* was
dedicated to:
Giulietta Guicciardi

Only opera:
Fidelio

Pressing **P** pauses the game. When the game is paused, the pair of pieces will disappear from the screen until **P** is pressed again. These pieces will then reappear in the same place they were before the pause key was pressed.

Pressing **S** toggles the game sound on and off.

Pressing **+** either on the top number row or on the numeric keypad will increase the difficulty level of your game by one.

Scoring

Points are accumulated in FACES through a number of different ways.

- Each time a pair of pieces finishes its movement on either the bottom of the screen or on the top of one of the stacks of blocked pieces you gain points. Unlike TETRIS or WELLTRIS, you do not get any extra points for how far a piece drops.
- Bonus points are achieved on completion of a face. You obtain more points for creating a perfect face than for a mixed face. When a face is completed, it is removed from the game screen.

The taller a completed face is, the more bonus points you gain. However, you will always get more points for a perfect face than for a taller mixed face.

In addition, the higher the level you are playing, the more points you get for each piece and for completing a face. Playing in the faster advanced mode also increases your overall score.

Advancing to the next level

After completing 10 total faces (any combination of perfect or mixed faces), you will advance to the next difficulty level. You can also press the **+** key to increase your level.

How the game ends

The game ends whenever you press the **Esc** key or when a column of blocked pieces reaches the top of the game screen. In tournament mode, a game can end after the set time limit has expired. Play will then pass on to the next player in the tournament. In head-to-head mode, the game ends when one player has a column of blocked pieces reach the top of the screen. After the game ends, press any key to go to the high score screen.

High score screen

This screen shows the top ten scores for your FACES game. If you have just completed a game where your score was greater than the existing tenth place score, you will be prompted to enter your name for the record books. Your name and score will be saved and then placed on the screen among the existing scores. Note: some of the lines will be blank until ten games have been played.

Tournament mode

Up to ten players can compete against each other in tournament mode. After selecting the number of players on the configuration screen, press **Enter** to begin entering the participants' names and the time limit for each player's game. Use the arrow keys (**→** and **←**) to increase and decrease the amount of time each player has during their turn. The default time limit is "OFF." If a time limit has been selected, the tournament timer will appear in the lower left hand corner of the playing screen throughout each player's game.

After pressing **Spacebar** to begin the tournament, the game will prompt Player One to get ready to play. Pressing **Spacebar** again will start the game.



Miguel de Cervantes

Galley he fought aboard in
the Battle of Lepanto:
Marquesa

Worked as a purchasing
agent for:
Spanish Armada

Name of Don Quixote's
steed:
Rozinante



Sir Isaac Newton

City where the legendary apple fell on his head:

Woolsthorpe

Co-discovered Calculus with:

Leibniz

Holiday he was born on:

Christmas

Each player will play exactly the same sequence of pieces as every other player, and the player with the highest score at the end of the tournament wins.

After everyone has finished playing their game, a tournament scoreboard appears listing all of the players and their respective scores. If one of the players has achieved a score high enough to be included on the top ten list, their name will be placed there as well.

Head-to-head mode

Head-to-head mode allows two players to compete directly against each other. All that is needed are two registered copies of FACES and either a null-modem serial cable or two Hayes-compatible modems (at least 1200 baud each).

There are a number of differences between head-to-head play and regular play. The most obvious and important one is that when you create a perfect face in head to head play, the computer transfers half of the total blocked pieces below your face to your opponent's playing screen. (In advanced mode *all* of the blocked pieces will be transferred.) This means that creating perfect faces is even more important than usual, and far more strategy is involved in manipulating the pieces. The other major difference is that both players will be playing the same sequence of pieces, just as in tournament mode.

To play head-to-head, select *HEAD 2 HEAD* from the "players" option on the configuration screen and press **Enter**. This will bring up the **communication setup menu**. You can maneuver around this menu using either the joystick (if selected) or the arrow keys (**↑**, **↓**, **←**, **→**) and **Enter**. Following is a description of the menu items:

Communication setup menu

COMMUNICATION SETUP MENU		
CONNECTION	DIRECT	MODEM
PORT	COM 1	COM 2
BAUD RATE	1200	2400
	4800	9600
	19200	57600
MODE	CALL	ANSWER
LINE TYPE	TONE	PULSE
PHONE		
DOES	SAVE	EXIT

Connection

Select *DIRECT* if you plan to direct-connect two computers using a null-modem serial cable. If you are going to play over the phone lines using two modems, select *MODEM*.

Port

Choose *COM 1* or *COM 2* depending on which communications port you are using for your modem or cable.

Baud rate

Select the baud rate you want from the choices available. If connecting directly, we recommend using the default setting of *19200* baud. However, if you find the direct-connect rate you selected is inappropriate, you can adjust the setting as you see fit.

Mode

One of the two players should select *CALL* and the other should select *ANSWER*. This option is only used when connecting through the phone lines.

Line type

The person calling out should select *TONE* or *PULSE* depending on whether they have a touch-tone or pulse-dialing phone. This option is not used in direct-connect mode.



Genghis Khan

Birthname:

Temujin

Adapted an alphabetic script from:

Uigur Turks

Person who succeeded him as Mongol ruler:

Ogadai



Frederick Douglass

Published abolitionist newspaper:

North Star

Head of underground railroad station in:

Rochester

Appointed as minister to:

Haiti

Phone

The player dialing out should type in the phone number of the other player (no hyphens are necessary).

Done

Select this option when you have finished configuring your communications and are ready to play.

Save

Choose this option if you wish to save these settings for further use.

Exit

If you have entered this menu by accident, or have decided not to play head-to-head, select this option to return to the configuration screen.

After both players have selected *DONE*, each player should press **[Spacebar]** to begin the game.

One of the players will then be prompted to select the number of games in the competition. Use the arrow keys to increase or decrease the number of games. The overall winner is the player who has won the most games. In case of a tie, the player with the greatest number of points will be declared the victor. After pressing **[Enter]**, the first game will begin.

In order to insure that both players start their games at the same time, the computer will load in all data before allowing play to begin. The messages "GET READY," "GET SET," and "GO!" will appear to tell the players when to start.

When a column of stacked pieces reaches the top of one player's screen, that player is defeated and both games will end. Press **[Spacebar]** to begin the next game or **[Esc]** to exit head-to-head play. The players will now be free to play each other again or exit the game.

Loading/unloading graphics

One of the unique features in *FACES* is the ability to replace (temporarily) a category of personalities with a set of your own. Included on the *FACES* disk are graphics templates where you can create your own personalities (your sister, the family dog, etc.). The graphics you load in will replace the personalities in one difficulty level of your choosing. When you exit the program, these custom graphics will be removed from the game's memory.

Creating custom personalities

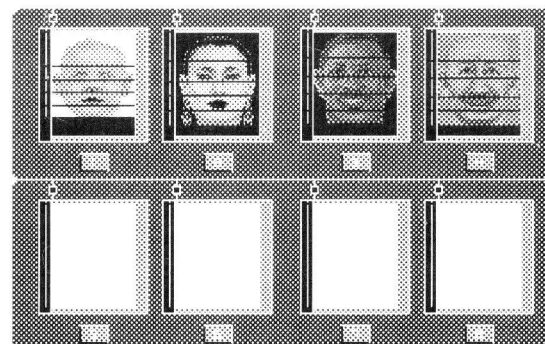
Step 1: Loading the template

To begin creating your own faces, run a graphics program (such as DeluxePaint II) that accepts LBM format paint files. Next, load in the file called **xTMPLATE.LBM** (where **x** corresponds to the graphics mode you will be creating your personalities in):

VIMPLATE.LBM	for VGA/MCGA
ETMPLATE.LBM	for EGA and Tandy 1000
CTMPLATE.LBM	for CGA
HTMPLATE.LBM	for Hercules

Step 2: Editing the template

The template contains eight numbered areas where you can place your new personalities.



Vincent Van Gogh

Name of first painted landscape:

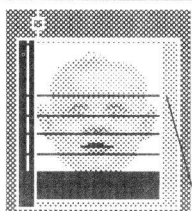
Schveningen Beach

Birthplace:

Groot Zundert

Brother's name:

Theo

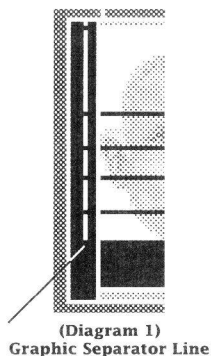
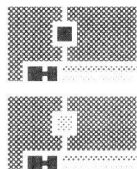


One-pixel line

Using your graphics program, either edit the existing personalities to your liking or erase them and create your own from scratch. When you are creating your faces, be sure to leave a one-pixel line between each segment so the computer will not read that line into the program.

However, not all eight areas need to have a face. Depending on the level you choose to insert your graphics, only a certain number of pictures will be loaded. For example, if you replace the graphics in level 5 (the "Musicians" category) which has just six personalities, only the first six faces from your file will be loaded into memory.

After you have finished painting your faces, two steps need to be done before you close the file. First, you need to remove one pixel from the graphic separator line (on the left side of every face) at each place you want the segments of your face to separate (see diagram 1). This pixel should correspond to the dividing line you created on your face. Last, you need to fill the graphics designator box above each face with any color other than black (see diagram 2). This will tell the FACES program that there is a face in the window below.

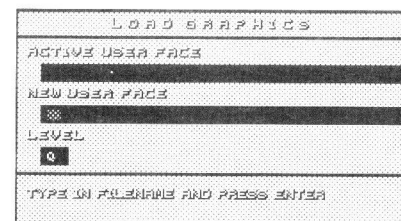
(Diagram 1)
Graphic Separator Line(Diagram 2)
Graphic Designator Box

Step 3: Saving the new file

When saving your new face file, be sure to save it in the same format as the other LBM files. (If you are using DeluxePaint Enhanced, you must save the file in **old LBM format**). You are now ready to load your graphic file into the FACES program.

Load graphics

After running FACES, select "LOAD GRAPHICS" from the configuration screen. This will bring up a window with the following items:



Active user face

If you had previously loaded a custom graphics file into memory, the name of that file will appear in this line. If you have not loaded a graphics file, this line will be blank.

New user face

Enter the name of the custom graphics file you wish to place into the program. This selection recognizes DOS commands, so if you have the graphic on another disk, you can change drives and still load the file. For example, if you had a file called `DOGS.LBM` in drive B, you could type `B:DOGS.LBM` on this line.

Level

Use the arrow keys ($\uparrow$ and $\downarrow$) to increase and decrease the difficulty level where you want your custom graphics to be placed. Remember, if you select a level that has only five personalities and your custom graphic has seven, only the first five faces from your graphic will be loaded into memory.

Now that your custom graphics are loaded into the program, press `[Spacebar]` to begin play. If you begin play on a level other than the one where you placed your custom graphics, your custom graphics will not be seen until you reach that level.



Benjamin Franklin

Father's profession:
candlemaker

Published newspaper:
Pennsylvania Gazette

Appointed in 1776 as
minister to:
France

Unload graphics

Selecting this option will erase from memory any custom graphic file you have loaded. The program will then re-load the default settings from the FACES disk.

Strategies

There are quite a few hints and tricks you can utilize in order to play better and achieve a higher score. The following is a short list of basic ones you can employ in FACES. Not everything is covered; we can't let *all* of our secrets out of the bag...

Position your pieces before flipping them.

Rather than frantically trying to flip, switch and move your pieces all at the same time, try to line up the pieces above stacks where you want them to eventually end up, then flip them. This tactic is somewhat useful in tournament mode as well, but in head-to-head mode you usually don't have the luxury of time.

Drop pieces as quickly as possible in tournament mode and head-to-head mode. In regular play mode, you have virtually unlimited time to maneuver and position your pieces, but in tournament mode and head-to-head mode you are racing against the clock. To coin the old adage, "He who hesitates is lost." Nothing could be more true when you have FACES opponents breathing down your neck.

Try to make perfect faces, especially in head-to-head mode. While it is always a good idea to create a perfect face, in head-to-head mode perfect faces are essential to winning. Creating a perfect face sends blocked pieces to your opponent which could be the difference in the game.

Appendix: List of perfect faces

Level 0: Universal Faces



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Level 1: Modern World Figures



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Level 2: Faces from Art



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Level 3: Scientists



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Level 4: Musicians



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Level 5: Historical Americans



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Level 6: Literary Figures



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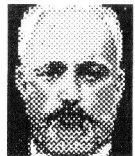
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Level 7: Monsters



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Level 8: Historical Figures



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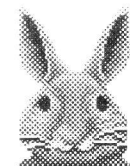


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Level 9: American Holidays



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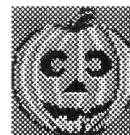
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