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Dynatris is a modern twist on the classic Tetris formula, featuring smooth animations, special effects, and three game modes.

Key Features:

- Fluid animations targeting 100 FPS,
- Smooth, pixel-based piece movement (instead of grid steps),
- Piece rotation in both directions,
- Super Rotation System (SRS),
- Soft drop,
- Hard drop with trail effect,
- Line clears with an explosion-like effect,
- Informative UI panels: Level, Next piece, Piece statistics, Lines cleared, Score,
- Three game modes: CLASSIC, RESERVE and JUMBLE,
- High score tracking.

The scoring for clearing lines is based on the Original BPS scoring system (40, 100, 300, 1200). For soft drops, a player receives 1 point for every cell the piece moves down. For hard drops, it's 2 points per cell of the drop distance. The level increases every 10 lines cleared.

Description of game modes:

- **CLASSIC** – Just Tetris! Clear as many lines as possible before the board fills up. The pace gets faster as you progress, testing both your reflexes and strategy.

- **RESERVE** – You start with only 20 pieces in reserve. Clearing lines adds more: +3 for a single, +8 for a double, +15 for a triple, and +25 for a quadruple. With each level, however, the bonus decreases by 1 (but you'll always get at least +1). Can you stretch your reserves and push for the highest score?

- **JUMBLE** – Begin with the board half-filled with junk blocks you'll need to dig through before it's game over. At every new level, an extra line of junk appears, raising the pressure.

Controls:

- **Left, Right** – move the tetromino horizontally,
- **Apps** – rotate left,
- **Symb, Up** – rotate right,
- **Down** – soft drop,
- **Home** – hard drop,
- **Esc** – quit the game and return to the title screen.

The high scores can be reset by performing an application reset in the Application Library.

Tip:

On the HP Prime G2, before launching Dynatris, it is recommended to increase the screen refresh rate to ensure smoother animation (be sure to avoid the lowest setting).

To adjust the refresh rate, press and hold the [On] key, then press and hold the [Shift] key, and finally press the [+] key several times (a bar indicator will appear showing the current value). Release all keys when done.

Behind the scenes:

The game is implemented in Python, with only minimal PPL code snippets. It uses timers and targets a refresh rate of 100 FPS, which is easily achievable on a G2. On a G1, it also runs mostly at 100 FPS, with only heavier scenes – such as explosion effects – occasionally causing the frame rate to drop (typically remaining above 80 FPS). Even then, gameplay remains smooth, since movement and animations are calculated proportionally to the time elapsed since the previous frame, making brief FPS drops nearly imperceptible to the human eye.

The code has been minified with Python-Minifier and then compressed using the enhanced LZ4HC algorithm, significantly reducing the application size while still enabling fast decompression (<0.2s) into memory at startup.

Screenshots:

Version history:

- **1.00 (2025-08-20):**
  - Initial release
- **1.01 (2025-08-21):**
  - Added high score reset (via application reset)
  - Cleaning of GROBs when the application is closed (freeing memory)
- **1.02 (2025-09-06):**
  - Well border turns red when 5 or fewer pieces remain in RESERVE mode
  - Slightly reduced app size