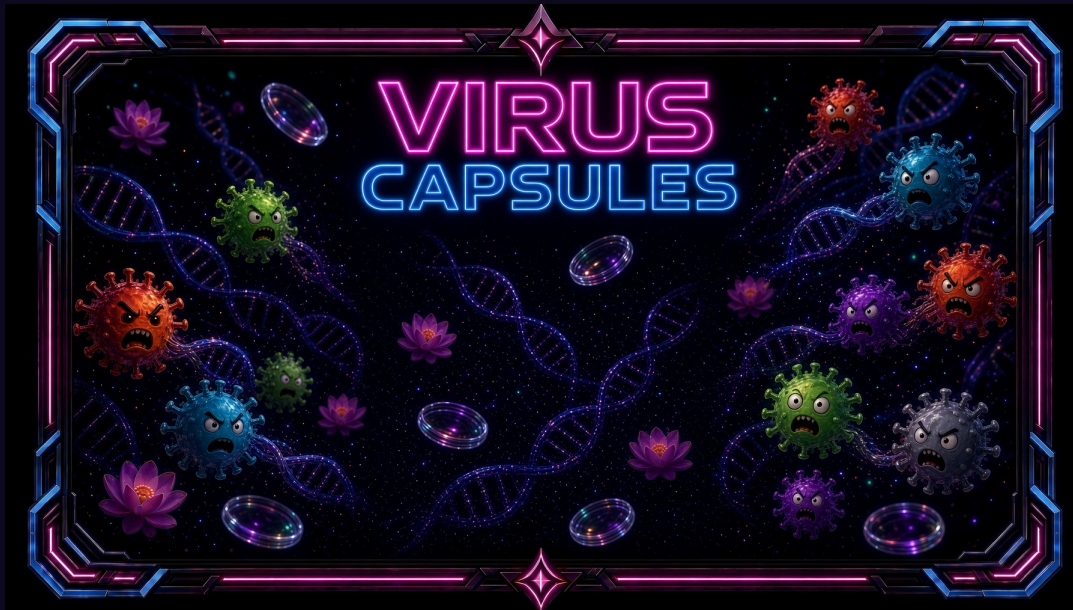




VIRUS CAPSULES

GAME MANUAL

A falling-capsule puzzle game. Match colors. Clear every virus. Or just relax -- Zen Mode never ends.

The Goal

Match 4 or more capsule segments of the same color in a row or column to clear them. Clear every virus in the bottle to beat the level -- or just relax in Zen Mode, which never ends.

Capsules fall into the bottle two segments at a time. Rotate and position them so that matching colors line up -- four or more in a straight horizontal or vertical run will pop. Any viruses caught in a match are destroyed along with the surrounding capsule pieces. Clear every virus in the bottle and the level is won.



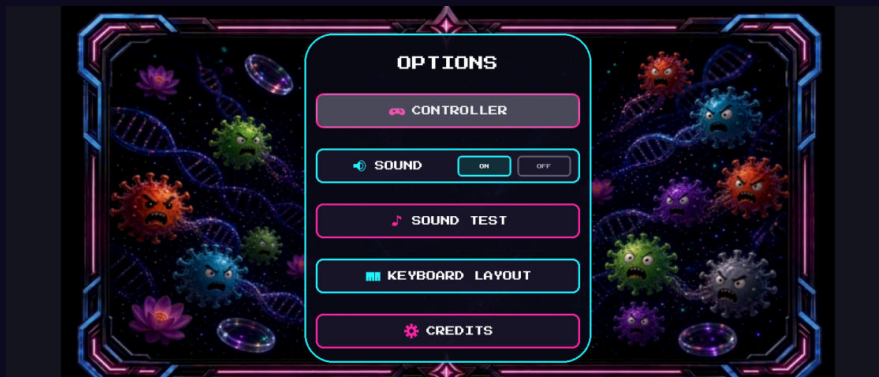
The in-game How To Play screen -- now scrollable, with full power-up explanations

Controls

Virus Capsules supports keyboard and gamepad. Either input method works at any time -- there's no need to pick one in a settings menu first.

Action	Keyboard	Gamepad
Move Left	Left Arrow / A	D-Pad Left
Move Right	Right Arrow / D	D-Pad Right
Soft Drop	Down Arrow / S	D-Pad Down (held)
Hard Drop	Space	Select button
Rotate Clockwise	X	A button
Rotate Counter-Clockwise	Z	B button
Confirm / Menu Select	Enter / Space	A button
Pause / Back	Escape	Start button

Button bindings can be remapped at any time from Options -> Controller.



Controller, sound, and keyboard layout can all be adjusted from Options

Chromatic Pills

The rainbow-colored Chromatic pill is a wildcard -- it matches ANY color. Drop one between two half-finished runs of different colors to link and clear them both at once, or use it to finish off a run when the right color capsule just won't fall. Chromatic pills show up less often than the six solid colors, so it's usually worth saving one for the trickiest spot on the board rather than spending it on the first run you see.

Power-Ups

Occasionally a capsule half carries one of three power-ups instead of a plain color. Each one follows the same two-stage lifecycle: the colored half matches completely normally, like any other piece of its color -- it does nothing special on its own. The moment a run containing one clears, you earn a single Chromatic reward piece of that same kind for an upcoming drop. It's THAT piece's effect that fires the instant it locks into the board, not the original colored piece.

Bombum

The instant the Chromatic Bombum piece locks into place, it explodes and clears everything in a radius around it -- virus, capsule, or even another power piece, matching color or not. Can even clear the last virus on the board outright and win the level on the spot.

Gravity

Drop the Chromatic Gravity piece into the column beneath the virus you want to target: it docks itself directly beneath that virus, takes on its color, and pulls the two flanking columns straight down to collapse the gap -- a quick fix for an awkward hole in the stack.

Change Color

The instant the Chromatic Change Color piece locks into place, it borrows the color of whatever's directly beneath it -- becoming whichever color you need in that spot. If there's nothing to match below, it just stays a wildcard.

Grey: No Power-Up Helps

Grey viruses and capsules can't be cleared by Bombum, Gravity, or Change Color -- none of the three can finish a Grey run for you. The only way Grey ever clears is a genuine match of 4 or more Greys together, which is exactly what makes levels with Grey unlocked (Level 7 onward) feel noticeably harder.



Gravity and Change Color, as shown on the in-game How To Play screen

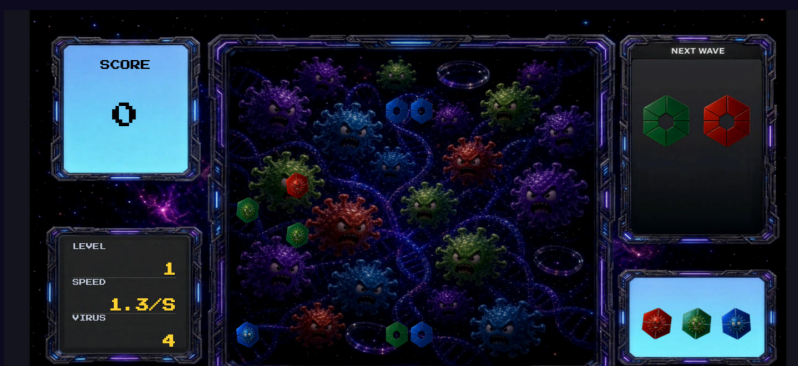


Grey's immunity to every power-up, and the Chromatic Pills tip

Game Modes

Classic Mode

The main challenge. Classic Mode spans 9 levels of increasing virus count and fall speed. Clear every virus in the bottle to advance to the next level. Reach the final level to complete the game.



Classic Mode, Level 1

Zen Mode

No viruses, no losing, no timer. Zen Mode never ends -- capsules just keep falling for as long as you want to play. A relaxed way to enjoy the core matching mechanic without any pressure.



Zen Mode

Scoring

Score rewards both careful play and aggressive clears:

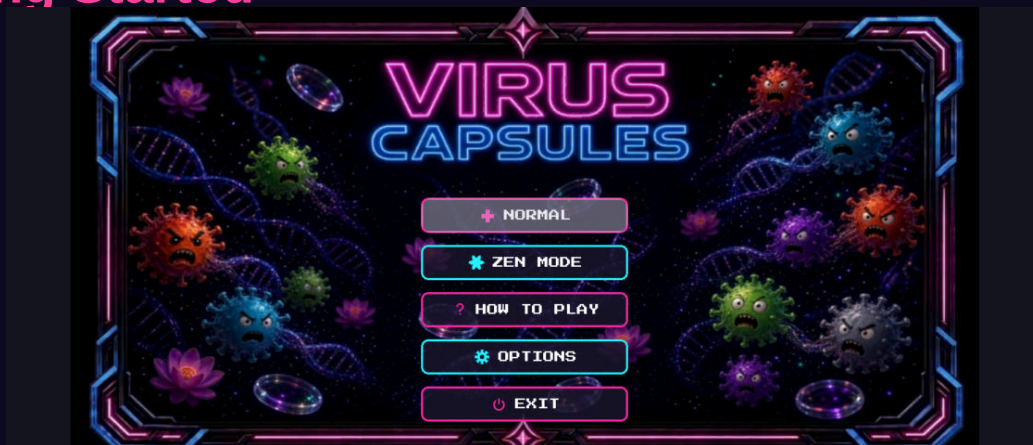
Action	Points
Soft drop (per press)	+1
Hard drop	+2
Clearing capsule/virus pieces	+10 per piece cleared, +90 per virus cleared

Bigger simultaneous clears -- especially ones that take out multiple viruses at once -- are worth far more than slow, single-line clears. Chromatic pills and power-ups are great ways to set these up.

Achievements

Virus Capsules supports Steam Achievements. Progress toward each one is tracked automatically as you play -- there's nothing extra to turn on.

Getting Started



The Main Menu

From the Main Menu, choose Normal to play Classic Mode, or Zen to play without pressure. Options lets you adjust controller, sound, and keyboard layout settings at any time.

Thanks for playing Virus Capsules!