Nintendo

GAME BOY™

DMG-TR-UKV-4

TETRIS*

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



Thank you for purchasing the Nintendo® GAME BOY™ TETRIS' Game Pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operating procedures. Keep this instruction booklet safe for future reference.

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Cautions During Use

1) If you play for long perids, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcolhol.
5) Store the Game Pak in its protective case when not in use.

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WHAT IS TETRIS?

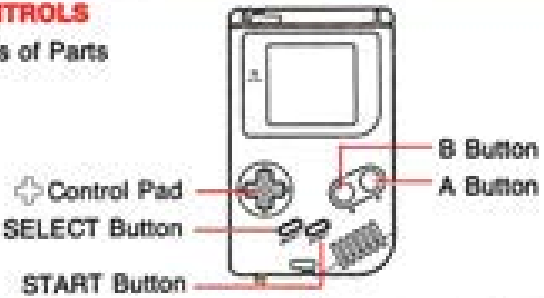
TETRIS is a new type of puzzle game from the Soviet Union. It's really simple to play. Seven different shaped blocks fall down the game field one after the other. The object of the game is to keep the blocks from piling up to the top of the game field. To do this, you can move the blocks to the left and right, and rotate them as they fall. If you can completely fill in one horizontal line, that line disappears and you get points. If the blocks pile up to the top of the game field, that's the end of the game. TETRIS is simple, easy-to-understand and difficult to drag yourself away from!

TETRIS originally came from the word "tetra" meaning the number 4. By re-arranging four squares, you can make seven different shapes which are the pieces in this game.

With the GAME BOY, you can play three types of games: endurance game A, game B where you play for the highest score at the 25th line, and a 2-player game where you can connect to another GAME BOY.

1. USING THE CONTROLS

Names and Functions of Parts



How to Use the Controls



←Moves blocks to the left.

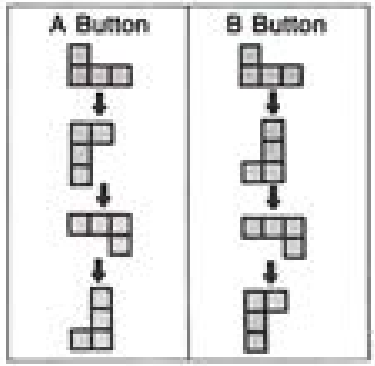
→Moves blocks to the right.

↓Makes the blocks fall down fast.

Select which way to rotate the block while it is falling down:

A Button Block rotates 90° clockwise each time button is pressed.

B Button Block rotates 90° counter-clockwise each time button is pressed.



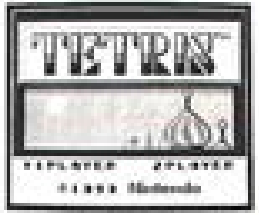
2. BEFORE YOU START PLAY

[1] Before starting the game

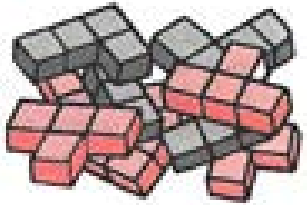
Insert the GAME BOY Game Pak correctly into the GAME BOY and turn the power ON. First "Nintendo® " will be displayed, followed by the TETRIS license screen and then the title screen.

[2] Title Screen

When the title screen has appeared, select a 1-player or 2-player game using the ✣ Control Pad and then press the START button.



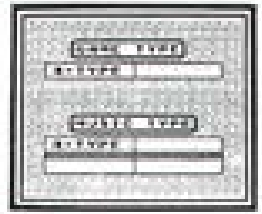
You can only select a 2-player game when the exclusive Game Link™ cable is connected to another GAME BOY with Tetris.



3. HOW TO PLAY A 1-PLAYER GAME

TETRIS can be played in one of three ways: games A or B, or a 2-player game. Bring the cursor to 1-PLAYER and press the START Button. See the next chapter for details on how to play a 2-player game.

GAME TYPE/MUSIC TYPE Selection Screens



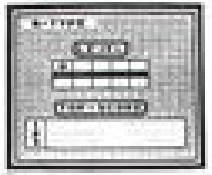
The flashing characters and numbers are the present settings. They will stop flashing when they have been set.

- Pick GAME TYPE.
- Use the ✣ Control Pad to pick either A-TYPE or B-TYPE. (To skip the MUSIC TYPE setting, press the START Button.)
- To move to MUSIC selection press A
- Pick MUSIC TYPE.
- Use the ✣ Control Pad to pick either A-TYPE, B-TYPE, C-TYPE or OFF (no music).
- Press START

Difficulty Selection Screen

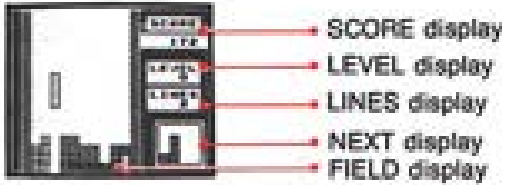
- Pick LEVEL
- Use the ✣ Control Pad to pick LEVEL (difficulty) then press A.
- Pick how HIGH block pile begins (TYPE-B game only)
- Use the ✣ Control Pad to pick how HIGH beginning block pile is. Challenge yourself or a friend.

□ A-TYPE game



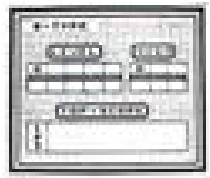
This is a test of your endurance where you must try to get the high score by completing as many lines as possible. Choose the LEVEL (falling speed of the blocks) on the LEVEL setting screen. (The higher the LEVEL, the faster the blocks fall down.)
During the course of the game, the LEVEL gradually increases and the game gets increasingly harder. When the blocks have reached the top of the game field, that's the end of the game.

Game Screen



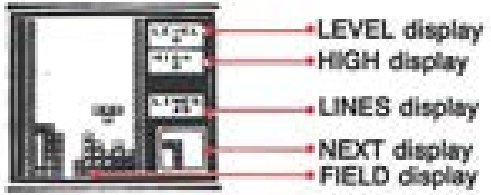
SCORE	Shows the score you have earned by completing the lines.
LEVEL	Shows the falling speed of the current block on screen.
LINES	Shows the total number of lines that have been completed since the start of the game.
NEXT	Shows the next block.
FIELD	This is where the action is.

□ B-TYPE game



The object of this game is to complete 25 lines. Once all 25 lines are completed, the score will be calculated. First select and set the falling speed of the block (LEVEL) and the height of the beginning block pile (HIGH) at the LEVEL setting screen. The higher the HIGH setting, the more random blocks will be placed in the game field at the beginning of the game. When the blocks have reached the top of the game field, or when you have completed 25 lines, that's the end of the game.
*Game B differs from game A in that the level of the game does not change.

Game Screen



LEVEL	Shows the falling speed of the current block on screen.
HIGH	Shows the height of the beginning random blocks.
LINES	Shows the total number of lines remaining before you win the game. (Lines are counted down from 25.)

NEXT Shows the next block.
FIELD This is where the action is.
*When level 9 in game B is cleared, a melody will play and a new screen will appear. This will change according to the HIGH setting.
And when you clear LEVEL 9 and HIGH 5 .... well, that's something you can look forward to!

□ TOP SCORE

The names (up to six letters) and the score of the top three for each LEVEL and HIGH can be registered for both games A and B. However, they disappear from memory when the power is turned OFF.
To set your name, select the letters of the alphabet using the ↑, ← and → sides of the ✣ Control Pad, and the A Button. (If the B Button is pressed, the display will return to the previous characters.) After you have input the six letters, you can go on to the LEVEL setting by pressing the A Button or the START Button.

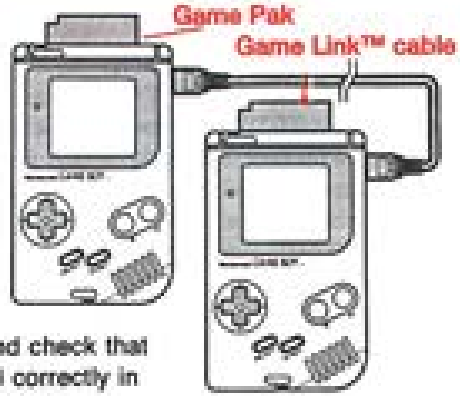
4. HOW TO PLAY A 2-PLAYER GAME

The 2-player game is a completely new way of playing TETRIS developed exclusively for the GAME BOY that cannot be enjoyed anywhere else.
With the regular TETRIS game, you test how far you can stand up to the blocks sent down the screen by the computer. However, in this 2-player game, an extra feature has been added, now the other player can send you their blocks!
At the title screen, select 2-PLAYER and press the START Button. The GAME BOY where START was pressed will be Mario and the other GAME BOY will be Luigi.
After the game starts, the object is to complete lines. However, if you complete two lines at once (a double), you can add to the opponent's lines by one . If you complete three lines at once (a triple), you can add two to the opponent's lines by two lines. If you complete four lines at once (a "TETRIS"), you can add four (!) to the opponent's lines.
A game is won by the first to either complete 30 lines or push all the opponent's lines up to the top of the game field. The first to win four games wins.
In this 2-player game, you can give a stronger opponent a handicap to make play much more interesting. You can reduce the gap between a stronger player and a weaker player by using the HIGH setting, adding random blocks to the stronger player's game field before starting play.

[1] Before starting play

You need the following before starting a 2-player game.

2 GAME BOY units
2 TETRIS Game Paks
1 Game Link™ cable



GAME BOY unit

(1) Connect the Game Link™ cable, and check that the Game Paks have been inserted correctly in place. Then, turn the power switches ON.

(2) First check that the title screens are displayed on both GAME BOY units. Then select 2-PLAYER on one of the GAME BOY units.

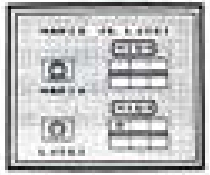
Note:
The game will stop if step (1) has not been carried out correctly, or if the Game Link cable is pulled out and inserted again during the game. If this happens, turn the power switches of both GAME BOY units OFF, and begin the set-up procedure from (1) again.

[2] MUSIC TYPE setting screen

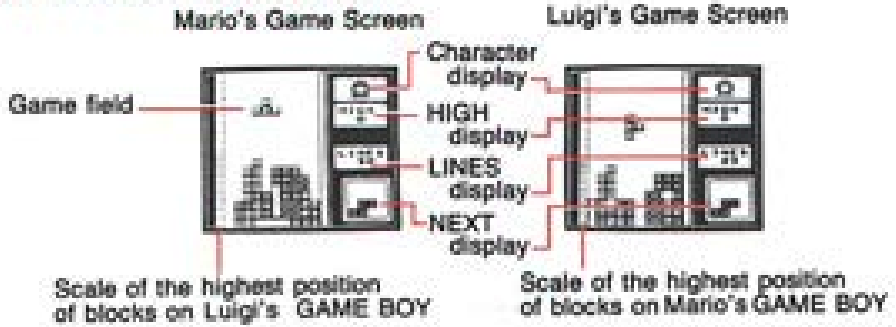
The game music can be selected only on the Mario GAME BOY unit.

[3] Handicap (HIGH) setting screen

Set your handicaps on this screen. The game can be started by only the START Button on the Mario GAME BOY unit.
(A and B Buttons will not function during this screen.)



[4] Game screens of 2-player game



[5] During the game and other screens

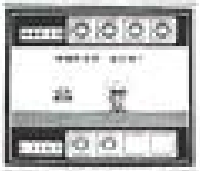
When the blocks have piled up over a certain height, the music will get faster to inform you that you're in danger.

When one of you has won, the screen will change like that on the right. The first to win four games is the winner.

*If you both finish at the same time, the game is a draw. That game will not be counted.



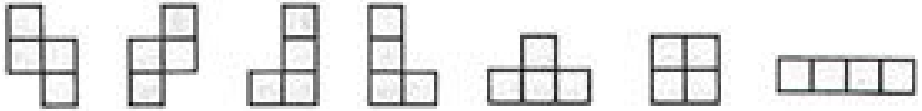
MARIO-SIDE



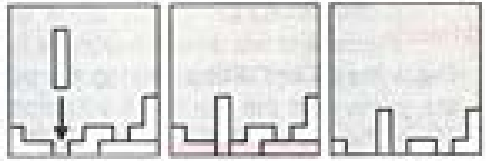
LUIGI-SIDE

5. TECHNIQUE

Remember the seven types of blocks.
There are seven types of TETRIS blocks.



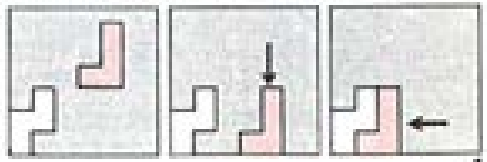
Basic strategy



*Align the blocks in a horizontal line making sure there are no gaps.
*If a complete line with no gaps is formed, that line will disappear from the screen.
*All the blocks remaining on the screen will fall down one line.
*As you get better at the game, you can complete two lines (a double), three lines (a triple) or four lines (a "TETRIS") with the drop of one block. Doubles, triples and TETRISes will result in a higher score.

What should I do when this happens?

The situation shown at the left may occur during the game. First, don't panic! You may be able to fix the hole with the next block. In this case, wait for the next block to land and the "thud" sound, and quickly slide that block across as shown at the right.
Skillfully link the blocks together to turn a tight situation into a chance for extra points.



6. OTHER OPERATIONS

[1] Pause

Press the START Button during the game to pause. Press again to restart the game from the moment it was stopped.

*Only the Mario GAME BOY unit can pause a 2-player game.

[2] Resetting

Press the A, B, SELECT and START Buttons simultaneously during the game to reset and return to the TETRIS license screen. The top score will not be erased.

*The game cannot be played if only one of the GAME BOY units has been reset in a 2-player game.

[3] How to play more difficult games:

•To delete the NEXT display

This mode is for deleting the NEXT display that shows you the shape of the next block. To delete the NEXT display, press the SELECT Button during the game. Press the SELECT Button again to turn the NEXT display on.

•For those of you who have mastered LEVEL 9 and HIGH 5:

For those of you who think that TETRIS is too easy after mastering LEVEL 9 and HIGH 5, hold the ✣ Control Pad down and press the START Button during the title screen. You can enjoy a much faster and more demanding game. See chapter 2. for details on other operations.

•When a game is started, a ▽ will appear at the side of the LEVEL display.

•When registering the top score, a ▽ will be mixed in with the characters.

This is for distinguishing between the top scores obtained at the normal speed and high speed.

7. ABOUT SCORING

•The higher the position that the block is dropped from, the higher the score. If blocks appearing at the top of the game field are dropped by pressing the ↓ of the ✣ Control Pad , the score obtained will change according to the height from which it was dropped. (DROP point)

However, you will get no score if you quit while it is falling.

•Get a high score by completing 2, 3 or 4 lines at once.

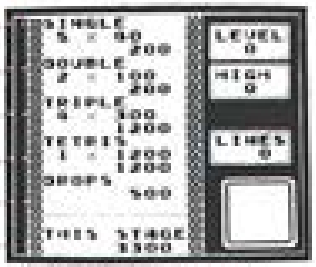
The deeper the pile of lines that is completed, the higher the score. Scores also differ according to the game level.

LEVEL	0	1	2	3	4	5	6	7	8	9
Single	40	80	120	160	200	240	280	320	360	400
Double	100	200	300	400	500	600	700	800	900	1000
Triple	300	600	900	1200	1500	1800	2100	2400	2700	3000
TETRIS	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

*This table applies to both game A and B.

Score count up screen in game B

Single number and score .....
Double number and score .....
Triple number and score .....
TETRIS number and score .....
Drop score .....
Total score .....



Score count up screen

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