NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

Nintendo

GAME BOY

KIDS TO ADULTS
AGES
K-A
CONTENT RATED BY
ESRB

Super GAME BOY GAME PAK

DMG-AYLE-USA

TETRIS ATTACK™*

INSTRUCTION BOOKLET

This official 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.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

*© 1995 Nintendo. © 1996 Nintendo / Intelligent Systems.
Tetris Attack™ Licensed to Nintendo by The Tetris Company.
™ and ® are trademarks of Nintendo of America Inc.
© 1996 Nintendo of America Inc.

CONTENTS

Using The Controller 2
Super Game Boy 3
Before Starting The Game 4
Using The Game Link Cable 5
How To Play 6
One Player Game Modes 8
About Chain Reactions And Combos 14
Dealing With Garbage Blocks 16
Two Player Game Mode 18
Important Information 20
Warranty And Service Information 21

Thank you for selecting the Tetris Attack™ Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

USING THE CONTROLLER

+ CONTROL PAD
Moves cursor
Selects menu items
(on SELECT Screen)



A BUTTON
Switches highlighted panels
Cancels items
(on SELECT Screen)

B BUTTON
Raises the stack of panels

START
Starts the game
Pauses the game

** As time progresses, panels are automatically added to the bottom and the stack will rise. Should you clear every play on the screen, you can manually add a row of panels by pressing the B Button. This rule is common for all games in Tetris Attack.*

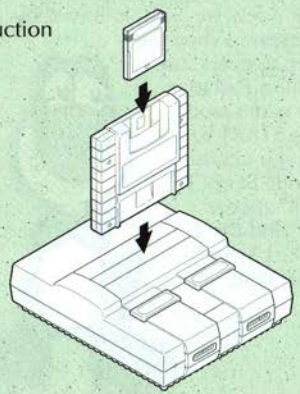
SUPER GAME BOY®

USING THE SUPER GAME BOY ACCESSORY

Tetris Attack may be played using the Game Boy system or it can be played using the Super Game Boy accessory with your Super NES® Control Deck.

Please see your Super Game Boy instruction manual for details on how to use your Super Game Boy.





BEFORE STARTING THE GAME

Correctly insert the Tetris Attack Game Pak into the Game Boy system and switch the power to the ON position. The "Nintendo" logo will appear for a few seconds, followed by the title screen. When the title screen appears, use the + Control Pad to select the game mode, then press START to begin. If you choose 1P the Mode SELECT Screen will appear. Select VS. and the LEVEL Select Screen will appear first.





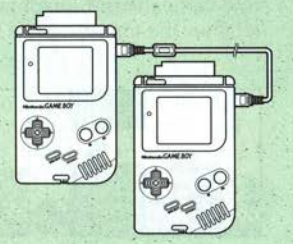
USING THE GAME LINK® CABLE

To play the VS. Mode, you must use the following:

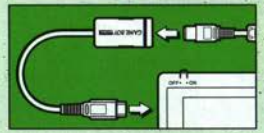
Two Game Boy or Game Boy pocket hand held game systems
Two Tetris Attack Game Paks
One Game Link Cable

1. Connect the Game Link Cable and check that the Game Pak has been correctly inserted in each Game Boy. Then turn the power switches to the ON position.
2. When the title screen is showing on both systems, select VS. Mode on one of the systems and press START.

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 on both Game Boy systems to their OFF positions. Restart the setup procedure from step 1 again.



When Using Game Boy® pocket

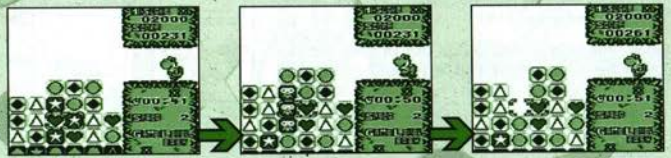


When a Game Boy pocket is used, please use the Game Boy pocket Game Link Cable Adapter.

See your Game Boy pocket instruction manual for details.

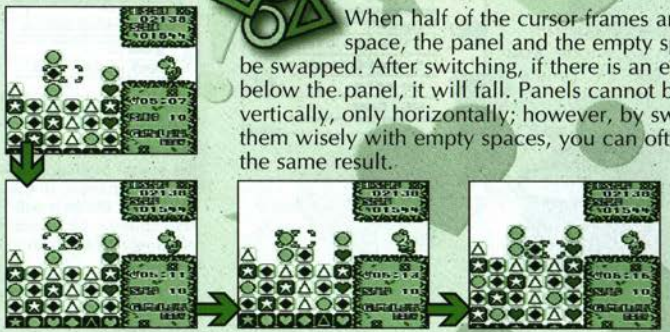
HOW TO PLAY

Tetris Attack is a puzzle game in which you rearrange the order of a stack of panels in order to clear them. As the stack begins rising, switch two horizontally adjacent panels. If you place at least three identical panels in a row vertically or horizontally, they will disappear. If the stack of panels touches the top, the game is over.



For example, after positioning the cursor and pressing the A Button, the panels framed by the cursor will switch places. When the three ★ panels align vertically, that row of panels disappears. Any panels left above fall into the space left by the eliminated row of panels.





When half of the cursor frames an empty space, the panel and the empty space will be swapped. After switching, if there is an empty space below the panel, it will fall. Panels cannot be switched vertically, only horizontally; however, by switching them wisely with empty spaces, you can often achieve the same result.

1 PLAYER GAME MODES

If you select 1P on the Title Screen, the Mode SELECT Screen will appear, allowing you to choose from the five different one-player game modes.

When playing ENDLESS, TIME TRIAL or VS. game modes, you must first establish the levels before you start. (In VS. Mode, you establish GAME LV. only.)





SPEED LV.

This setting determines how fast the stack of panels will rise.



GAME LV.

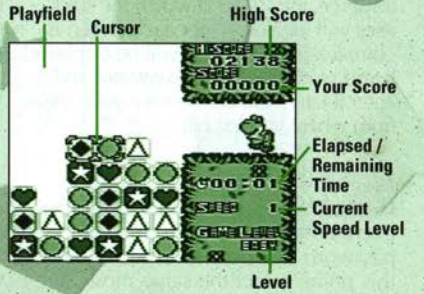
This setting will change the speed of disappearing or falling panels. In the ENDLESS Mode it will also change the number of panels with which you begin.

ENDLESS

In this mode, play continues until the stack of panels reaches the top. As time progresses, the speed at which the stack rises will gradually increase. Before beginning a game, you must select a mascot. The character you select for a mascot will determine which playfield background and music you will see and hear.

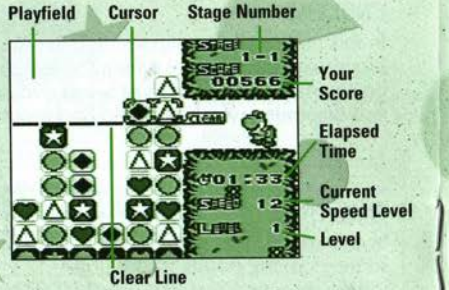
TIME TRIAL

In this mode, you must try to score as many points as possible in two minutes. You can select your favorite mascot, just like in the ENDLESS Mode.



STAGE CLEAR

In this mode, the object is to clear all the panels above the clear line. When you begin the stage, you cannot see the clear line, but it will appear as you begin to eliminate the stack. As the stages advance, the speed at which the stack rises will increase. After each screen is completed, a password will be displayed. If you write down your password and enter it later, you can resume your game from where you left off.



PASSWORD ENTRY

In the STAGE CLEAR, PUZZLE or VS. Modes, every time you clear a screen, an eight-character password will be displayed. To resume playing at this point, select the same mode, then choose PASSWORD. When the Password Entry Screen is displayed, enter the password.



PUZZLE

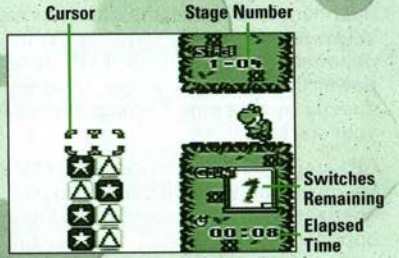
In this mode, you must clear all the panels on the screen with limited switches. After each screen is completed, a password will be displayed. If you write down your password and enter it later, you can resume your game from where you left off.

If you press SELECT, you can cancel your last switch. Pressing START will give you three menu choices:

CONTINUE
(Continue current puzzle)

RESTART
(Restart current puzzle from the beginning)

CANCEL GAME
(Quit Puzzle Mode)



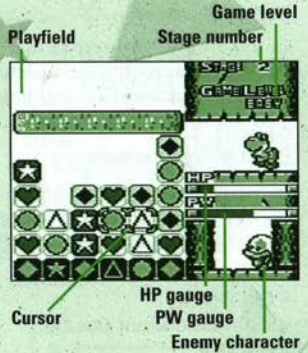


VS. (VS. COMPUTER)

The VS. game is played against an opponent. When played as a 1 PLAYER GAME, you will compete against the computer (CPU). When you complete Chain Reactions or Combos, your opponent's HP (strength) will decrease. When the HP is gone, you win. Your opponent can try to recover HP using the power from their PW gauge, or attack directly by dropping Garbage Blocks onto your stack.

Be careful; when the opponent's PW gauge becomes full, you WILL be attacked, unless a Heart mark appears next to your opponent's picture.





After each screen is completed, a password will be displayed. If you write down your password and enter it later, you can resume your game from where you left off.

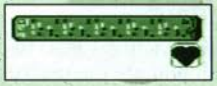


This is a Shock Panel.

There are three ways to attack your opponent: Clear a row of Shock Panels (indicated by the [!] panels), complete Chain Reactions or complete Combos, for details, please see "About Chain Reactions and Combos" on the following page.



Shock Block caused by clearing Shock Panels.



Garbage Block caused by a x2 Chain Reaction.



Garbage Block caused by a x3 Chain Reaction.



Garbage Block caused by a x4 Chain Reaction.

Progressive Chain Reactions result in thicker Garbage Blocks.

Your Combo score will add until it reaches at least 8. When it does, you will drop the same garbage as a x2 Chain Reaction.

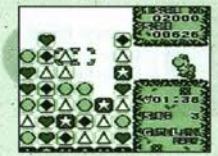
ABOUT CHAIN REACTIONS AND COMBOS

It only takes three like panels placed together to make them disappear. However, should you place four or more together or should one clear cause another clear to occur, there are great advantages.

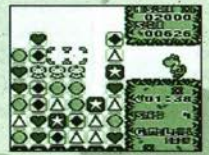
CHAIN REACTIONS

A Chain (Chain Reaction Clear) happens when the panels sitting on top of a cleared row fall and are themselves cleared.

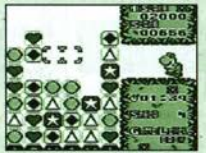
Example of a x3 Chain Reaction.



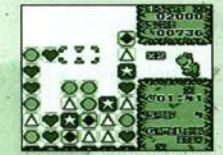
1 Drop the ▲ into the row below...



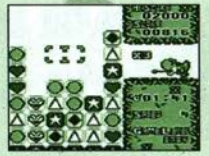
2 and ▲ disappears.



3 Then, ◆ falls and will disappear.



4 When the ❤ falls...



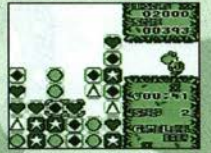
5 it too disappears.



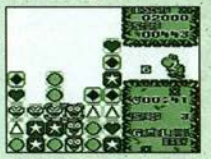
COMBOS

Combos (Combination Clears) occur when you simultaneously clear four or more panels. The rows cleared can be all the same or multiple types of panels.

Example of clearing six panels simultaneously.



1 Switch ◆ and ❤ ...



2 and the two rows of ❤ and ◆ will disappear simultaneously.

DEALING WITH GARBAGE BLOCKS

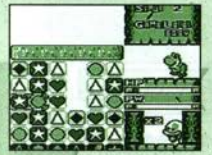
You can neither clear nor move Garbage Blocks. You can only lower them by clearing or removing the panels on which these rest.

So, how can you deal with Garbage Blocks?

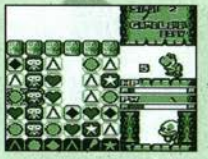
Simple; all you must do is clear a row of panels on which the Garbage Blocks are resting. The Garbage Blocks will transform to panels. Once transformed, the panels can then be cleared like normal.

** When you clear a Garbage Block, if a like-colored Garbage Block touches it, the two will be transformed together; however, if the second Garbage Block is a different color, it will be unaffected. Also, for those blocks that have two or more layers (widths), only the lower layer will transform. Repeat the process to transform each layer until the entire block is gone.*

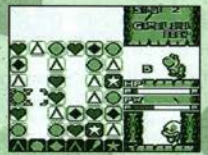




❶ The Garbage Block rests on the ★.



❷ Clear the row of ★.



❸ The Garbage Block transforms to panels.

HOW TO PLAY VS. GAME

In this mode, two players can play a VS. game. Select VS. on the Title Screen and the game will start. Before the game begins, the Level Select Screen will appear. Each player may then set the Game and Speed Levels.



2 PLAYER GAME MODE

If you select VS. on the Title Screen, you can play against a friend.

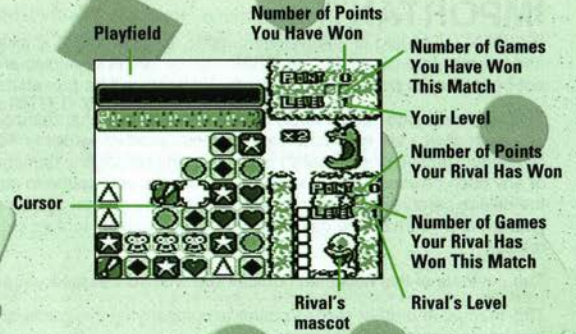
After you select the game mode, you must set the levels for both players. Each player's settings can be set separately. This is useful for handicapping two players of differing abilities.



LV. (SETTING LEVEL)

This setting changes the speed at which the panels rise, fall and disappear.

In the VS. 2 PLAYER Mode you will attack your rival using Shock Panels, Chain Reactions or Combos. The game is played the same as the VS. 1 PLAYER Mode game. In the VS. 2 PLAYER Mode, the first player to win two games wins the match.



** Which character you select for a mascot will determine which playfield background and music you will see and hear. There are no benefits or handicaps associated with any of the mascots.*

Points will be erased when another mode is selected or if the Game Boy is turned off.

IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

REV-I

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.