Nintendo

GAME BOY®

KIDS TO ADULTS

AGES 6+

Super GAME BOY GAME PAK

DMG-ASBE-USA



INSTRUCTION BOOKLET

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TETRIS CONCEPT BY ALEXEY PAJITNOV.
TETRIS BLAST CONCEPT BY APE.

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Thank you for selecting theTETRIS BLAST™* 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.

Controls

Names and Functions of Parts

How to Use the + Control Pad

- ◀ Moves blocks to the left
- ▶ Moves blocks to the right
- ▼ Makes the blocks fall down faster

A Button Block rotates 90 degrees clockwise each time the button is pressed. Chooses selected option in Menu Screen.

B Button Block rotates 90 degrees counter-clockwise each time the button is pressed. Cancels selected option in Menu Screen.



START Chooses selected option in menu screen. Pauses the game during play (press again to un-pause the game). If you press the B Button while the game is paused, a menu screen appears which gives you the option of quitting the current game.

SELECT Moves the cursor in the menu screen. If you press SELECT while the game is paused, you can cycle through the various music tracks, as well as turn the music off.

During game play, if you press the A, B, SELECT and START buttons at the same time, the game will reset and return to the title screen.



About Super Game Boy®

Tetris Blast is compatible with the Super GAME BOY. If you use Tetris Blast with the Super GAME BOY and Super Nintendo Entertainment System®, you can enjoy the enhanced sound and graphics provided by the Super GAME BOY.



Getting Started

Insert the Game Pak into the GAME BOY, label facing outward, and turn the power ON. The title screen should appear.



If you select 1 Player, a new screen should appear showing the options CONTEST, TRAINING and FIGHT. If you select 2 Players, the VS menu screen appears.

Select 1 or 2 Player mode by placing the cursor in front of either and pressing the A Button. 2 Player mode cannot be selected unless your GAME BOY is connected to another GAME BOY with a GAME BOY Game Link® cable. See details on page 19.

Rules - How to Erase Blocks

The objective in Tetris Blast is to eliminate all the blocks on the screen. Arrange falling blocks to make complete horizontal lines. If a bomb block is in that completed horizontal line, the bomb will explode and eliminate surrounding blocks.

1. If one bomb block is in the horizontal line, all three blocks next to the bomb block (left and right) will explode and disappear.



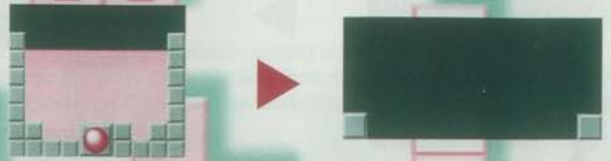
2. If there is more than one bomb in the horizontal line, each bomb will eliminate three blocks to its immediate left and right.



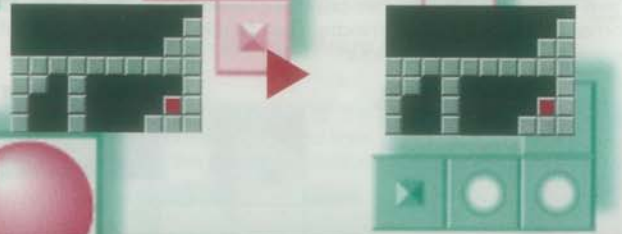
3. If two or more horizontal lines are completed at the same time, then each bomb will explode and eliminate three blocks to the left and right, as well as one row above and below.



4. If four bombs are combined to make a square, then they will turn into a mega bomb. If a mega bomb explodes, it will eliminate all blocks within a four block radius of the bomb - meaning four blocks to the left and right, as well as up and down, and everything in between.



5. If you complete a horizontal line that does not have a bomb in it, there is no explosion, so none of the blocks will disappear.



Contest Mode

Objective

In this mode, there are 100 random blocks which will fall down. Try to eliminate all of the existing blocks on the screen using as few of the falling blocks as possible.

How to Play Contest Mode

In the menu screen, select CONTEST by using the control pad and pressing the A Button. If you are playing the game for the first time, or want to start from the beginning, select NEW GAME. You can begin on any of the first three stages, select the stage by pressing left and right on the + Control Pad.

If you want to continue a previous game, select CONTEST then PASSWORD. Once in the PASSWORD screen, enter the password by pressing left and right on the + Control Pad, and pressing the A Button to select the underlined letter.



Game Play Screen

Stage Clear

When you clear the stage, the number of remaining falling pieces are added to the Grand Score, and the password will be displayed.



Game Over

The game will end if you cannot eliminate all the blocks on the play field before the 100 pieces come down, or if the blocks fill-up the play field. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.



Training Mode

Objective

This is a practice mode that allows you to familiarize yourself with the game. This mode cannot be finished. The pieces will continue to fall until the play field is full of blocks.

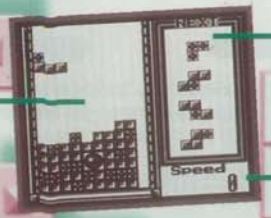


How to Play Training Mode

In the Menu Screen, select TRAINING by using the control pad and pressing the A Button. The words SPEED SELECT will appear. You can select AUTO, or a speed between 0 and 9. Choose a speed by pressing left and right on the + Control Pad. If you select AUTO, the speed of the pieces falling will gradually increase as the game goes on. If you select a specific speed, say 2, the pieces will fall at that particular speed for the entire game.



Screen Layout



Next Piece

Play Field

Speed

Game Play Screen

Game Over

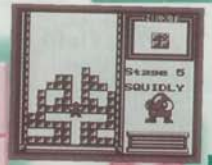
The game will end if the blocks fill-up the play field. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.



Fight Mode

Objective

In this mode, each stage has a different character with a bothersome trait. These characters will move around the play field and try to prevent you from clearing the screen of blocks. You can damage the character by either hitting it with the explosion of a bomb or by dropping a block on its head. When the life meter reaches 0, you win.

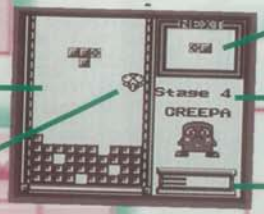


How to Play Fight Mode

In the menu screen, select FIGHT MODE by using the + Control Pad and pressing the A Button. A level selection screen will appear. Select one of the three levels. Select the level using the + Control Pad, then press the A Button. To return to the title screen, press the B Button.



Screen Layout



Game Over

The game will end if the blocks fill-up the play field. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.



Introduction to Enemy Characters



Cubit
Wanders around the play field.



Snaptor
Eats bombs.



Gloop
If he touches a piece as it is falling, it will immediately fall to the bottom of the screen.



Creepa

Randomly makes blocks on the play field.



Squidly

Randomly adds entire rows of blocks.



Dug Grub

Loves to eat mega bombs.



Shadow

Randomly adds entire rows of blocks as well as use his "freeze attack."



B-Boy

Moves very quickly and will randomly add entire rows of blocks. Also has a "Bomb Attack."

Bomb Explosion Chart (single bomb)

Lines	Up/Down	Left/Right	Score	Lines	Up/Down	Left/Right	Score
1	0	3	0	10	7	7	400
2	1	3	0	11	7	7	500
3	2	3	2	12	7	7	600
4	3	3	4	13	7	7	700
5	4	4	10	14	7	7	800
6	5	5	40	15	7	7	900
7	5	5	100	16	7	7	999
8	6	6	200	17	7	7	999
9	6	6	300	-	-	-	-

2 PLAYERS

Objective

In this mode, players compete against one another. The first player to clear their screen of blocks wins. If a player's screen fills-up with blocks, they automatically lose. The first player to win three games wins the match.

How to Play 2 Player Mode

In the title screen, select 2 PLAYER by using the control pad and pressing the A Button. On the speed selection screen, select a speed (0 through 9) by pressing up and down on the + Control Pad, and select a stage (1 through 25) by pressing left and right on the + Control Pad. Choosing "RANDOM" will result in the random selection of a stage. Press the A Button when you are finished with all of your selections.

VS Rule

In this mode, you can add lines to your opponent's screen by eliminating blocks on yours. This technique is called "Rising." The number of rows you add to your opponent's screen depends on how many individual blocks you eliminate on your screen. For every 10 blocks you eliminate on your screen, you add a row of blocks to your opponent's screen. For Example, if you eliminate 35 blocks, 3 raws of blocks will be added to your opponent's screen.

Game Over

If your play field fills-up with blocks, or your opponent clears their screen before you, you lose. If you lose three times, the game is over. If you want to continue, put the cursor on YES and press the A Button. If you want to quit, put the cursor on NO and press the A Button.

How to Select 2 PLAYERS

You must have the following items to play 2 PLAYER mode.

- 2 GAME BOY systems
- 2 Tetris Blast Game Paks
- 1 GAME BOY Game Link cable

Insert a Tetris Blast Game Pak into each GAME BOY (make sure the label is facing outward), and connect the GAME BOY systems with the GAME BOY Game Link cable. Turn the power switch ON.

CAUTION: If some of the above mentioned instructions are not followed, the game will not function properly. Do not pull or re-insert the GAME BOY Game Link cable during game play. If the cable disconnects by accident, turn the power switch on both GAME BOY systems OFF and redo the above instructions.

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REV-B

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REV-I

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