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Nintendo

GAME BOY



DMG-ATRE-USA

TETRIS PLUS™

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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

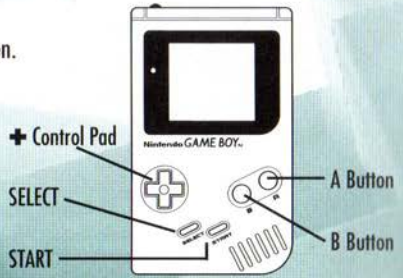
This Game Pak has a battery back-up function to record the progress of the game.
CAUTION: Do not rapidly switch the power ON and OFF as this may shorten the life of the battery and cause a battery-backed Game Pak to lose stored information.

Operations

✚ Control Pad	Move blocks - Move cursor.
A Button	Rotate blocks clockwise - Enter choices.
B Button	Rotate blocks counterclockwise.
START	Start game - Pause - Return to Icon Selection (Edit Mode only).
SELECT	Change blocks - Change Professor's direction (Edit Mode only).

Special Operation

A+B+START+SELECT Reset the game and return to the title screen.

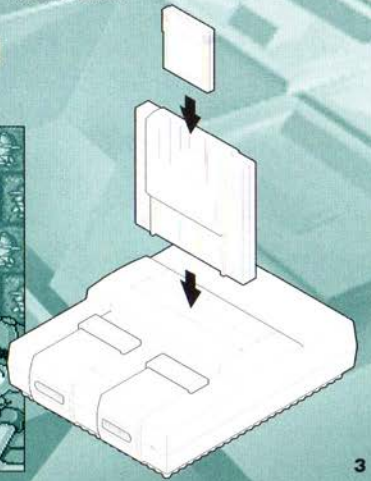


Using the Super Game Boy® Accessory

Tetris Plus may be played using the Game Box system or you can play it 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.







Starting the Game

On the title screen, press START to display the Select Mode screen. Use the ✚ Control Pad to select mode, then press the A Button to enter.

Pause Menu

Press START during the game to pause and display the Pause menu. Use the ✚ Control Pad to select CONTINUE or RETIRE, then press START.

CONTINUE
Cancel PAUSE and return to the game.

RETIRE
Quit playing this round and force GAME OVER.

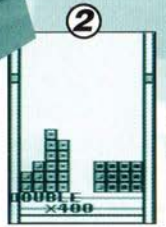


Tetris: Basic Rules

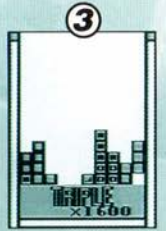




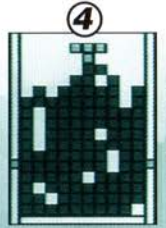
Manipulate the falling blocks and stack them up without leaving any spaces.



Each time a complete horizontal line is formed, that line will disappear.



Eliminate multiple lines at one time to get maximum points!



When the stack of blocks reaches the top of the playfield, the game is over!

Classic Mode

Starting the Game

After selecting the Classic mode, you must select your beginning level. Use the ✚ Control Pad to make your selection. After pressing the A Button to enter, the game will begin.

* The higher the level number chosen, the more difficult the game will be.

How to Play

In the Classic mode, you will play with the basic rules only. Manipulate the falling blocks into unbroken horizontal lines so you can erase them.

Game Over

When the stack of blocks reaches the top of the playfield, the game is over! What speed level can you achieve?

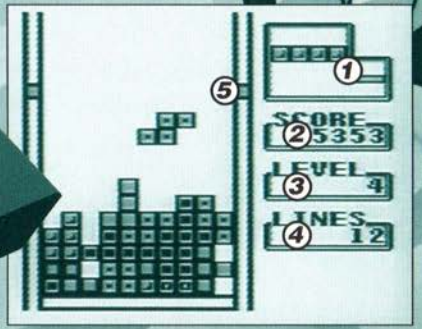
Try Again

When GAME OVER appears, press START while TRY AGAIN is displayed to start a new Classic mode game.



The Game Screen

1. NEXT: The blocks that will fall next.
2. SCORE: Score.
3. LEVEL: The speed level of falling blocks.
4. LINES: The number of the lines erased so far.
5. LEVEL METER: As each line is cleared, the meter rises. When the mark reaches the top, the level increases.



Puzzle Mode

Starting the Game

Select the Puzzle mode and NEW GAME and CONTINUE will be displayed. Move the cursor with the ✚ Control Pad and enter with the A Button.

NEW GAME

Choose this to start from the beginning. If data has been saved previously, you will be asked if you want to erase the data. Selecting YES erases the data and begins a new game. If you select NO, you will return to the NEW GAME/CONTINUE screen.

CONTINUE

Using the data stored in battery-backed memory, the game will restart from your last stage played. If no data has been saved, the game will start from the beginning.

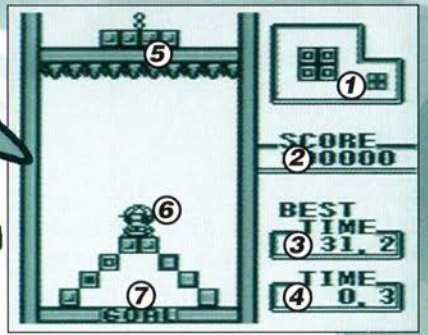
Selecting the Difficulty Level

After choosing either NEW GAME or CONTINUE, select the difficulty level. You can select any of the difficulties that you like.

WORLD MAP

Select the location where you would like to begin with ✚ Control Pad. Press the A Button to start the game.





The Game Screen

1. NEXT: The blocks that will fall next.
2. SCORE: Score.
3. BEST TIME: The fastest time in which this stage has been cleared.
4. TIME: The time elapsed since beginning the stage.
5. CUTTER: This will gradually get lower. If the Professor is caught by this, it's a miss.
6. PROFESSOR: He paces restlessly around the playfield.
7. GOAL: If you can get the Professor to this point, the stage will be cleared.

How to Play the Puzzle Mode

The lines will disappear according to the basic rules of Tetris, but the object of the game and how to achieve it is a little different!

How to Clear the Stage

Eliminate the blocks that keep the Professor from the GOAL. When you drop the professor down to the GOAL, the stage will be cleared!

Miss

If the Professor touches the Cutter, it's a miss!

Continue

Press START while CONTINUE? is displayed to restart that stage from its beginning. If you press the A Button, you will speed up the CONTINUE countdown.

Auto Save

The progress of the game will be saved automatically into battery-backed memory as each new stage begins.

Retire

While the game is paused, select RETIRE to force a MISS. Use this handy feature to restart that stage and try again.

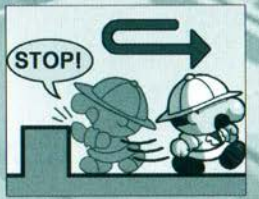


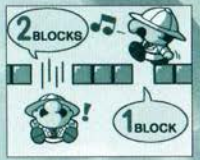
The Professor's Peculiarities

You cannot operate the Professor, but you can learn how he will act!

Always On The Move!

The Professor is very single-minded in his movement. He will continue to walk in one direction to the left or right until he encounters blocks or a wall. At this point, he'll quickly U-turn!



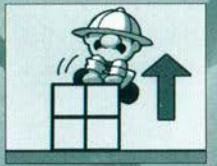


He's A Bit Pudgy!

1. He can walk over the space of a single block without a problem.
2. Unless the space is larger than one block, he won't fall!
3. If the space is two or more blocks wide, he drops right through!

Not Afraid of Heights!

If you layer any blocks on the Professor, he'll climb right up them. Dropping them on top of him will not smash him, so take advantage of it! By the way, the Professor is two blocks high and two blocks wide.

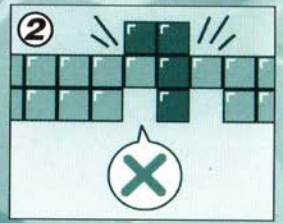


Mastering Techniques



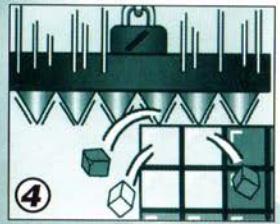
1. This is an introduction to some key techniques! If you can make the Professor climb over a block, you might be able to clear the stage without eliminating lines.

2. By inserting the longest part of a block all the way into a space, you will only clear the width of one block. Frequently, this could make it difficult to get the Professor to the GOAL.



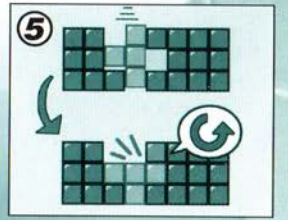
3. If you score a Triple or a Tetris, the Cutter will rise.





4. The Cutter destroys any blocks it touches. Use it to dispose of the blocks that you do not need.

5. Even though it might look like you cannot place some blocks, they just might fit when rotated.



VS MODE

You can play Tetris Plus against a friend. Please see page 17 for instructions on how to use the Game Link® Cable.

How to Start

On the Select Mode screen, choose VS mode. If properly linked to another Game Boy system, the VS mode will start.

MATCH SIZE

Begin by selecting the number of games for one match using the ✚ Control Pad, then enter your choice with the A Button.

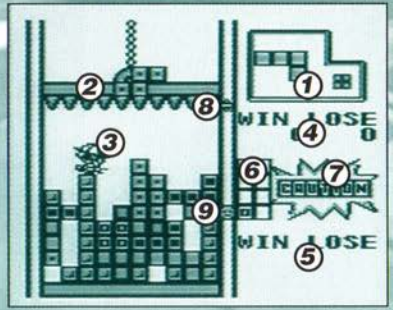
Handicap

You can set how high the Cutter will be when the game starts. Use the ✚ Control Pad, then enter using the A Button.

*You can select a different handicap for each player.



The Game Screen

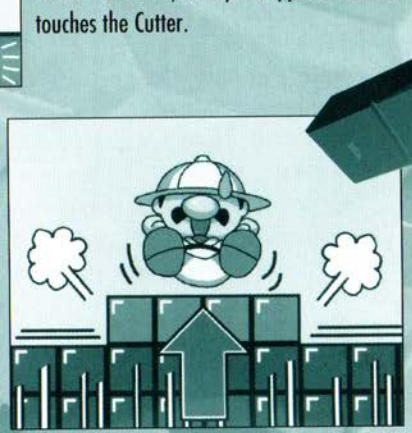


1. **NEXT:** The blocks that will fall next.
2. **THE CUTTER:** It will gradually get lower. If the Professor is caught by this, it's a miss.
3. **PROFESSOR:** He paces restlessly around the playfield.
4. **WIN/LOSE:** The number of matches won/lost.
5. **WIN/LOSE:** The number of games won and lost this match.
6. **BLOCK METER:** Displays the number of lines that your opponent has sent you.
7. **MESSAGE:** When your opponent sends you garbage, you will be warned.
8. **OPPONENT'S CUTTER:** This meter displays the height of your opponent's Cutter.
9. **OPPONENT'S PROFESSOR:** This meter displays the position of your opponent's Professor.



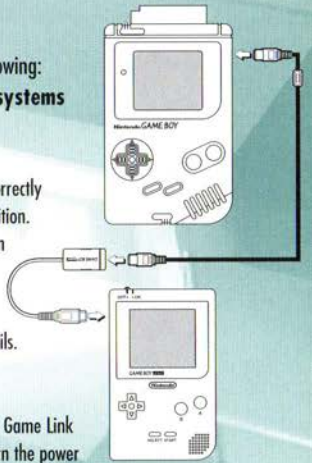
How to Play The VS Mode

You will play this mode with the same basic rules as the Puzzle mode. You will win if you can get your Professor to the GOAL first, or if your opponent's Professor touches the Cutter.



*In the VS mode, if you clear more than two lines, you will send garbage blocks to your opponent. (Also, the Cutter will not rise, even if you clear a Triple or better.)

Using the Game Link® Cable



When you play the 2-Player VS mode game, you must use the following:

- **Two Game Boy or Game Boy® pocket hand-held game systems**
- **Two Tetris Plus Game Paks**
- **One Game Link Cable**

1. Connect the Game Link Cable and check that the Game Pak has been correctly inserted in to each Game Boy. Then, turn the power switches to the ON position.
2. When the Title Screen is showing on both systems, select the VS mode on one of the systems, and press the A Button to begin.

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.

NOTE:

1. 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 procedure from step 1 again.
2. Tetris Plus is not designed for use with the Game Boy Four Player Adapter and will not function correctly if one is used.

EDIT Mode

In the Edit mode, you can design and play your own ten-stage Puzzle mode.

Starting the Edit Mode

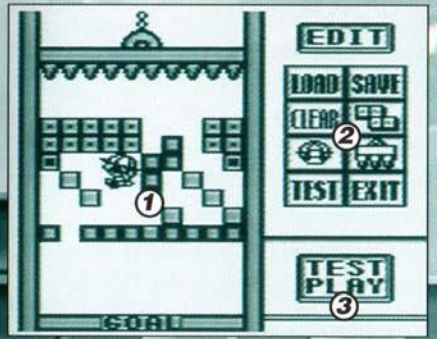
After pressing the A Button to enter the Edit mode, a menu screen will appear.
Use the ✚ Control Pad to make a selection and enter it with the A Button.

EDIT: Start stage editing.

PLAY: Consecutively play all the ten stages created in the Edit mode.

EXIT: Return to the title screen.





The Game Screen

1. PLAYFIELD:
Create the stage in this space by arranging blocks.

2. TOOLS:
Make your selection from these icons to begin editing.

3. STAGE NO.:
Displays the number of the stage selected using SAVE or LOAD.

Operating The Edit Tools

Use the ✚ Control Pad to move the cursor over your selection, then press the A Button to activate it. Press START to return to Tool icon selection.



This will load previously saved puzzle data. Select the desired stage from one to ten with the ✚ Control Pad, then press the A Button. Once loaded, you can begin editing.



Use this to save your edited data. Use the ✚ Control Pad to select the stage data that you wish to overwrite from the ten available, then press the A Button.



Erase all blocks on the screen, resetting the Cutter and the Professor to their initial positions.



This tool will both place and erase blocks. Move the cursor into position with ✚ Control Pad. Place blocks by pressing the A Button and erase blocks with the B Button. Press SELECT to change the type of block.

* You can place up to nine blocks in a horizontal row. Blocks cannot be placed above the Cutter.



Set the Professor's beginning position. Move the Professor with the ✚ Control Pad and set him with the A Button. The direction the Professor faces can be switched by pressing SELECT.

* The Professor cannot be placed above the Cutter. Also, if the Professor is not standing on any blocks when the stage starts, he will immediately fall. Remember, if you place the Professor on the GOAL or where he will immediately fall to it, the stage will be cleared immediately.



Set the Cutter's starting the position. Move the ceiling with the ✚ Control Pad and set it with the A Button.

* You cannot place the Cutter below the Professor. Also, it cannot be placed below any blocks.



Use this to test-play your stage once edited.



Return to the Edit mode menu screen.



How To Edit

For the best results, stage editing should be done in the following order:

1. Select EDIT on the Edit mode menu screen to begin.

2. Use the LOAD tool to call up the stage you want to edit. Use the CLEAR tool to delete all blocks and reset the Professor and Cutter.

3. Use the BLOCK, PROFESSOR and CUTTER tools to place blocks and set the beginning positions for the Professor and the Cutter.

4. Test play the stage with the TEST tool and check the difficulty level, etc. If the results of your testing cause you to want changes, restart from Step 3.



5. Finally, choose the SAVE tool and select the stage number at which you want to save your puzzle.

6. To create other stages, begin with Step 2. To return to the EDIT mode menu, select EXIT and press the A Button.

7. On the EDIT mode menu screen, select PLAY. You will play the edited stages beginning with the first and continuing to the tenth. Any stages not previously edited will use the existing sample stage.

Option Mode

Using the Option mode, you can change the settings for the game. Use ▲ and ▼ on the ✚ Control Pad to select the setting you want to change. Then, use ◀ and ▶ to alter it. Press the B Button to return to the Select Mode screen.

BGM

This option allows you to turn the **B**ack**G**round **M**usic ON or OFF.

BUTTON CONFIG

This setting alters which buttons are used and in which direction the blocks rotate. You can set the clockwise and counterclockwise rotation to the A Button, the B Button, or to ▲ on the ✚ Control Pad.

SOUND TEST

Use this option to listen to the sound effects of the game.

CLEAR ALL DATA

This command will erase all data from the battery-backed memory. After entering it, you'll be asked for confirmation. Selecting YES will erase ALL saved data. Select NO to return to the Option mode menu screen.

NOTE: Once cleared, saved data cannot be restored.

EXIT

To return to the Select Mode screen, select this choice and press the A Button.

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REV-B

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REV-I

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