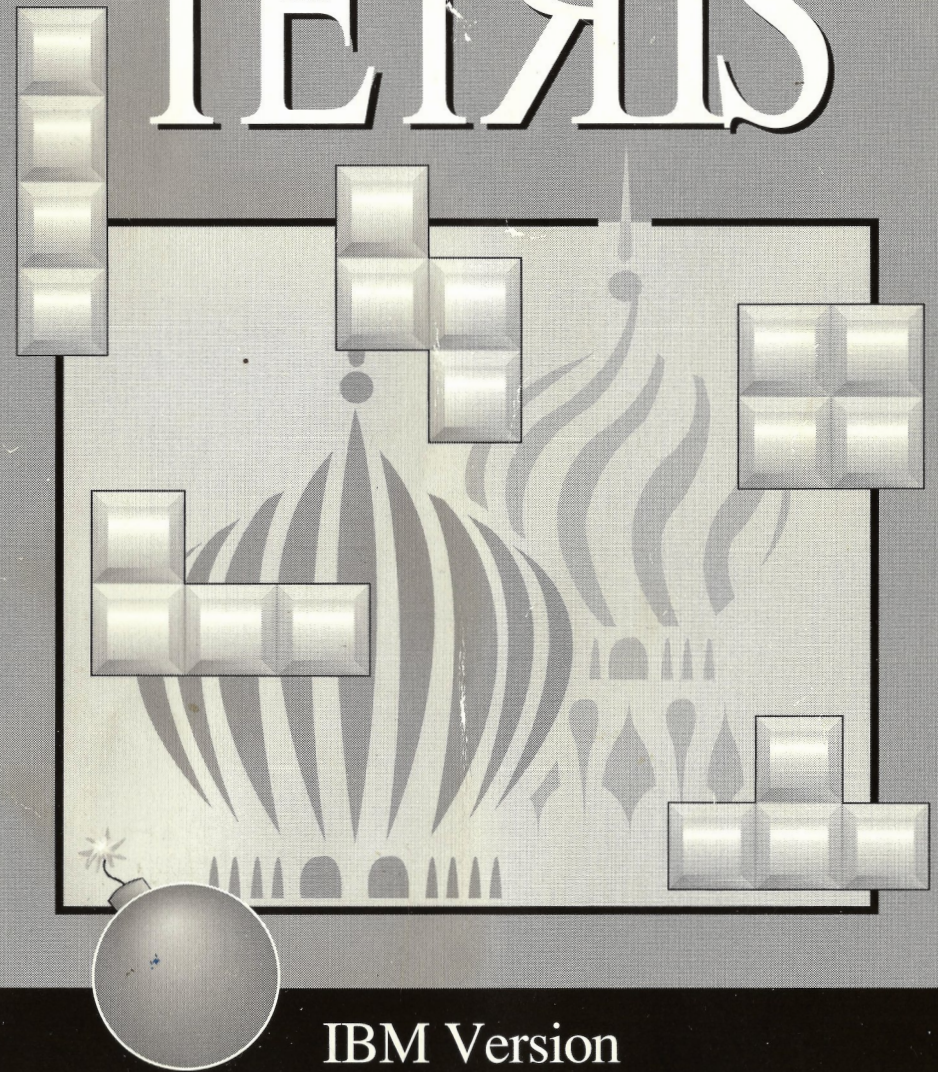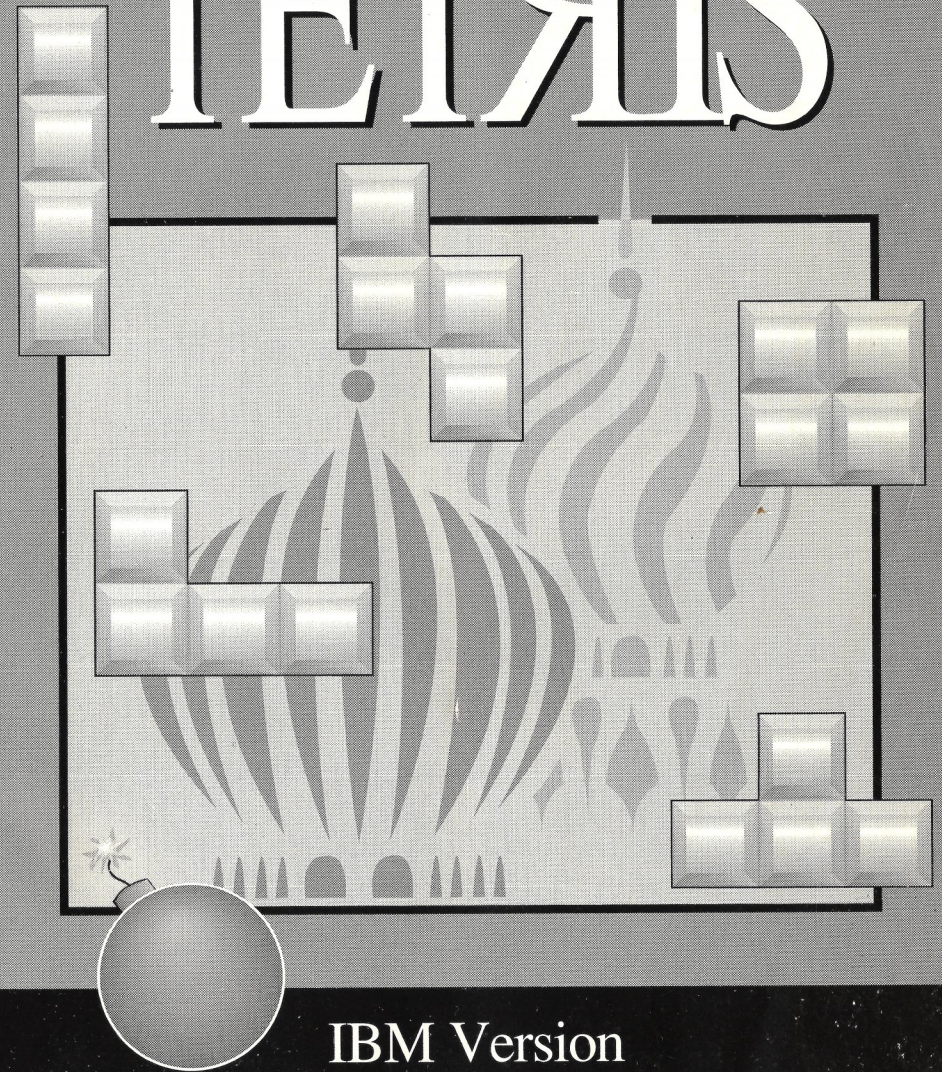# SUPER TETRIS™

IBM Version

Spectrum HoloByte®

SUPER TETRIS ™

IBM Version

Spectrum HoloByte ®

A Word About This Game

We would like to thank you for purchasing one of our products. For your convenience you can make backups of the original disk(s) in order to protect your investment. Please remember that the developers of this product are relying on you not to give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are depending solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

We are committed to providing products for you that are of the highest quality and value. If you have questions concerning any of our software, or if there are additional programs that you would like to see developed, please contact us at:

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Gilman G. Louie, CEO
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Table of Contents

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Customer Support

If you have any questions regarding the use of *Super Tetris* or any of our other products, please contact Spectrum HoloByte or MicroProse Customer Support at:

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Privyét!

First there was *Tetris®*. Then there was the fall of communism. Coincidence — or incredibly crafty plan?

Consider: when Alexey Pajitnov created *Tetris*, there were very few computers in the whole of the Soviet Union and authorities were mightily concerned with controlling the flow of information those computers could provide. But the savvy young Russian went ahead and made his game in spite of that, and then found a way to market it around the world. It became one of the most successful games the world has ever seen and threw a spotlight on the creativity waiting to be unleashed in the world's eastern hemisphere. Who's to say if that one example showed the Soviet bureaucrats that there was more to be gained from plunging ahead into modern times than holding back? All we know is, the world started humming balalaika music and the commissars collapsed…

…leaving Alexey even freer to take *Tetris* to new levels of entertainment and excitement, so that now:

- The pit is deeper, and it scrolls as your pieces fall.

- The bottom of the pit is filled with "rubble," which conceals seven types of buried treasures.

- Removing a line wins you a bomb cluster, which you can use to blow up extra pieces or activate treasures.

- The rubble makes up a hidden picture, which is revealed in the "thermometer" next to the pit as you remove each line of rubble.

- The game advances to a higher level when you've completely revealed the picture in the rubble.

Q: The Duroffs' favorite animal was a performing pig that became almost as famous as her owners. What was her name?

A: **Chuska**. *The Duroffs trained her to parachute from a balloon. Chuska became almost as popular with circus audiences as her owners.*

Q: What is the motto of the Moscow Circus School?

A: **Balance is better if the head is full**.

Q: Which famous Russian clown owned a dog named Pushek?

*A: **Karandash**. Posed as an orator with one paw on a podium, Pushek would bark and then Karandash would announce "The talk by the Minister of Propaganda Goebbels has now ended."*

- The number of pieces you can use to clear the pit is limited.

- Pieces fall faster and the rubble is more difficult to clear at higher levels.

- You can make pieces fall faster by pressing a key, but releasing the key lets them return to their normal rate of descent.

- The game ends when the pieces reach the top of the pit, you run out of pieces, or you run out of time (in a timed game).

- There are single player timed games, co-operative games, competitive games and head-to-head games.

So get ready to dig into *Super Tetris*. Who knows? You just may be changing the course of history — again!

System Requirements

Super Tetris operates on any IBM PC, Tandy 1000 or compatible computer equipped with at least the following:

- 640K RAM

- One 5¼" or 3½" disk drive

- Dual floppy drives or hard drive

- VGA, EGA, Tandy 1000 16-color, CGA monochrome or Hercules monochrome graphics

Optional:

- Ad Lib, Sound Blaster, Tandy 1000 or Roland sound capability

- Joystick

- Mouse

Last Minute News

You can read about any last minute changes in the file readme.txt on Disk 1. To read this file, type **readme** at the DOS prompt. You may also want to read and print out this text file using any standard word processor.

Installation

Make backup copies of your *Super Tetris* program disks before you do anything else and put your original program disks in a safe place. Because the *Super Tetris* artwork must be converted before you play the game, you cannot run *Super Tetris* from the original floppy disks or from copies of the original disks. You must install the game to either blank formatted floppy disks or your hard drive.

The VGA version of *Super Tetris* requires either a 1.2MB 5¼" disk, a 1.44MB 3½" disk or a hard drive. All the other graphics modes will fit on the above three disk formats or as listed below:

EGA version — Three 360K 5¼" disks or two 720K 3½" disks

Tandy 16-color — Two 360K 5¼" disks or one 720K 3½" disk

CGA monochrome — Two 360K 5¼" disks or one 720K 3½" disk

Hercules monochrome — Two 360K 5¼" disks or one 720K 3½" disk

Note: If you wish to install CGA 4-color graphics instead of CGA monochrome, follow the instructions on the enclosed coupon and send it to our Customer Support department. You will receive a disk of CGA 4-color specific artwork and can then install according to the instructions below.

To install the program:

1. Insert either the 5¼" Disk 1 or the 3½" Disk 1 into your floppy disk drive.

2. Then switch to that disk drive. For example, type **A:** Enter to change to drive A.

Q: What type of circus developed by the Russians is probably most unpopular with the tigers?

*A: **Water Circus**. In addition to the traditional circus, the Russians have developed the Circus on Ice and the Water Circus, complete with tigers performing in the water.*

3. At the DOS prompt, type INSTALL [Enter] and follow the onscreen instructions.

4. First, select a source drive, which will be either drive A or B. The default is drive A.

5. Next, choose the target drive, specifying the destination disk drive and path name. If you accept the default of C:\SUPERTET, the program will be copied into a directory named "SUPERTET" on drive C.

6. Select a graphics mode, either VGA, EGA, Tandy 1000 16-color, CGA monochrome, CGA 4-color or Hercules monochrome. The default will be VGA graphics.

7. Choose a sound option from either IBM PC Speaker, Ad Lib, Sound Blaster, Roland, Tandy 1000 3-voice or Tandy 1000 DAC. The installation will default to "IBM PC Speaker."

8. Select menu option #5 to start the installation. The program will prompt you to insert the *Super Tetris* disks when needed. Just follow the onscreen instructions.

Loading

Load the program by typing **SUPERTET** [Enter] If the program is in a directory on your hard drive, you will need to first switch to the appropriate drive and directory.

The program will automatically come up in the graphics mode and sound mode that you chose during installation. If you wish to override these choices, you can append parameters to the SUPERTET command. The following table lists all of *Super Tetris's* loading options:

SUPERTET V for VGA
SUPERTET E for EGA
SUPERTET T for Tandy 1000
SUPERTET C for CGA monochrome
SUPERTET C4 for CGA 4-color
SUPERTET H for Hercules monochrome

SUPERTET I for IBM PC Speaker
SUPERTET A for Ad Lib
SUPERTET S for Sound Blaster
SUPERTET R for Roland MT-32 or LAPC-1
SUPERTET RS for Roland and Sound Blaster
SUPERTET T3 for Tandy 1000 3-voice
SUPERTET D for Tandy 1000 DAC

For example, you can load the game in VGA mode and for the Sound Blaster by typing SUPERTET V S at the DOS prompt.

You will soon see the introductory sequence and the *Super Tetris* title screen.
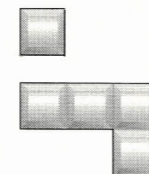
Circus Trivia Question

After the introduction, a trivia question about the Moscow Circus will appear. You have two chances to type in the correct answer so that the game will continue. Simply turn to the page number of this manual that is shown onscreen. Read the trivia fact in the margins of the manual, and type in the answer. You only need to type in the first four characters and press [Enter]

Terms You Need to Know

Level	Level of difficulty in the game
Square	Basic unit of a *Super Tetris* piece
Piece	Made up of four squares. There are seven unique pieces.
Next Piece	Next piece to fall. This is shown so you can anticipate where to place it in your well.
Pieces Left	Number of pieces you have to finish the level
Line	Horizontal row of squares, formed by fitting pieces together
Pit	Where the game is played, 28 squares deep

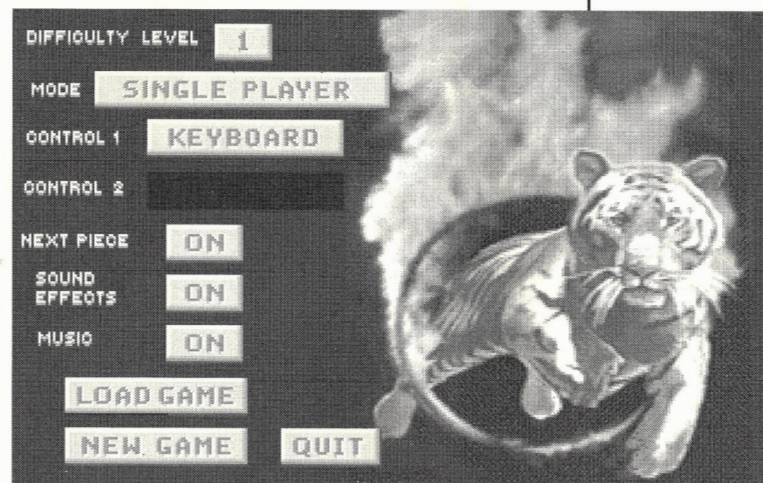| Water Line	The line which is 14 lines from the top of the pit with the rubble below
Rubble	Squares beneath the water line that have been already placed in the pit
Thermometer	Small replica of the entire pit which allows you to better see the design formed as you remove lines of rubble
Bomb	Special piece which destroys squares and itself when it touches squares or other bombs
Treasure	Special square embedded in rubble which provides rewards when bombed

Game Configuration

The Game Configuration screen (see picture on the next page) allows you to choose the type of game you want to play. Make your choices by moving the onscreen arrow with the ⬅, ➡, ⬆, or ⬇ keys or with the mouse. When the arrow is positioned over the choice you want, press Enter or click the left mouse button to open dialog boxes or to toggle (if an ON/OFF choice is available). A button will not be displayed if that option is not available.

Select a Game Mode

There are seven modes for playing *Super Tetris*: SINGLE PLAYER, SINGLE PLAYER 5 MINUTE, SINGLE PLAYER 10 MINUTE, SINGLE PLAYER 15 MINUTE, COOPERATIVE, COMPETITIVE and HEAD-TO-HEAD. When you select the second button on your screen, a dialog box appears listing these modes. Select one by moving the arrow to your choice and pressing Enter or clicking the mouse. We suggest you start with a SINGLE PLAYER game to get a feel for *Super Tetris* before you try the other game modes. Playing and scoring in a SINGLE PLAYER game is

explained in the **Playing *Super Tetris*** section later in this manual. The other game modes are explained in their own chapters.

Select a Difficulty Level

When you select DIFFICULTY LEVEL, a dialog box appears listing the levels by number. The higher the number, the faster the pieces fall; also, rubble becomes more difficult to clear, the pit becomes deeper and more treasure types appear. Select your level by moving the arrow to your choice and pressing Enter or clicking the left mouse button. We suggest you start with LEVEL 1 to get a feel for *Super Tetris* before you try other difficulty levels.

Select a Control Method

Now move the arrow over the PLAYER 1 button and select your method of controlling *Super Tetris*. You can use KEYBOARD, JOYSTICK or MOUSE. If you've selected a COOPERATIVE or COMPETITIVE game, the same choices appear for PLAYER 2 just below PLAYER 1's button. Only one player can have MOUSE selected at any time. Only one player can have JOYSTICK selected at any time.

Q: Other than a pig, what kind of animal did the Brothers Duroff use in their act?

A: **Rats**. The Brothers Duroff, two famous Russian circus performers, trained a pig and hundreds of rats for their acts.

Select Options

The following buttons allow you to change the way the game is played.

You can decide whether you want advance notice of what piece will fall after the current piece by toggling NEXT PIECE ON or OFF. The game is more challenging if you don't know what is coming next and you will score more points for successful play. We suggest, though, that you learn *Super Tetris* with this option turned ON.

You can also decide whether you want to play with sound effects by toggling SOUND EFFECTS ON or OFF, and whether you want music (if you have a sound card) by toggling MUSIC ON or OFF.

And…Go!

Select NEW GAME to begin a brand-new game. This activates all your choices on the Game Configuration screen and starts the game.

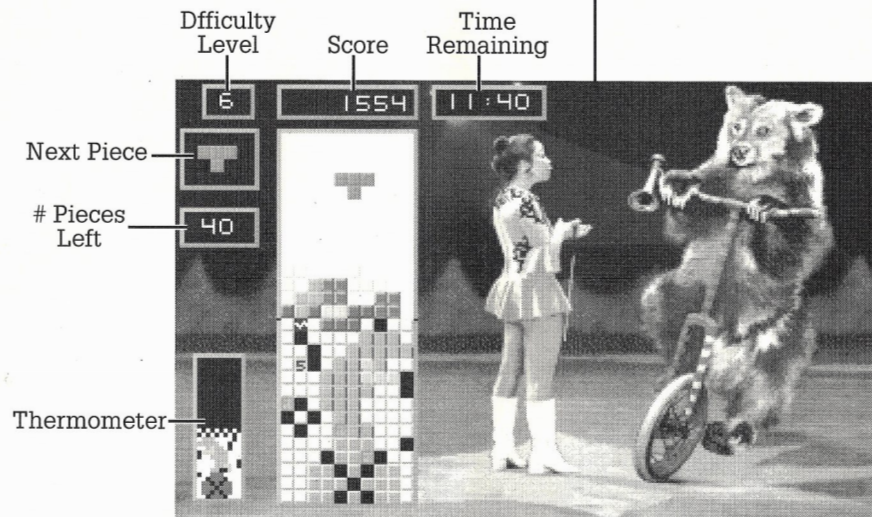LOAD GAME restarts your saved game. You can only have one saved game at a time.

Selecting QUIT at the Game Configuration screen returns you to DOS.

Playing Super Tetris

Super Tetris starts on whichever level you selected on the Game Configuration screen, but the default is LEVEL 1. Each level shows the pit on the left and a scene from the world-famous Moscow Circus on the right.

In SINGLE PLAYER and COOPERATIVE games, the box above the pit shows the current point score. In COMPETITIVE and HEAD-TO-HEAD games, PLAYER 1's point score appears in a box at the upper left of the screen, and PLAYER 2's score appears in a box at the upper right.

In SINGLE PLAYER and COOPERATIVE games, the box at the upper left of the screen shows the level. In COMPETITIVE and HEAD-TO-HEAD games, the level is shown above the pit.

If you choose NEXT PIECE ON from the Game Configuration screen, a picture of the next piece to fall is shown in the box below your score. In COMPETITIVE and HEAD-TO-HEAD games, each player has a separate box for the next piece.

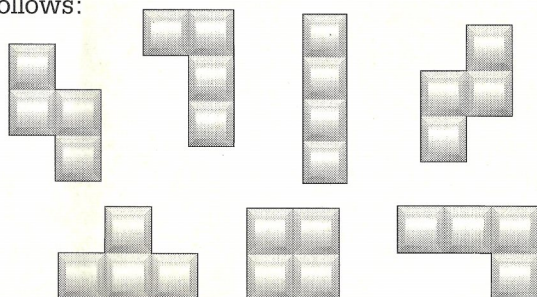Below the picture of the next piece is the number of pieces left at this level.

To the lower left of the pit is a miniature version of the pit, called the thermometer, which shows a miniature picture of the rubble as you destroy it. The rubble forms a picture, which you can best see in the thermometer's reduced format. The rubble picture is usually related to that level's background artwork. For example, on LEVEL 1, you can have an elephant in the rubble corresponding to the background art. Each level has many different rubble pictures.

Pieces and Bombs

Super Tetris pieces come in seven shapes, as follows:

Each level has a finite number of pieces to begin with. In most game modes you have 50 pieces, but in the Cooperative and Head-to-Head modes it is 100. Each time a *Super Tetris* piece drops, the number of pieces left goes down by one. If the number of pieces decreases to zero (0), then the game is over. You can get more pieces by completing lines or exploding certain treasures. Each time you finish a level, the number of pieces is reset to 50 (or 100 if in Cooperative or Head-to-Head) and you now have that number of pieces to complete the new level.

The lower portion of the pit is filled with water and rubble. Pieces drop randomly from the top of the pit and fall until they land on another piece or the rubble. You must position the pieces as they fall, trying to fit them together at the bottom like a jigsaw puzzle. When a horizontal line completely crossing the pit is formed, the line disappears and the "piece" that falls next is, in fact, a cluster of bombs. This cluster can also be positioned as it falls and whatever squares the bomb touches as it moves are destroyed. Bombs do not subtract from the piece count.

Bomb clusters are awarded as follows:
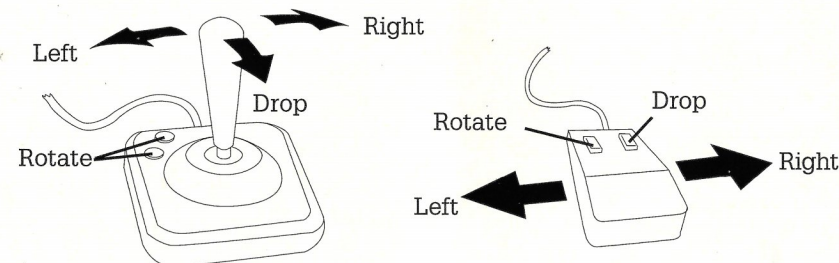
Completing 1 line	2 bombs
Completing 2 lines	4 bombs
Completing 3 lines	8 bombs
Completing 4 lines or more	12 bombs

Moving Pieces

As pieces or bombs fall into the pit, you can move them left or right, rotate them or make them fall more quickly, using the control method you chose on the Game Configuration screen. You can move pieces using a joystick or a mouse as shown:

The following table lists the keys that control the movement of the pieces and bombs:

Control 1: Single Player

Move piece left	4	←	J
Move piece right	6	→	L
Rotate piece	5	↑	K
Drop piece	0 2	↓	‚ Spacebar
Left and down	1		M
Right and down	3		.

Control 1: Competitive, Cooperative & Head-to-Head

Move piece left	A
Move piece right	D
Rotate piece	S
Drop piece	X Spacebar
Left and down	Z
Right and down	C

Control 2: Competitive, Cooperative & Head-to-Head

Move piece left	4	←	J
Move piece right	6	→	L
Rotate piece	5	↑	K
Drop piece	2	↓	‚
Left and down	1		M
Right and down	3		.

Treasures

Buried in the rubble are treasures. When a bomb blows up a treasure, good things happen, as described below:

5	adds 5 pieces to the number of pieces left.
10	adds 10 pieces to the number of pieces left.
15	adds 15 pieces to the number of pieces left.
▣	turns into a bubble which moves upward, filling all empty spaces with pieces, until it reaches the water line.
◯	turns into a bubble which moves upward, destroying all rubble and treasures it touches, until it reaches the water line.
∧∨	removes the line it's in.
⊤	destroys all squares, treasures and your other bombs in a 3x3 area around itself.
◉	turns the next piece into a bomb shaped liked the next piece.
▦	turns the next piece into a straight, blue, 4-square piece.

The first three treasures give you more pieces with which to form lines, thus giving you a better chance of finishing the level. The fourth treasure is valuable for filling in holes to make more lines. The next treasure eliminates any pieces overhanging holes, making it easier to fill in the holes. Since the sixth treasure takes out a line, you should always detonate this treasure. The seventh treasure destroys a large section of rubble. The next treasure gives you an extra shot at blowing things up with bombs, and the last treasure is that long straight piece you always want.

Completing the Level

When a horizontal line disappears, one of two things happens in the pit. If the line is above the water line, all squares above the line drop down into the open space. If the line is below the water line, the rubble rises to fill the open space. If the rubble rises all the way to the water line (i.e., if you complete the last line of rubble), the level is won. Each time you complete a level, you will be awarded a point bonus before going to the next level, where you will be given more pieces to finish the new level.

You lose the level if one of four things happens before you complete the level:

1. You let pieces reach the top of the pit.
2. You run out of pieces.
3. During a timed game, you run out of time.
4. During a head-to-head game, the other player completes his level.

Higher Levels

As each higher level begins, the background art changes to another scene from the Moscow Circus, the depth of the rubble increases, and (through level 10) the pieces fall more quickly. In addition, new treasure types are introduced at higher difficulty levels.

Menu Bar

The game screen also has a menu bar which you can use to change your options and perform other activities while the game is in progress. Press [Esc] to show the menu bar. While the menu bar is showing, you can use the [←] and [→] keys, the hot keys listed on the next page, or the mouse to select the pull-down menus. Use the [↑] and [↓] keys or the mouse to highlight commands within the menus, then press [Enter] or the mouse button to select the highlighted command. Press [Esc] to exit the menu bar.

Q: Besides voice and acting, what subject must a student study to become a clown in the Moscow Circus?

*A: **Pantomime**.*

Q: Which author's play was produced circus-style with hell transformed into a circus and the devils played by clowns?

*A: **Tolstoy**. In 1919, Tolstoy's play* The First Distiller *was produced as if in a circus.*

ABOUT		Credits screen
GAME	`Alt` `G`	
NEW	`Alt` `N`	Aborts game and starts a new one
ABORT	`Alt` `A`	Aborts game and returns to the Game Configuration screen
END	`Alt` `E`	Ends game with a score awarded and continues to the High Scores screen
LOAD	`Alt` `L`	Loads a previously saved game
SAVE	`Alt` `S`	Saves current game
PAUSE	`Alt` `P`	Pauses the game
QUIT	`Alt` `X`	Quits to DOS
OPTIONS	`Alt` `O`	
NEXT PIECE	`Ctrl` `N`	Toggles On/Off
SOUND EFFECTS	`Ctrl` `S`	Toggles On/Off
MUSIC	`Ctrl` `M`	Toggles On/Off
HIGH SCORES	`Alt` `H`	
SINGLE PLAYER		
SINGLE PLAYER TIMED		Submenu chooses 5 MINUTE, 10 MINUTE or 15 MINUTE
COOPERATIVE		
COMPETITIVE		
HEAD-TO-HEAD		

Scoring

Points are awarded for each piece that falls, for the speed at which the pieces fall, for each line completed, and for completing the level with pieces left over and for all the white space above the water line. Note that points are awarded for lines completed, not lines removed with bombs or treasures. The more lines completed with a single piece, the more the lines are worth. In addition, more points are awarded if NEXT PIECE is OFF.

For each line completed, you earn:

1 line	7 points
2 lines	14 points
3 lines	28 points
4 lines	56 points
more lines	(number of lines x 15) points

Then the speed that each piece falls is calculated and multiplied by the level. If you chose NEXT PIECE OFF, the total is multiplied by 25%.

At the end of each level, you earn a big bonus, which is calculated by: (pieces left x 4 x level) + (amount of white space above the water line x level).

High Scores

When you reach the end of the current game, you move to the High Scores screen for the game mode you chose (SINGLE PLAYER, SINGLE PLAYER 5 MINUTE, SINGLE PLAYER 10 MINUTE, SINGLE PLAYER 15 MINUTE, COOPERATIVE, COMPETITIVE or HEAD-TO-HEAD). Whether or not your score is among the top ten scores, it appears below the High Scores list. If your score does rank among the High Scores, a dialog box appears. Type in your name, then hit `Enter` or click OK to record your score, which will then appear on the list.

Click OK to return to the Game Configuration screen.

Click ERASE to erase the current High Scores.

Q: In one of his acts, Vladimir Duroff played what role?

*A: **Pied Piper**. In one act of the Duroff brothers, Vladimir played the Pied Piper of Hamelin. When he played his pipe, hundreds of trained rats would swarm all over him.*

Q: The students at the Moscow Circus School are only allowed to work with which large animal?

*A: **Horses**. Students train in all circus specialities except exotic animal handling. The horse is the only large animal the students are allowed to work with.*

Q: What type of clown appeared first in a Russian circus?

*A: **Redhead clown**. The Redhead clown made his first appearance in a Russian circus, earning his name by wearing a wig, bright makeup and a luminous nose.*
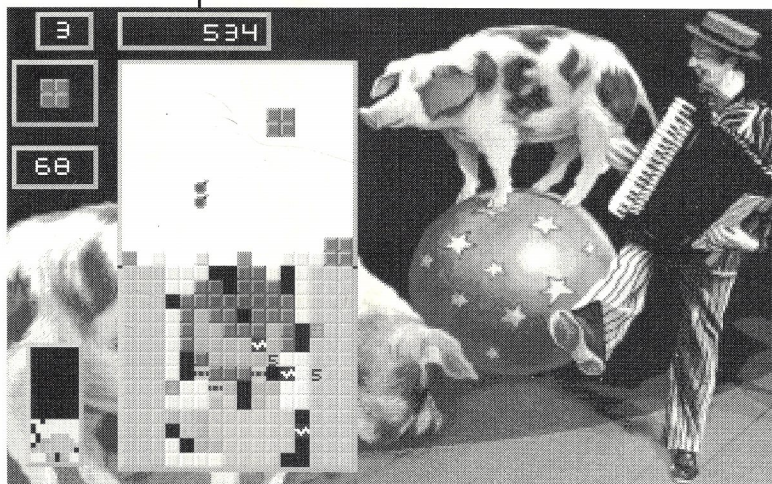
Game Variations

Timed Games

In these forms of *Super Tetris,* you play with a predetermined time limit — 5 Minutes, 10 Minutes or 15 Minutes — trying for the highest score in the time allotted. During the last five seconds of the game, you will hear a count-down: "5–4–3–2–1!" if you have Sound Effects turned On.
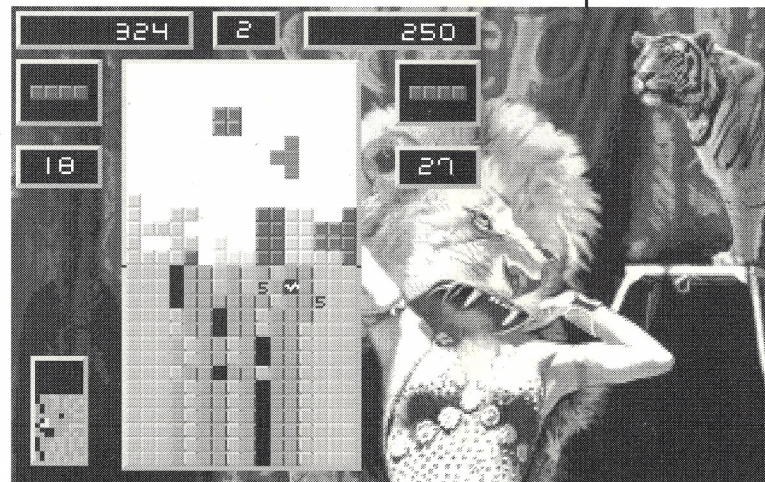
Cooperative Mode

In this form of *Super Tetris,* two players share the same game, the same score, and the same pool of pieces to be used. In Cooperative, the two of you have 100 pieces to finish each level, instead of the normal 50. The pit is wider than in Single Player Mode — 16 squares instead of 10 — so that two pieces have enough room to fall at the same time. Each player controls his own piece, with both working together to win the game.

Competitive Mode

In this form of *Super Tetris,* two players compete on the same computer, each with his own pool of 50 pieces, each for his own score. The pit is wider than in Single Player Mode —

16 squares instead of 10 — so that two pieces can fall at the same time.

Each player controls his own piece, working to score points for himself by completing a line before his opponent can. He can also keep his opponent from scoring, by creating an arrangement his opponent's falling piece won't fit or by using bombs to erase his opponent's pieces.
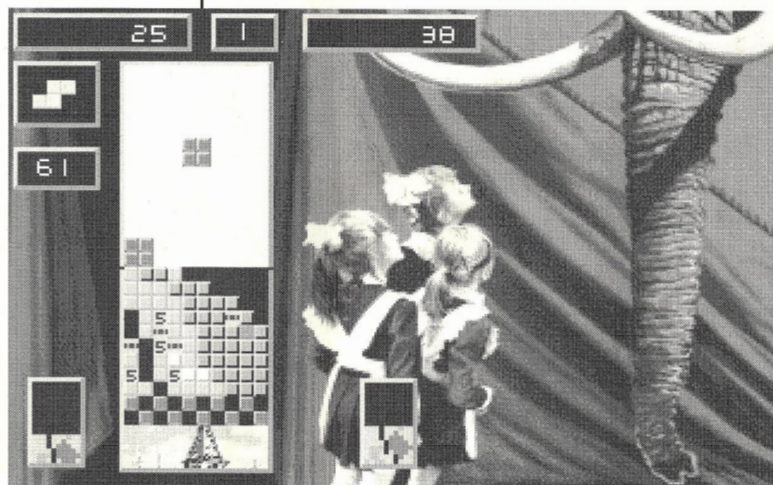
Head-to-Head Mode

In this form of *Super Tetris,* two computers are connected so that two players compete, each for his own score. To play head-to-head, you need to have two registered copies of *Super Tetris* and either a null-modem serial cable or a Novell local area network.

The rules for head-to-head play are fairly simple. Each player has his own pit on his own machine, but an extra thermometer on the right-hand side of his pit shows his opponent's progress. The pit is the same as in Single Player Mode: 10 squares in width. Each player has a pool of 100 pieces to finish each level.

If a player manages to complete 3 or 4 lines with one *Super Tetris* piece, rubble is sent to

the bottom of his opponent's pit. The amount of rubble sent is as follows:

3 lines completed	1 line sent
4 lines completed	2 lines sent

The rubble that is sent makes it more difficult for the opponent to complete his level, thus denying him the bonus points awarded for finishing first. The rubble is added to the other pit from the bottom.
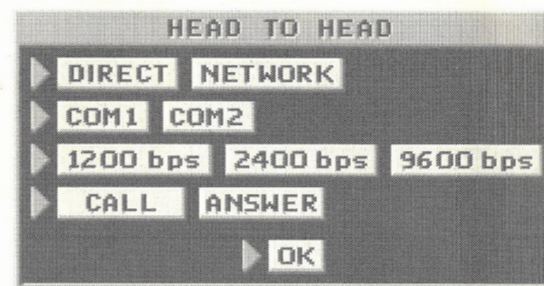
The first player to complete a level earns bonus points equal to 100 times the number of lines left in his opponent's pit. Then both players move to the next level. No bonus points are awarded for leftover pieces.

To play head-to-head *Super Tetris,* select HEAD-TO-HEAD from the Game Configuration screen. Once you have finished setting up the other options (DIFFICULTY LEVEL and whether NEXT PIECE is ON or OFF), select NEW GAME to begin. This will open the Head-to-Head Setup menu described in the next section.

Head-to-Head Setup

The Head-to-Head Setup menu lets you determine how the two computers communicate with one another. You can select the various options from the Head-to-Head Setup menu using the mouse or the cursor keys, just as you select options from the Game Configuration screen.

The following sections describe each element of the Head-to-Head Setup menu.

Connection (first line on menu)

Select DIRECT if your computer is connected directly to the serial port of your opponent's computer via a null-modem serial cable.

Choose NETWORK if you're playing *Super Tetris* head-to-head over a Novell network. If you choose this, you will not need to select any other option except the Mode setting on the last line.

Port (second line on menu)

Choose COM 1 or COM 2 depending on which serial port you are using for your null-modem serial cable connection. If you chose NETWORK from the previous line, this setting is irrelevant and you will be unable to select anything from this line. *Super Tetris* does not support COM 3 or COM 4.

Baud Rate (third line on menu)

Select the Baud Rate you want to use from the choices available (1200bps, 2400bps or 9600bps) in the Head-to-Head Setup menu. The Baud Rate is the speed at which information will be transmitted between the two computers during the game. For network con-

Q: The famous Russian clown Popov began his career as what kind of performer?

*A: **Slack wire walker**. Popov began his career as a slack wire walker, but after he invented a series of clown turns to cover his mistakes on the wire, he subsequently became one of the greatest clowns in the world.*

Q: What is another name for a tightrope walker?

A: **Funambulist**.

Q: In their acts, the Bim-Bom clown duet combined acrobatics with what?

A: **Music**. *The Russian clowns Bim and Bom would play the violin while rolling over each other's back and doing acrobatic leaps.*

nections, this setting is irrelevant and you cannot select anything from this line.

For direct-connection, you can set the Baud Rate as high as 9600 (a very fast rate and one we recommend for direct connections). However, if you are experiencing problems with your transmissions, you may want to lower the Baud Rate.

Mode (fourth line on menu)

The Mode setting determines whose computer will be the calling computer (CALL) and whose will be the answering computer (ANSWER). Head-to-head competition must always have one caller and one answerer. The caller determines the DIFFICULTY LEVEL and whether the NEXT PIECE option is ON or OFF.

OK

Select this option to leave the Head-to-Head Setup menu and begin to establish connections for your head-to-head game. The answerer selects OK first, then the caller. Your settings are automatically saved until you change them again. (Press Esc to exit the Head-to-Head Setup dialog box.)

Direct Connect

In order to ensure that both players begin their game at the same time, the computer loads all of the data before allowing the game to start. It will then attempt to connect to the other computer.

Network

If you are the caller, the program will say "Looking for players – Please hold on." If there are any *Super Tetris* players waiting on the network, a dialog box will appear saying "Select Opponent." Either select a player's name (with the arrow keys) or select EXIT to cancel. If your challenge is accepted, the Head-to-Head game will begin.

If you are the answerer, you will see "Waiting to connect" until you have been challenged by another *Super Tetris* player. Once you see "You have been challenged to Super Tetris!" press Y to accept or N to cancel.

Playing Head-to-Head Super Tetris

After connection is established, the messages "READY," "SET" and "GO" will appear on both screens to let both players know when to start. You can now start to play the game.

Ending a Head-to-Head Game

When pieces stack to the top of one player's pit, both games end and the player with the higher score is the winner. You will then be asked whether you want to play another head-to-head game. The Head-to-Head High Scores screen appears at the end of the head-to-head game. The screen shows the top ten Head-to-Head players' names and scores.

Strategy

Super Tetris, like *Tetris*, is both so simple and so addictive that you're bound to develop your own strategies, but here are a few different ideas to start you off:

Pit and Pieces

- Since you only have seven shapes to work with, try to avoid forming empty areas where no piece can possibly fit.

- If you get a run of pieces that won't complete lines for you, try to stack them together on one side of the pit, leaving as much open space as possible for later pieces to fill in.

- Be sure not to create holes on both sides of the pit or else you'll have to fill in both holes to complete lines.

- Use the diagonal keys to move a piece into an oddly shaped hole that you couldn't ordinarily fill with just a straight drop.

Q: What is the name for the early minstrels and acrobats who were banned by Czar Alexis I?

A: **Skomorokhi**. *They were early bands of itinerant showmen who wandered about Russia. The skomorokhi were eventually banned from performing because of the political satire in their acts.*

Q: One of the Duroff Brothers was named Vladimir. What was his brother's name?

A: **Anatoly**. *The brothers developed the genre of clown-satirist, mixing political criticism with comic animal acts.*

Q: At what age can children can apply to the Moscow Circus School?

A: **Eleven**. Only one in seventy is accepted.

Q: Who was called the "shock-brigadier of clowning?"

A: **Vitaly Lazarenko**. He earned the title by entertaining and inciting Bolshevik forces on the frontlines of the Russian revolution.

- Try not to stack pieces over holes in the rubble because you will eventually have to get a piece into those holes.

- If you're getting near the end of a level and you have enough pieces and time left, clear away as much of the pieces remaining in the pit before you complete the level — because any leftover pieces are carried to the next level and because you also get a bonus for the white space above the water line.

Bombs

- Don't forget that you can move a bomb cluster after the first bomb explodes.

- Similarly, don't forget that you can rotate a bomb cluster around its original center point after the first bomb explodes.

- Try to set up your holes so you'll be able to complete more than one line when you get the right piece. It means many more bombs!

- Use your bombs to clear your mistakes. If you had to leave an empty space which then got covered over, blast the covering squares away to regain the chance to fill the hole.

- Don't use bombs to blow out squares below the top of the rubble under the water line. If you have squares overhanging each other, it makes it more difficult to fit pieces into complete lines.

- In a cooperative game, if one player gets a bomb, it can be used to blow up squares in the other player's piece so that the piece will fit in the pit better.

- One way to use a bomb wisely is in anticipation of the next piece. You can blast away the correctly shaped space that the next piece will fit in.

Treasures

- Use your treasures to clear away any mistakes. *Super Tetris* is much more forgiving than *Tetris,* so take advantage of that.

- Since treasures must be detonated by a bomb, don't forget that you can also move a bomb sideways into a treasure as well as from directly above.

- Going after a Remove LIne treasure is almost always a good thing. The only drawback is that you don't get any points for completing the line.

- At the higher levels, you definitely need to go after the Add Pieces treasure. Otherwise, you'll probably run out of pieces before completing the level.

The final goal

- But the bottom line, so to speak, is to complete lines below the water line. Of course, you want the pieces to fit together well, but don't get too caught up in the jigsaw aspects of *Super Tetris*. Or else you will run out of pieces because you spent all of them making lines **above** the water line.

Q: What street in Moscow is named after circus performers?

A: **Duroff Street**. The Duroff brothers and their pig were so popular that a street was named after them.

Q: Which intellectual movement adopted the circus as the model for a new theater?

A: **Futurism**. In 1913, Futurism embraced the circus as a model for a new theater, impressed by the "abysses of the ridiculous" and the "whole gamut of stupidity, imbecility and absurdity" as well as the "whole gamut of laughter and smiles."