



TETPИИ™

(TETRIS)

The Soviet Challenge

Macintosh® Version

Amiga® Version

Spectrum HoloByte™

Original TETRIS™ concept by Alexey Pazhitnov
Original design and program by Vadim Gerasimov

Macintosh version design: Roland Gustafsson and Sean Barger
Macintosh programming: Roland Gustafsson
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Sound and music: Ed Bogas, Ty Roberts, Neil Cormia, Gary Clayton, and
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Producer: Sean B. Barger
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Special thanks to: Dan Geisler, Anton Widjaja, Gary Poon, Eng An Jio,
Mark Johnson and the Beta Test crew!

If you have questions regarding the use of TETRIS, or any of our other products, please call Spectrum HoloByte Customer Support between the hours of 9:00 AM and 5:00 PM Pacific time, *Monday through Friday*, at the following number:

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TETRIS™



TETRIS for the Amiga®

Loading the Program

Turn on the computer. (Amiga 1000 owners must use *Kickstart*.) When prompted for the Workbench disk, place the Tetris disk into the drive. The game will "auto-boot."

If you're running CLI, place the Tetris disk in the drive, and log onto the drive. Then type **tetris** and press **return**. Unfortunately, the program cannot be run from the Workbench.

There is no desk accessory version as stated on page 5 of the manual. If you have 1 megabyte RAM or more, Tetris can be multi-tasked.

General Rules for Game Play

Your mouse has two buttons. Hold down the right button to display the menu bar. Move the pointer beneath the option you want, and then "pull down" the menu. Drag the pointer to highlight the item you want and release the mouse button.

Use the left button to select height and level options.

Making a Backup Copy

Tetris for the Amiga is key disk copy-protected, which means that you can make a backup copy. The backup copy cannot be named "Tetris." You must insert the original disk, however, when prompted by the program for "Tetris."

(over)

Keyboard Commands

Several of the File menu items may be selected from the keyboard. Hold down the Amiga key (located to the right of the space bar) and the appropriate key simultaneously.

Reset Scores	Amiga-R
Tournament	Amiga-T
Abort Game	Amiga-A
Quit	Amiga-Q

The Options menu items may also be selected from the keyboard.

Pause Game	P
Next Shape	N
Sound	S
Continuous Sound	C
Help	F1
Statistics	F2
Level	F3
Description	F4
Advanced Mode	A

Other

Page 7: Advanced Mode is selected from the Options menu or keyboard, not from the level/height screen as in the Mac version.

Page 11: You cannot drag the panels around on the Amiga screen.

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- 🌀 Amiga version programmed by John Jones-Steele and Kevin T. Seghetti.
 - 🌀 Program graphics for Amiga version by Jody Sather and Dan Guerra.
 - 🌀 Original sound and music by Ed Bogas and Bogas Productions.
 - 🌀 Amiga music player by Kevin T. Seghetti.
 - 🌀 Addendum by Marisa Ong.
 - 🌀 Special thanks to Billy Sutyono, Ty Roberts, Gary Clayton, Dan Geisler, Eng An Jio, Anthony Chiang, John Lee, and Anton Widjaja.

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