

MASTERTRON^{ic}

99 • 299 • 299 299

TETRIS.

"One of the all time computer classics"
ZZAP 64
Tetris, a game of mental torment from behind the Iron Curtain!!

TETRIS.

PAL CM8



SCREEN SHOTS MAY
BE TAKEN FROM A
DIFFERENT VERSION



CBM 64 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128

TETRIS.



MASTERTRON^{ic}

Getting started

After loading (see instructions below), select your starting level of difficulty. The higher the number, the greater the rewards, but the harder the task.

Playing Tetris

A variety of differently shaped blocks fall, one by one, from the top of the screen, or playfield. You can manipulate these shapes left/right and rotate them before they land at the bottom of the playfield.

The idea is to create complete horizontal lines of blocks across the playfield. When one of these unbroken lines is completed it disappears, and any blocks above fall into the now vacant area.

Objective

Your aim is to create as many complete lines as possible. If you leave gaps, the playfield will fill up rapidly, leaving you less room to manoeuvre. Should the pile of blocks reach the top of the screen, the game ends.

The show key displays the shape of the block that will fall after the current block has landed – useful for formulating your optimum strategy. The rate at which the blocks fall speeds up automatically as your score increases.



A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES
The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.
© Mastertronic Limited 1989
Made in Great Britain

COMMADORE 64

(and C128 in 64 mode)

CONTROLS

Joystick only.

Up pause

Down drop

Fire rotate

Loading Instructions

Hold down shift key and press RUN/STOP. Press PLAY on tape.
Program will load and run.

© 1987 Academysoft-ELORG

© 1987 Andromeda Software

© 1987 Mirrorsoft Ltd

COMMODORE 64

Manche à balai seulement.

Haut pause

Bas lâchez

Feu rotation

Chargement

Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Appuyez sur PLAY sur la bande. Le programme se chargera et se déroulera.

COMMODORE 64

(und C128 im 64-Modus)

Nur für Joystick

Hoch Pause

Runter Fallenlassen

Feuer Rotieren

Laden

SHIFT gedrückt halten und RUN/STOP drücken. Dann die PALY-Taste des Kassettenrecorders drücken. Das Programm lädt sich und läuft automatisch.

COMMODORE 64

(e C128 in modalità 64)

Solo joystick

Su Pausa

Giù Lasciare

Fuoco Girare

Caricamento

Tieni premuto il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira automaticamente.

MASTERTRON²



299 • 299 • 299 • 299 • 299 • 299 • 299 •

A New Range Of Added Value Software From Mastertron