

TETPИИTM

(TETRIS)



The Soviet Challenge

PLAYER'S GUIDE

(Commodore 64[®] Version)

Spectrum HoloByteTM

*Spectrum HoloByte*TM

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If you have questions regarding *TETRIS*, or any of our other products,
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CompuServe: 76004,2144
GEnie: HOLOBYTE

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INTRODUCTION:

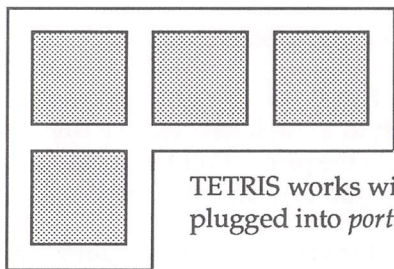
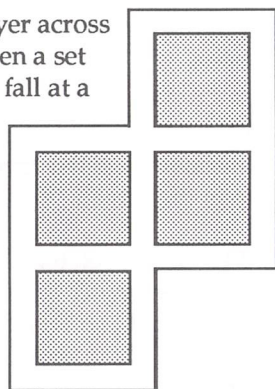
TETRIS™ was invented by a 30-year-old Soviet researcher named Alexey Pajitnov who currently works at the Computer Centre (Academy Soft) of the USSR Academy of Scientists in Moscow. The original programmer was 18-year-old Vadim Gerasimov, a student studying Computer Informatics at Moscow University.

TETRIS came into being through the joint efforts of *Academy Soft* (Moscow), *Andromeda Software Ltd.* (London), and *Spectrum HoloByte* (USA).

TETRIS will lure even the most seasoned hand into a challenging game of speed and maneuvering. As the four-square pieces tumble from the top of the screen into an empty pit, it's up to you to rotate them into a position which leaves no gaps in the layers at the bottom. Once aligned, you can drop them into place and increase your score.

The tension escalates as you close the gaps in a layer across the bottom of the pit and the line disappears. When a set number of lines disappear, the four-square pieces fall at a faster rate! There are nine levels to continually challenge your mastery of this perplexing game.

TETRIS is different every time you play. We know you'll find it provocative, fun, and utterly addictive!

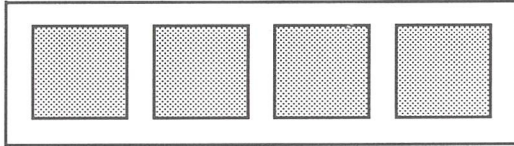


THE CONTROLS:

TETRIS works with a joystick only. Make sure it is plugged into *port 2*.

LOADING THE GAME:

1. Load the disk into the disk drive.
2. Type *LOAD "*"8,1* and press **Return**.
3. When the *READY* prompt appears, type *RUN* and press **Return**.



THE GAME:

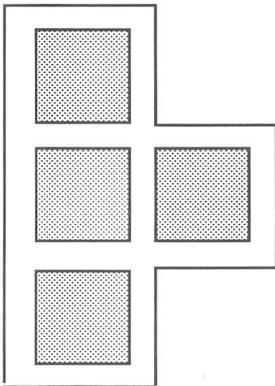
After the music begins, press the **fire button** to continue to the Selection Screen.

Level:

This board sets the speed at which the four-square pieces fall from the top of the screen. You can skip to any level of difficulty from 0–9.

- To select level, use the up and down direction of the joystick.
- To select music or sound effects, use the left and right direction of the joystick. (You'll notice the effect only after the game has started.)

To play:



Press the **fire button** to start the game.

Push the stick handle to the right to move the piece right, left to move it left. Hit the **fire button** to rotate the piece. Pull the stick handle toward you to drop the piece.

Push the stick forward to pause the game. To continue, hit any key.

Scoring:

- The faster a four-square piece comes to rest in the pit, the more points you accrue. After aligning the pieces, you can "drop" them into place by pulling the stick handle toward you.
- Note: Your high score(s) will remain only for that particular game session. So, if you want to compare your top scores, write them down.

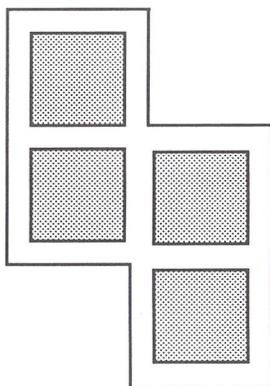
The display on upper right portion of screen:

Score: total score of game in progress.

Lines: total number of lines eliminated during game in progress

After a set number of lines are eliminated, the speed will automatically increase as you go to the next level.

Next: displays the next piece that will fall.



We wish you the best of skill in your many games of TETRIS to come!

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