



It's been called "one of the most addicting games ever," and now you can join the obsession! Rotate the Tetraminos as they fall and try to complete a full line of blocks. But watch out-with each new level, the Tetraminos fall faster and faster. Good luck!

BUTTON FUNCTIONS

Start- Turns the unit on and starts a new game. Pressing this key also pauses the game and wakes the game from Sleep or Pause mode.

Left Directional Key - Press this key to move a Tetramino to the left.

Right Directional Key - Press this key to move a Tetramino to the right.

Up Directional Key - Press this key to show or hide the icon of the next Tetramino.

Down Directional Key - Press this key to "Soft drop" the Tetramino.

Rocker Arm Rotation Key - Press either end of this key to rotate a Tetramino clockwise and counter clockwise.

Sound - Press this key to toggle between melody/tone and sound off.

Reset - Insert a rounded object to reset your game.

BASIC GAME RULES

In Tetris®, you must arrange a sequence of small shapes, called Tetraminos, into complete lines. As each line is completed, it will disappear from the screen.

Tetraminos fall from the top of the play field to the bottom.

Each Tetramino is made up of four blocks, arranged into seven different patterns.

You must rotate the Tetraminos as they fall and fit them together to create lines.

If you cannot complete a line, the blocks will eventually rise to the top of the play field and the game will end.

GAME LEVELS

As you advance to each level, the speed at which the Tetraminos drop will

increase. Tetris® will automatically advance to the next game level each time you clear ten lines.

SCORING

During game play, the total score will appear in the Score/Line Count indicator at the top right hand corner of the screen. When you complete a line or multiple lines, the Score/Line Count indicator will show your total line count, for two seconds. It will then return to your total.

Points are awarded for clearing each completed line of Tetraminos as follows, multiplied by the current level.

- Single: 10 points: One line is cleared.
- Double: 30 points: Two lines are cleared at the same time.
- Triple: 50 points: Three lines are cleared at the same time.
- Tetris®: 80 points: Four lines are cleared at the same time.

Note: Game starts at level "00". The "point multiply" will start by 2 at level "01".

In the event that you score more points than can be displayed, a "Roll Over" will occur and the score display will restart at zero. A Roll Over is indicated by dashes in front of the score.

HIGH SCORES

The highest score of the game will be displayed in the Score and Line Count indicator at the end of the game.

GAME MODES

Tetris® has three game modes: Classic Tetris (Game One), Speed Tetris (Game Two) and Ultra Tetris (Game Three).

CLASSIC TETRIS

In Classic Tetris, you will compete for points/lines and continue to play until you "Top Out".

NOTE: "Topping Out" occurs when any cell for the starting position of a new Tetramino is filled.

SPEED TETRIS

In Speed Tetris, your objective is to score as many points/lines as possible within a specific time period.

At start-up, you will select a 2, 3 or 5-minute game by pressing the **Rocker Arm Rotation Key**, the number of times needed to reach your time limit choice. The time limit you have selected will appear on the screen. You will play until you reach the time goal or until you "Top Out".

ULTRA TETRIS

In Ultra Tetris, you will attempt to clear a certain number of lines within the shortest period of time.

At start-up, you will select a 25 or 40 line goal by pressing the **Rocker Arm Rotation Key**, the number of lines you have selected will appear on the screen. You will play until you "Top Out" or when you clear the number of lines you have selected.

If you reach your line goal with the placement of the last Tetramino before the time limit, you will be awarded all of the points scored, including points for lines completed over the goal.

GETTING STARTED

Press the **Start** key to begin a new game. You will see the Game Mode screen.

To scroll through the game modes, press the **Up and Down Directional Keys**. There are three game modes: Game One (Classic Tetris), Game Two (Speed Tetris) and Game Three (Ultra Tetris).

To select a game level, press the **Right and Left Directional Keys**. There are ten game levels, each increasing in difficulty. The game level icon is located in

the top left hand corner of the screen.

When you have selected the desired game mode and game level, press the **Start** key to begin your game.

TETRAMINO CONTROL

As the Tetraminos fall, you will need to rotate them to fit into the lines below.

You can move a Tetramino to the left or to the right as it is falling by pressing the **Left and Right Directional Keys**.

A Tetramino will come to rest when it hits the bottom line of the play field or when it is blocked by another Tetramino.

After a Tetramino has come into contact with the blocks beneath it, you can slide it to the left or the right for one second before "Lock Down" by pressing the **Left and Right Directional Keys**.

To rotate a Tetramino, press the **Rocker Arm Rotation Key** until the Tetramino is in the desired position.

SOFT DROP

To accelerate the speed at which a Tetramino falls, press the **Down Directional Key**. The Tetramino will "Lock Down" immediately upon contact with placed Tetraminos when using Soft Drop.

PAUSING A GAME

To pause a game during gameplay, press the **Start** key. Press this key again to return to the game in progress.

GAME OVER

A game is over when any cell for the starting position of a new Tetramino is filled. This is called "Topping Out." The words "Game Over" will scroll across the screen.

At the end of the game, the Score and Line Count Indicator will display your line count, score, high line count, and high score.

SLEEP MODE

After one (1) minute of inactivity, Tetris® will go to sleep. To wake the unit, press the **Start** key.

RESETTING THE GAME

To reset the game, insert a small, blunt object into the small "Reset" hole on the front of the unit and press down gently. This will start a new game and erase all previously stored scores.

BATTERY INSTALLATION

This game is powered by two (2) AAA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.**
- Do not dispose of batteries in fire.**

- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the game, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

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