As you advance to each level, the speed at which the Tetrominos 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 Tetrominos 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 reset 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: “Top Out” occurs when any cell for the starting position of a new Tetromino 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 Tetromino will “Lock Down” immediately upon contact with placed Tetrominos 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 Tetromino is filled. This is called “Top 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 score, count, 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 top left hand corner of the screen.

After a Tetromino 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.

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 reach the time goal or until you “Top Out”.

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 the 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.

MAINTENANCE
- Handle this game carefully.
- Store this game away from dust 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 used 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.

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.

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

- **MUST BE STORED AWAY FROM SMALL CHILDREN**
- **BATTERIES MAY BE SWALLOWED**

- **BATTERY COMPARTMENT OPEN**