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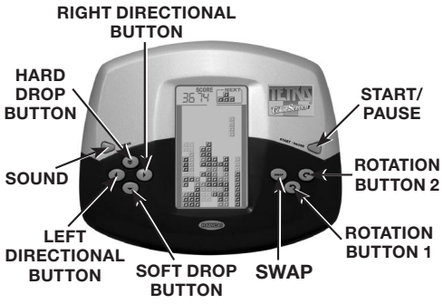
N1872
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 823B5800 Rev.A

It's been called "one of the most addicting games ever," and now you can join the obsession! The amazing Thiniant™ color screen technology will make you come back time and again to compete in one of the four different game modes. Rotate the Tetriminos as they fall and try to complete lines. But watch out – with each new level, the Tetriminos fall faster and faster. Good luck!

BUTTON FUNCTIONS:



START/PAUSE – Pressing this button will turn the unit ON. Once you select a GAME MODE, begin the game by pressing the START button. Pressing this button will also "pause" the game or "wake" the game from PAUSE mode. Turn the game off by pressing and holding this button for 3 seconds, and the Game Mode screen will be displayed when the unit is turned ON again.

ROTATION BUTTON 1 – Rotates a Tetrimino counterclockwise.

ROTATION BUTTON 2 – Rotates a Tetrimino clockwise.

SWAP – During play, when a Tetrimino begins to fall, you can strategically SWAP this Tetrimino with the Tetrimino that is displayed in the upper right corner labeled "NEXT."

HARD DROP BUTTON – Instantly drops and locks down the current Tetrimino. You can also use the Hard Drop Button to toggle through the different game modes.

RIGHT DIRECTIONAL BUTTON – Moves a Tetrimino to the right.

LEFT DIRECTIONAL BUTTON – Moves a Tetrimino to the left.

SOFT DROP BUTTON – When pushing this button the falling Tetrimino drops at a pace faster than the normal speed if you continue to hold the button. Once the Tetrimino is in contact with another, you have half a second to move the Tetrimino before it LOCKS DOWN. You can return to the standard drop speed by releasing this button. You can also use this button to toggle backwards through the different game modes during set-up.

RESET – When a blunt point is inserted, this button resets the game to its original settings.

BASIC GAME RULES

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

Tetriminos fall from the top of the matrix to the bottom.

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

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

If you cannot complete a line, the blocks will eventually stack up and rise to the top of the playing field ("BLOCKING OUT") and the game will end.

GAME LEVELS

As you advance to each level, the speed at which the Tetriminos drop will increase. With a total of 10 levels, Tetris® will automatically advance to the next game level each time you clear ten lines. You can also press the RIGHT DIRECTIONAL BUTTON to increase the starting level and the LEFT DIRECTIONAL BUTTON to decrease the starting level when you are setting-up your game.

GAME MODES

Tetris® has four game modes: Tetris Marathon (Game One), Tetris Ultra (Game Two), Tetris 40 Lines (Game Three), and Tetris Dig (Game Four).

TETRIS MARATHON

In TETRIS MARATHON, you will attempt to achieve the highest score by clearing 150 lines with no time limit.

TETRIS ULTRA

In TETRIS ULTRA, your objective is to score as many points/lines as possible within a 3-minute game period.

You will play until you reach the time goal or you "Block Out".

TETRIS MARATHON/ ULTRA SCORING
During game play, the total score will appear in the SCORE indicator at the top of the screen. When you complete a line or multiple lines, the Score indicator will show your total score, for two seconds.

Points are awarded for clearing each completed line of Tetriminos as follows.

Lines Cleared	Points Awarded
One Line Cleared	10
Two Lines Cleared (same time)	30
Three Lines Cleared (same time)	50
Tetris® - Four Lines Cleared (same time)	80
T-Spin – Tetrimino spun in to a T-Slot (no line cleared)	40
Back-to-Back Bonus – Tetris or T-Spin line clears performed consecutively without any single, double or triple line clears in between	40
T-Spin Single - Tetrimino spun into a T-Slot (1 line cleared)	80
T-Spin Double - Tetrimino spun into a T-Slot (2 lines cleared)	120
Soft Drop – Tetrimino is dropped and placed using the Soft Drop Key	1
Hard Drop – Tetrimino is dropped and placed using the Hard Drop Key	2

HIGH SCORES

The highest score of the game will be displayed in the SCORE indicator at the end of the game.

TETRIS 40 LINES

In TETRIS 40 Lines, you will attempt to clear 40 lines in the shortest period of time.

SCORING
When you clear lines, rather than having points added to your score, points will be deducted from your score. Line clears only deduct 1 point per line cleared. There is no bonus for multi-line clears. You do not progress skill levels during game play.

You will keep playing until you "BLOCK OUT" or when you reduce the score to "0."

TETRIS DIG

In TETRIS DIG, you will attempt to constantly clear the broken lines in the shortest period of time. The goal is to "DIG" to the bottom through a progressively deeper broken line pile and then clearing the bottom line. Each bottom line clear contributes to one dig, until at 15 digs, the game is over.

SCORING
You will keep playing until you complete the 15th level, the timer reaches 99:59 or you "Block Out."

GETTING STARTED

Press the START button to begin a new game. You will see the Game Mode screen.

To scroll through the game modes, press the SOFT DROP BUTTON. There are four game modes: Tetris Marathon (Game One), Tetris Ultra (Game Two), Tetris 40 Lines (Game Three), and Tetris Dig (Game Four).

Before selecting a GAME MODE, you can also select a GAME LEVEL from which to start. There are ten game levels, each increasing in difficulty. When in SET-UP MODE, each level is represented by a colored, vertical line across the bottom of the screen. Press the RIGHT and LEFT DIRECTION buttons to increase or decrease the skill level.

When you have selected the desired game mode and game level, press the START button to begin your game.

TETRIMINO CONTROL

As the Tetriminos fall, you will need to rotate or slide them to fit into the lines below.

You can move a Tetrimino to the left or to the right as it is falling by pressing the LEFT AND RIGHT DIRECTIONAL BUTTONS.

To rotate a Tetrimino clockwise, press ROTATION BUTTON 2 until the Tetrimino is in the desired position.

To rotate a Tetrimino counter-clockwise, press ROTATION BUTTON 1 until the Tetrimino is in the desired position.

A Tetrimino will come to rest after it has come into contact with the bottom of the matrix or the blocks beneath it, you can slide it to the left or right before “LOCK DOWN.”

HARD DROP

To instantly drop and lock a Tetrimino into place, use the HARD DROP BUTTON. The Tetrimino falls into place and immediately “LOCKS DOWN.”

SOFT DROP

To accelerate the speed at which a Tetrimino falls, press the SOFT DROP BUTTON. Until it’s in contact with the bottom blocks, you have half a second to move the Tetrimino before it “LOCKS DOWN.”

T-SPIN

A T-Spin is a special rotation of the T-shaped Tetrimino into a T-Slot (an opening in the shape of a “T”). To perform the move, a T-shaped Tetrimino must have landed on its side and not locked down. Once the Tetrimino is on its side, spin it clockwise or counter clockwise using the rotation buttons, dropping the Tetrimino into the T-Slot.

PAUSING THE GAME

To “pause” during game play, press the PAUSE button. Press this button again to return to the game in progress.

GAME OVER

If you cannot complete a line, the blocks will eventually stack up and rise to the top of the matrix (“BLOCKING OUT”) and the game will end.

The words “Game Over” will scroll across the screen.

At the end of the game, the SCORE INDICATOR will display your line score and the high score.

SLEEP MODE

After approximately 1 min. of inactivity, Tetris® will go to sleep. To wake the unit, press the START BUTTON.

BATTERY INSTALLATION / REPLACEMENT

This game is powered by four (4) AAA (LR03) batteries (not included).

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert four (4) AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.
- Remove batteries and dispose of them safely.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

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.

Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: **1-800-803-9611.** Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: **CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.**

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6-MONTH PRODUCT WARRANTY FOR UK

(This product warranty is valid in the United Kingdom only)

All products in the ***RADICA***® range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 01628 500303.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

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Logo Design by Roger Dean. All Rights Reserved.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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www.radicagames.com Helpline 1.800.803.9611 or service.mattel.com

Retain this address for future reference.

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You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.
Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 P.J. Tel:03-78803817, Fax:03-78803867.

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Consumer Relations 1.800.803.9611.

CONSUMER INFORMATION

Need Assistance? Visit **service.mattel.com** or call 1.800.803.9611 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM