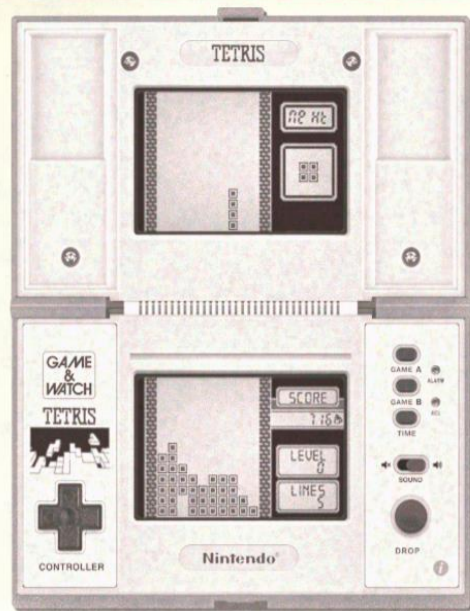


# GAME & WATCH MULTI SCREEN



## TETRIS

(TR-22)

テトリス

取扱説明書

〔保証書付〕

任天堂株式会社

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



Thank you for purchasing the Nintendo® GAME & Watch TETRIS® Game Pak.

**Before you start play, please read this instruction booklet carefully and be sure to follow the correct operating procedures. Keep this instruction booklet safe for future reference.**

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#### Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

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## WHAT IS TETRIS?

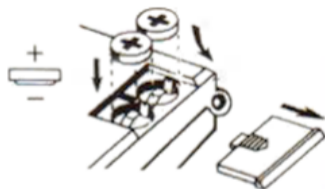
TETRIS is a new type of puzzle game from the Soviet Union. It's really simple to play. Seven different shaped blocks fall down the game field one after the other. The object of the game is to keep the blocks from piling up to the top of the game field. To do this, you can move the blocks to the left and right, and rotate them as they fall. If you can completely fill in one horizontal line, that line disappears and you get points. If the blocks pile up to the top of the game field, that's the end of the game. TETRIS is simple, easy-to-understand and difficult to drag yourself away from!

TETRIS originally came from the word "tetra" meaning the number 4. By rearranging four squares, you can make seven different shapes which are the pieces in this game.

With the GAME BOY, you can play three types of games: endurance game A, game B where you play for the highest score at the 25th line, and a 2-player game where you can connect to another GAME BOY.

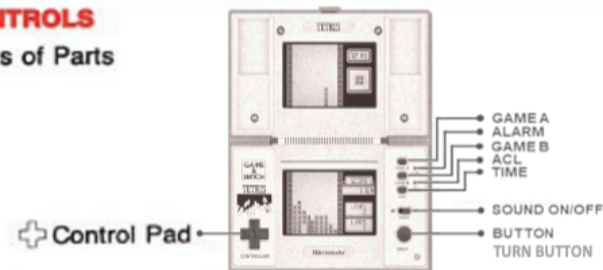
### INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.



## 1. USING THE CONTROLS

Names and Functions of Parts



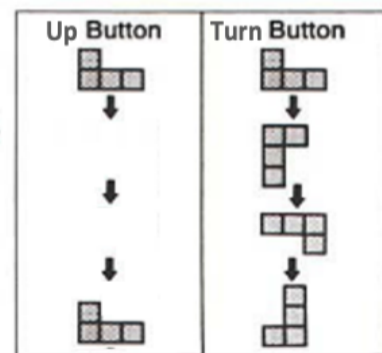
### How to Use the Controls

- ↑ Makes the blocks drop.
- ← Moves blocks to the left.
- Moves blocks to the right.
- ↓ Makes the blocks fall down fast.

The controle pad moves the blocks left, right, makes it go down faster or turn.

Up Button : Block drops in one move down to the lowest possible point.

Turn Button : Block rotates 90° clockwise each time the button is pressed.



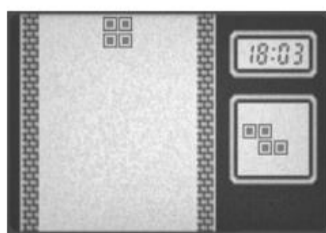
## 2. BEFORE YOU START TO PLAY

### [1] Before starting the game

Insert the batteries (LR44 or SR44) coerctly into the console, it will put the power on. The starting screen will first be displayed, followed bij the TETRIS demo screen, that starts running after a minute.

### [2] Demo Screen

When the demo runs, only the current time and next block to come will be shown on the top screen, alarm indicator will be shown on the bottom screen



Demo Screen can always be started by pressing the "time" button. Reset by pressing the "ACL" button

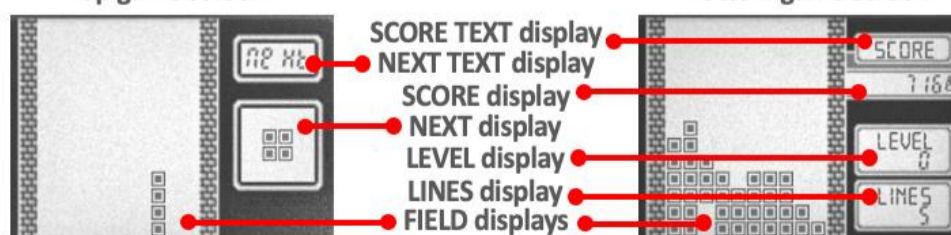


## 3. HOW TO PLAY GAME A

TETRIS can be played in one of two ways : game A or game B. Game A: This is a test of your endurance where you must try to get the high score by completing as many lines as possible. During the course of game, the LEVEL gradually increases and the game gets increasingly harder. When the blocks have reached the top of the gamefield, that's the end of the game.

Top game screen

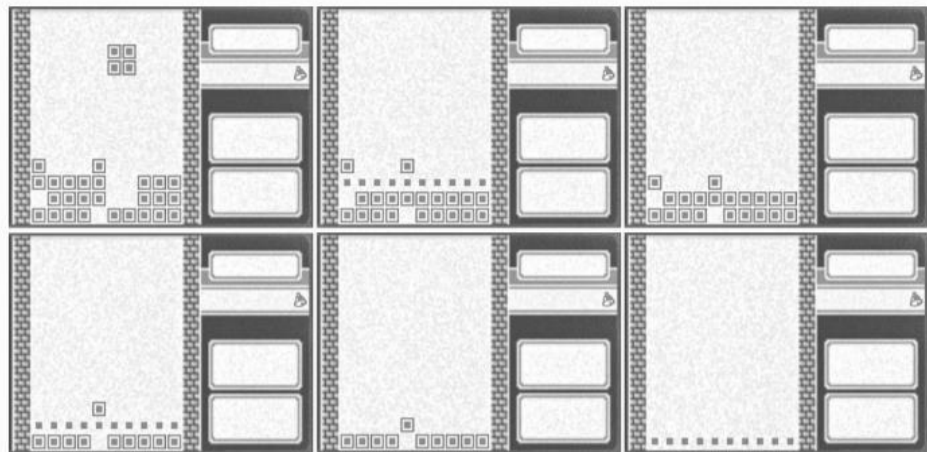
Bottom game screen



- SCORE Shows the score you have earned by completing the lines.
- NEXT Shows the next block.
- LEVEL Shows the falling speed of the current block on screen.
- LINES Shows the total number of lines that have been completed so far.
- FIELD This is where the action is.

**Freefall**

Game A has the freefall functionality. This means that all blocks that are loose after a full line disappeared, and are able to fall, will fall as far as they can. If all loose blocks are dropped, and again a full line is formed, the full line disappears and again all the loose blocks will fall.



**Top score**

When the GAME A or GAME B button is pressed, the top score of that game will appear, for as long as the button is pressed. As soon as the GAME A or GAME B button is released, the top score will disappear, and the game starts, showing zero points as current score.

**High score**

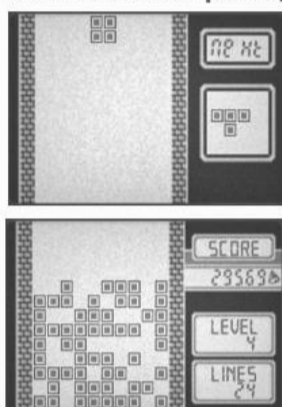
When the game is over playing GAME A and you reach a score higher than 100000, 150000 and 200000, an accordingly bigger rocket will rise into the sky. After it disappears, a congratulations for your high score will appear. The highest score is 999999, while the game goes on, the score stays the same.

When the game is over playing GAME B and you reach the highest possible score of 999999, two kosaks will start dancing on your screens. When the song has ended, a shuttle will rise into the sky. After it disappears, a congratulations for your high score will appear.

After the game is over, time and demo will start after a minute.

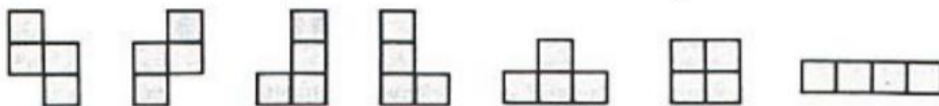
**4. HOW TO PLAY GAME B**

The object of this game is to complete 25 lines. Once all 25 lines are completed, the level is finished, and the next level will start. Game B has got no freefall, all loose blocks stay on their spot after a full line disappeared. An extra challenge is the preset blocks at the bottom of the lower screen. Each level, 2 extra blocks are added, with a maximum of 12 preset lines. The highest level you can reach is level 9. Once reached, the level remains, but the game goes on. In each level you need to complete 25 lines to finish the level. The number of lines to be completed, will appear on the 'lines' screen and will count down to zero. The current level can be seen on the 'level' screen.



**5. TECHNIQUE**

Remember the seven types of blocks. There are seven types of TETRIS blocks.



**Basic strategy**

- Align the blocks in a horizontal line making sure there are no gaps.
- If a complete line with no gaps is formed, that line will disappear from the screen.
- All the blocks remaining on the screen will fall down one line.
- As you get better at the game, you can complete two lines (a double), three lines (a triple) or four lines (a "TETRIS") with the drop of one block. Doubles, triples and TETRISes will result in a higher score.



**What should I do when this happens?**

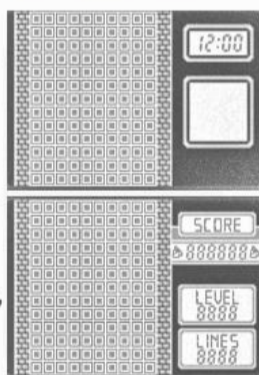
The situation shown at the left may occur during the game. First, don't panic! You may be able to fix the hole with the next block. In this case, wait for the next block to land and the "thud" sound, and quickly slide that block across as shown at the right. Skillfully link the blocks together to turn a tight situation into a chance for extra points.



**6. OTHER OPERATIONS**

**TIME SET**

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated. By pressing the CONTROLLER on up/down, you will control the hours, left/right the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release



ALARM switch. (if ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

**ALARM SET**

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.



By pressing the CONTROLLER on the up/down keys, you will control the hours, by pressing on the left/right keys you will control the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time.

When pre-set alarm time is reached, the bell mark will jump from right to left and back again. Alarm rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode, at alarm time, bell mark will jump from right to left and back again without sound.)



Push TIME key to check the alarm time. It is indicated while the key is pressed.

**ABOUT SCORING**

- Each block that lands without an actual drop will give no points.
- Pressing the CONTROLLER down continuously, will speed up the block going down for as long as the CONTROLLER is pressed down, but will not result in any points when it lands.
- Points are given when blocks are dropped with the DROP key, or when one or more lines are fully formed and disappeared.
- The higher the position that the block is dropped from, the higher the score. If blocks appearing at the top of the game field are dropped by pressing the DROP key, the score obtained will change according to the height from which it was dropped till the position that it lands. (DROP point - LANDING distance) However, you will get no score if you quit while it is falling.
- Get a high score by completing 2, 3 or 4 lines at once. Not only the number completed lines will determine the amount of points that will be gained, but also the level you are in at the moment. So, the deeper the pile of lines that is completed, the higher the score. How much the scores also differ, according to the game level can be seen in.

the table below.

- Here can be seen the number of points go up the level of times of the original additional of bonus points.

LEVEL	0	1	2	3	4	5	6	7	8	9
Single	40	80	120	160	200	240	280	320	360	400
Double	100	200	300	400	500	600	700	800	900	1000
Triple	300	600	900	1200	1500	1800	2100	2400	2700	3000
TETRIS	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

\*This table applies to both game A and B.

- When a score of 999999 has been reached, the game will continue, but no additional points can be given.

## CAUTIONS

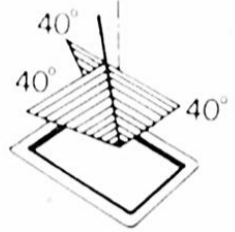
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

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9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit. (This body does not open full 180°.)
11. Screen angle is made for best viewing.



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## SPECIFICATIONS

- Accuracy of the clock : Average daily differential within  $\pm 3$  secs. (under normal temperature)
- Battery : Two Alkali-Manganese batteries (LR44 or SR44)
- Life of the battery : For clock display  
Approx. 6 months on LR44  
Approx. 12 months on SR44  
For one-hour-game a day  
Approx. 6 months on LR44
- Working temperature :  $10^{\circ}\text{C}$  to  $40^{\circ}\text{C}$  ( $50^{\circ}\text{F}$  to  $104^{\circ}\text{F}$ )

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ORIGINAL CONCEPT, DESIGN AND PROGRAM BY ALEXEY PAZHITNOV."

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## 90-DAY LIMITED WARRANTY

Nintendo Game Boy GAME PAKS

0995

THE Games Ltd ("THE") warrants that this G & W Tetris game pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day limited warranty period, THE will repair or replace the defective pak, at its option free of charge. To receive this warranty service, contact the Nintendo Service Centre on 01703 623200.

Proof of purchase is required to claim under this warranty. This warranty shall not apply if the G & W Tetris Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship. This warranty does not interfere with your statutory rights.

## NINTENDO TECHNICAL SUPPORT

THE provides an out-of-warranty repairs service for installation, maintenance and service of Nintendo products. For full details of the charges and services available, please contact the Nintendo Service Centre on 01703 623200.

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Printed in UK