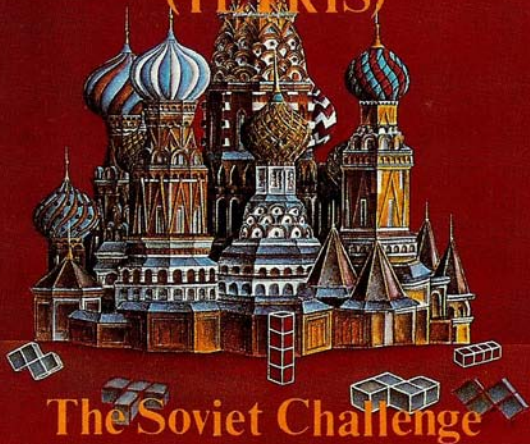


TANDY®

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ТЕТРИС™ (TETRIS)



The Soviet Challenge

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ТЕТРИС™
(TETRIS)

The Soviet Challenge

TETRIS

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TETRIS *The Soviet Challenge*



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

Tetris came into being through the joint efforts of *Academy Soft-ELORG* (Moscow), *Andromeda Software Ltd* (London), and *Spectrum Holobyte* (USA). Now, **Tetris** is available for your Color Computer, thanks to the additional efforts of Tandy Corporation and *ZCT Systems Group*.

Tetris will lure even the most seasoned hand into a challenging game of speed and maneuvering. As shapes consisting of four square cells drop into an empty pit, it's up to you to rotate and position them to create solid lines of cells.

The tension will escalate as you fill in the gaps and the lines disappear. As more lines disappear, the skill level increases and the shapes will drop at a faster rate! There are ten skill levels, plus additional options, to provide hours of challenges and fun.

Getting Started



Equipment

To play **Tetris**, you will need the following equipment:

- Color Computer with a minimum of 32k memory, or
- Color Computer 3 with a minimum of 128k memory.
- Television or Monitor.

The use of a joystick is optional.

Setting Up

WARNING!

Always be sure the computer is off before inserting or removing a Program Pak.™ Failure to do so may cause permanent damage to both the Program Pak™ and the computer.

Insert the **Tetris** Program Pak™, label side up, into the slot located on the right side of the computer. Next, connect and turn on the television or monitor. If you will be using a joystick, connect it to the right joystick port located on the rear of the computer.

Finally, turn on the computer. After a short delay, the **Tetris** game screen will appear on the display. You are now ready to play **Tetris**. Before you start however, take a few moments to familiarize yourself with **Tetris** by reading the Game Screen, Displays, Controls and How to Play Tetris sections that follow.

The Game Screen

The game screen will appear in one of two formats, depending on the type of Color Computer you are using.

For Color Computer and Color Computer 2 users, the screen contains four major displays. The Pit display, where the action takes place, appears on the right side of the screen. Your Score is displayed in the upper left hand corner of the screen, and the Next and Lines displays appear in the lower left and lower right hand corners respectively.

For Color Computer 3 users, the screen contains five major displays. The Pit appears in the center of the screen, with the Score, Lines and Next displays combined as a single display in the upper left hand corner. Additionally, a Help menu appears in the lower left hand corner, a Statistic display in the lower right hand corner, and a Level display in the upper right hand corner.

Displays



Score

Score indicates your current score. As each new piece is dropped in the pit, your score will increase by an amount depending on the height of the pit and the current skill level.

Lines

Lines indicates the number of completed lines you have deleted from the pit. The more lines you delete, the harder **Tetris** becomes as the skill level, and thus the speed of the shapes that fall into the pit, increases.

Next

Next shows you the next shape that will drop into the pit. This display assists you in deciding the rotation and position of the current shape, by knowing what the requirements of the next shape will be. Though an extremely valuable display, you receive fewer points for each shape dropped into the pit while you have the Next display on.

Help

The Help menu assists you while you are playing **Tetris** by reminding you where the more important controls are located. For a complete description of the controls, see the Controls chapter that follows. Please note that the Help menu is only available on the Color Computer 3.

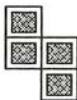
Statistic

The Statistic display indicates the number of times a particular piece has appeared in the pit, as well as the total of all the pieces that have been dropped in the pit. Please note that the Statistic display is only available on the Color Computer 3.

Level

The Level display indicates the current skill level. As the game progresses, the skill level will automatically increase. Please note that the Level display is only available on the Color Computer 3.

Controls



Display Controls

Tetris allows you to adjust the game screen to your liking by allowing you to add or remove certain displays from the screen. During game play, you may select which of these displays will appear on the game screen by pressing the following keys:

- | | | |
|--------------------------|---|--|
| <input type="checkbox"/> | 1 | Toggles the Next display on or off. |
| <input type="checkbox"/> | 2 | Toggles the Help menu on or off. |
| <input type="checkbox"/> | 3 | Toggles the Statistic display on or off. |
| <input type="checkbox"/> | 4 | Toggles the Level display on or off. |

Once selected, the display configuration you choose remains active until changed by you, or until the Color Computer is turned off.

Please note however, that the Help menu, and the Statistic and Level displays, are available only on the Color Computer 3.

Shape Controls

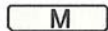
Various keys on the Color Computer keyboard allow you to control the rotation and position of the shapes as they drop into the pit. The keys have been organized for convenient one hand control, or for lightening fast two hand control of the game. The shape control keys include the following:

- | | |
|--------|--|
| J or ← | Moves the shape to the left. |
| L or → | Moves the shape to the right. |
| K or ↑ | Rotates the shape. |
| , or ↓ | Drops the shape. |
| BREAK | Pauses or Resumes shape drop. |
| I | Speeds up the shape by increasing the Skill Level. |

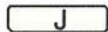
As an added convenience, the Space Bar may also be pressed, in both the keyboard and joystick control modes, in order to drop a shape into the pit. The Space Bar provides you with a bigger target to hit as the action becomes more demanding.

Other Controls

The remaining **Tetris** controls include the following two keys:



Toggle monitor type (Color Computer 3 only).



Toggle between keyboard and joystick control.

In order to prevent accidental changes during game play, the monitor type and joystick control mode selection may only be made before playing the first game.

Joystick Control

If you selected the optional joystick control mode, the joystick is used to position the shape horizontally, as well as rotate the shape, before it is dropped into the pit.

Moving the joystick left or right will move the shape left or right across the pit. You may rotate the shape by either pressing the firebutton or any of the rotate keys.

When you are ready to drop the shape, you may press any of the drop keys.

Playing Tetris



To begin playing **Tetris**, simply press any key. **Tetris** will then ask you to select a starting skill level. You may select one of ten skill levels numbered 0 through 9.

After you select a skill level, **Tetris** will then ask you for a starting height. The value you enter sets the height of fragmented lines that initially appear in the pit. Enter a 0 if you want to start the game with an empty pit. Entering a number from 1 through 7 will start the game with 2 through 14 fragmented lines in the pit. Multiply the number you enter by 2 to determine the number of fragmented lines that will initially appear in the pit.

After you enter the height, the game begins by placing a random 4 cell shape at the top of the pit. By using the left, right and rotate controls, you must position the shape in the desired location and orientation before it reaches the bottom of the pit. Once the location and orientation are selected, you may drop the shape by pressing the drop key. When the shape reaches the bottom of the pit, a new shape will again appear at the top, ready to be added to the pit.

The object of **Tetris** is to avoid allowing the pit to become filled with shapes, which ends the game (the pit is considered "full" when a new

shape, appearing at the top of the pit, has no room to fall). Thus careful attention must be paid to the rotation and placement of each new shape in the pit.

By carefully rotating and placing the shapes, you should attempt to build solid lines of cells across the entire width of the pit. When you succeed in building a solid line of cells, the entire line will be deleted from the pit and any lines above will drop to replace it. By continuing to build and delete lines from the pit, the height of the pit remains low, thus allowing you to stay in the game. However, the more lines you delete, the faster the action becomes.

If the action gets too fast, or you need a break, simply press the pause key. If you need help, turn on the Next display and you will see what the next shape to appear at the top of the pit will be. Of course, with the Next display on, you will receive fewer points for each shape that is dropped into the pit.

And if the action is too slow, press the speed up key to shift to a higher skill level and really test your ability to solve the puzzling challenges of **Tetris**.

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Tetris

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To play Tetris, you will need:

- Tandy Color Computer with a minimum of 32k of memory or
- Tandy Color Computer 2 with 64k of memory or
- Tandy Color Computer 3 with 128k of memory
- Television or monitor