

## An Adventure In

# TETRIS™

World

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and program by Alexey Pazhitnov.

With a lot of practice and some knowledge of basic strategies, any Tetris player can become a Tetris Master!

Yeah, but some of us don't need any practice.



Twisting and turning, Tetris shapes fall before your closed eyes. A long session of game play has just concluded. You've done better than ever before but, next time, you'll reach for an even higher level, a bigger score. You've been "Tetrisized." Howard and Nester know this feeling well. They've even taken on the shapes of Tetris blocks and now, they're on a quest to take on the Tetris King and become true Tetris Masters. Join us in this quest for greatness and pick up some pointers on the way!

Official  
**Nintendo**  
Seal of Quality

Before we leave for Tetris World, let's review a few of the fundamentals of proper piece placement. Tetris is a game of basic principles and the better you know them, the better you'll be.

While you're thinking about it, I'll be racking up the points!

## THE BASICS

The blocks fall one at a time. You must rotate them and make them fit with the already fallen pieces. A completed horizontal line will disappear and make room for more blocks.



A perfect fit!



With the right rotation you can make a perfect fit.

Not perfect, but good for one line.



Fit the pieces snugly and complete as many lines as you can.

Another perfect fit.



Completion of multiple lines with one block will result in an extra high score.

### Meet The Pieces

There are seven possible configurations of four squares with touching sides. These are the Tetris Tetrads.



#### 4-Bar

A four block line is the only piece that can complete a four line Tetris.



#### L-Block

This one fits nicely into a narrow two block high space.



#### L-Block Reverse

It's only slightly different from its counterpart.



#### 4-Square

There's no need to rotate this Tetrad. It's always two-by-two.



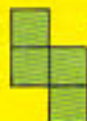
#### T-Block

Fill in one block stair stepped patterns with this piece.



#### Z-Block

The spaces are in different places, but the principle is the same.

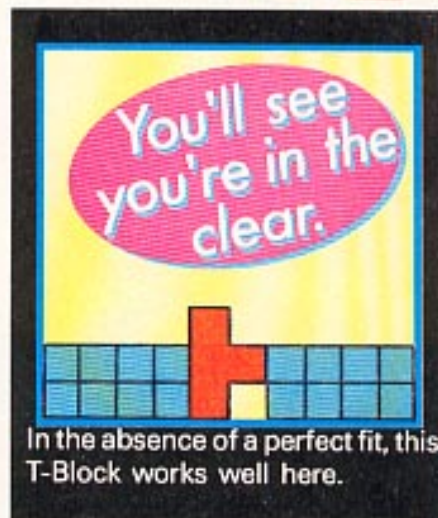
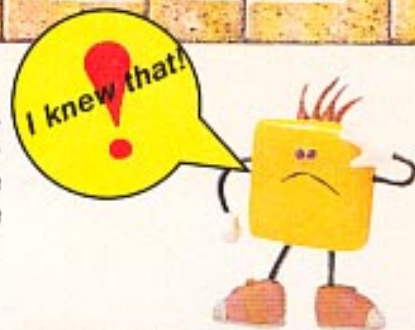


#### Z-Block Reverse

This one can be awkward to place. Don't let the Z-Blocks stack up too high.

# Lines Vanish

When you complete a horizontal line, all of the blocks in that line will disappear. Make sure that you complete lines when you can to keep the pile from reaching the top of the screen.

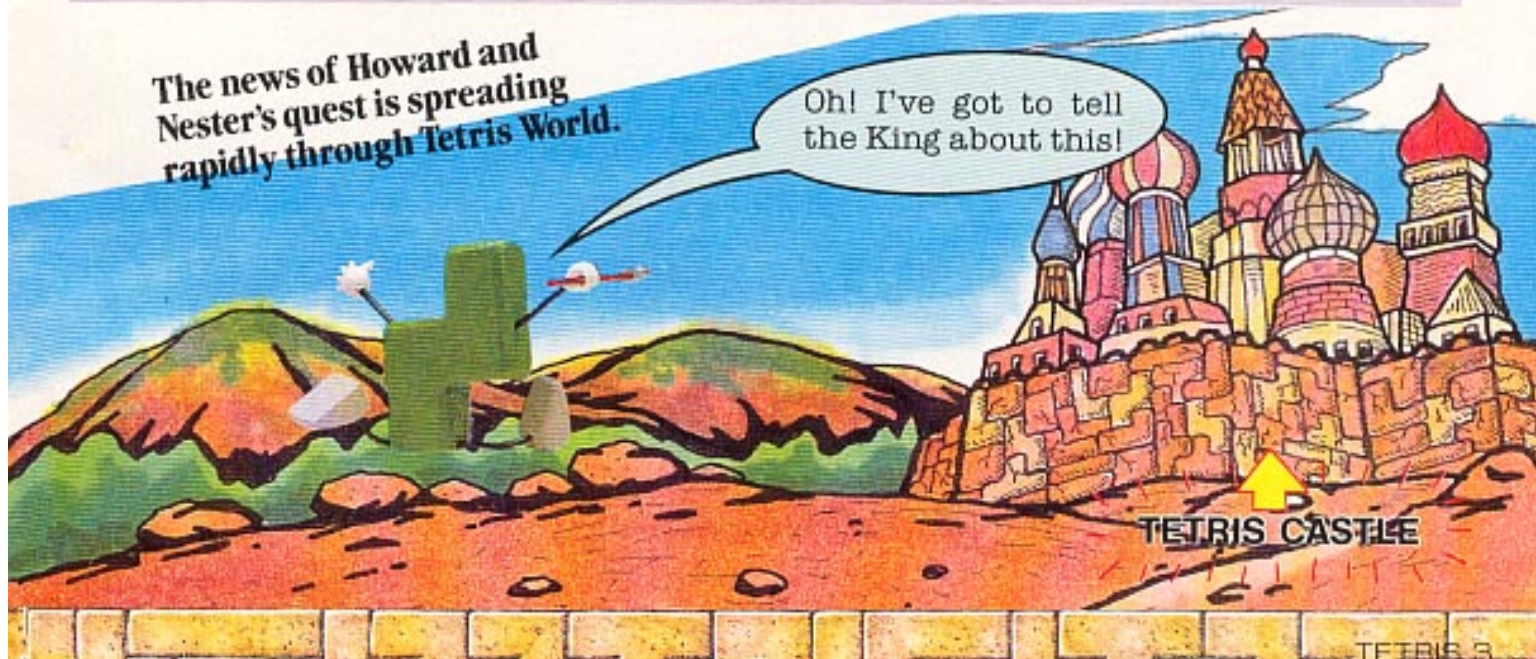


## Plan Ahead

Check the box on the right side of the screen to see which piece is next. This will give you a better idea of where to put the currently falling Tetrad. Here, the next Tetrad is an L-Block. Put the 4-Square on the left side of the gap and the next Tetrad will complete two lines at once for more points!



The news of Howard and Nester's quest is spreading rapidly through Tetris World.



C'mon! Let's go!



On their way to Tetris Castle, our adventurers have picked up some good advice that will make them worthy challengers for the Tetris Crown. For an extra high score, they've learned that they should work toward completing four lines at once for a Tetris. Here are some steps to a typical Tetris.

It's just a jump to the left.

Begin by placing a Tetrad in the left corner.

And then they fit in tight.

Start building and don't leave any spaces. This Z-Block fits nicely in the two block gap.

Keep on doin' it.

Continue to pile the blocks and leave a one block space open on the right.

Hmmmm. So Howard and Nester are on their way to challenge me are they? Well, they still have a lot to learn.

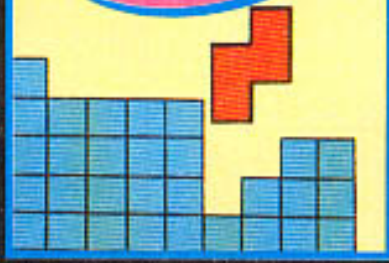
Once I rid the world of those two meddlers, I will indeed be the most popular and powerful Tetris Master of all! They will soon join the others that have tried and failed to pass my test, as stones in the walls of Tetris Castle!



The true Tetris adventurer always looks for Tetris scoring opportunities.

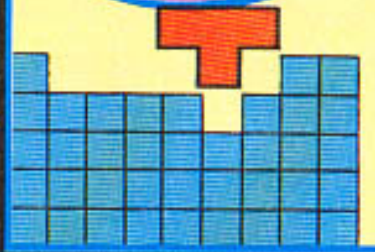


And twist 'em just right.



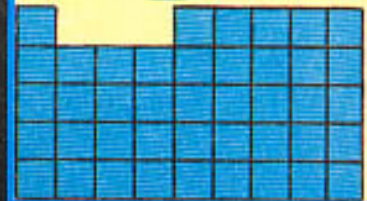
Rotate the falling Tetrads wisely and make them fit solidly.

Higher and higher try with all your might.



Build the pile until it's four blocks high, try to keep it under control and wait for a 4-Bar.

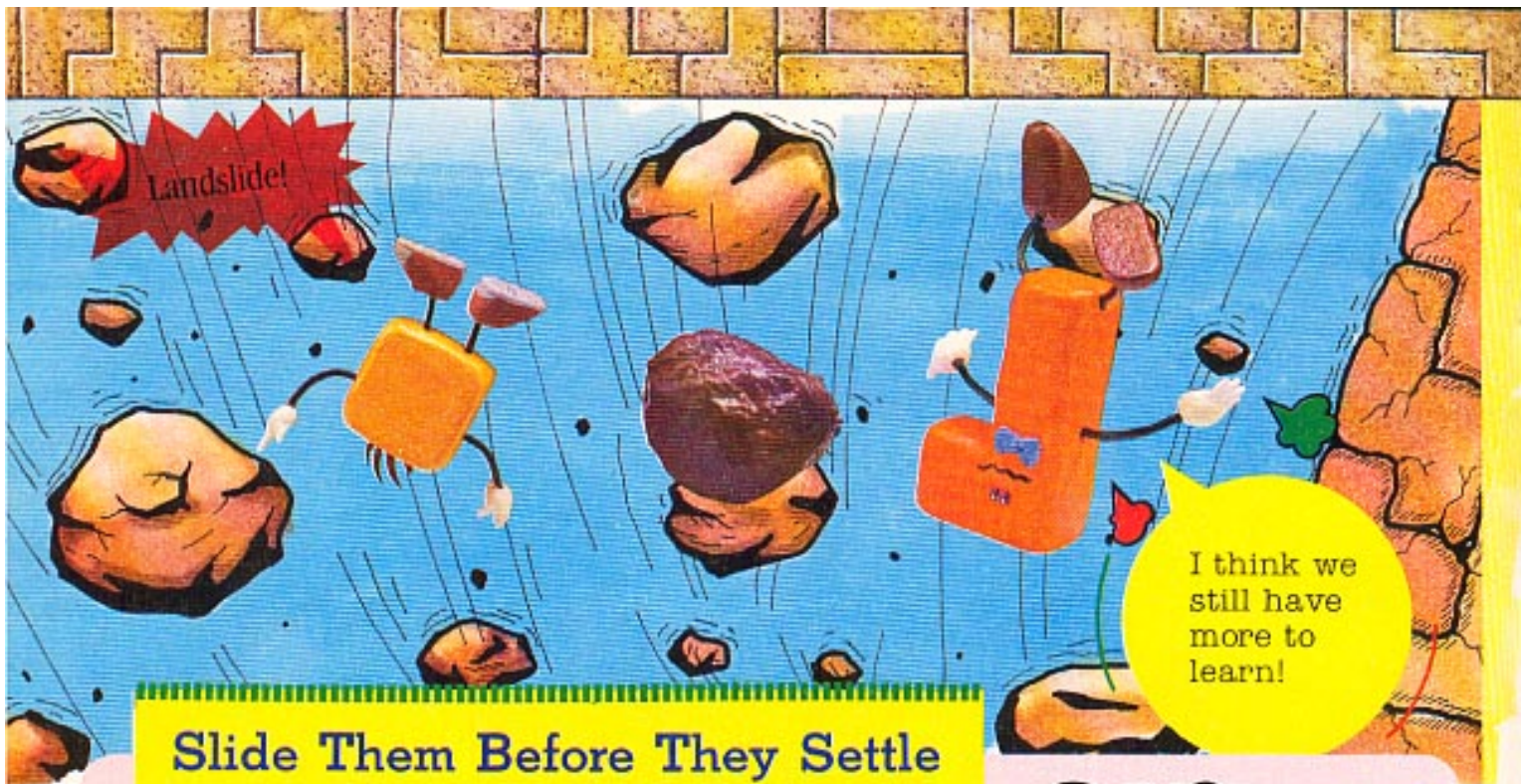
Patience is rewarded, your Tetris is in sight.



Success! A Tetris scores four times as many points as a three line completion.

## Push your Tetris Points To The Limit.

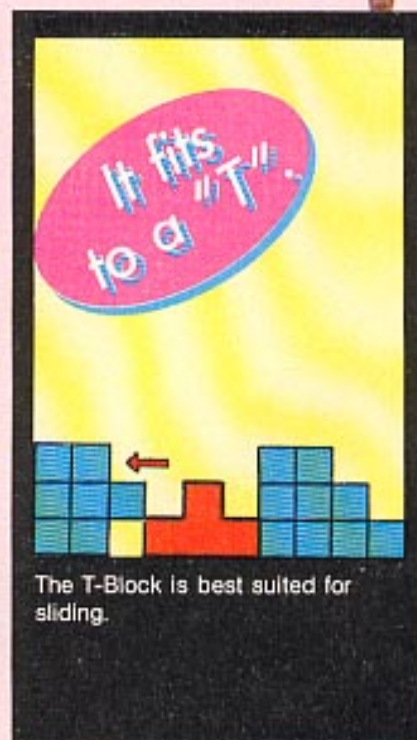
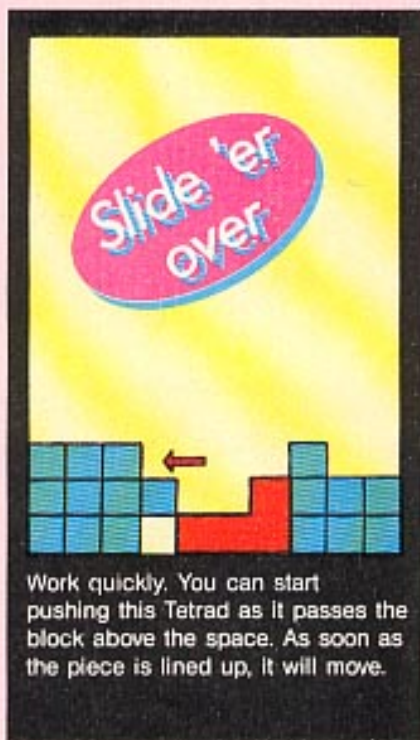
SCORE LEVEL	0	1	2	3	4	5	6	7	8	9
	1,200	2,400	3,600	4,800	6,000	7,200	8,400	9,600	10,800	12,000
	Points	Points	Points	Points	Points	Points	Points	Points	Points	Points



## Slide Them Before They Settle

If there are spaces that are covered by three sides, you can fill them by sliding over appropriately shaped pieces before they stop moving.

Here's a helpful technique!

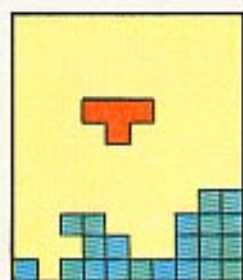


I do this all the time!

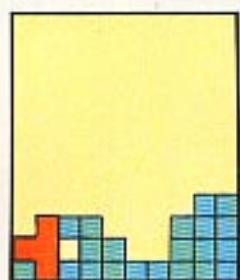
These examples all show pieces moving to the left but pieces can just as easily slide to the right. In advanced levels, when the pieces fall at high rates of speed, they are much more difficult to slide.

## Twist, Turn And Make Them Fit

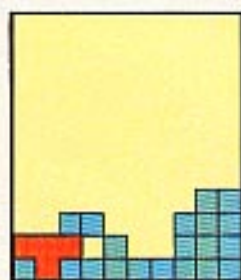
Not only can you slide pieces into place, but you can also twist them in tight areas. You'll have to know what space a piece will occupy when it is turned and make sure that there are no blocks in that space. Then, twist it quickly.



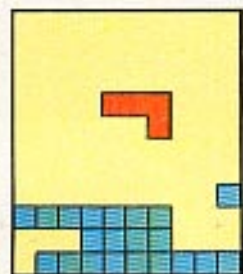
The space on the left is shaped like a T-Block but there's a block in the way.



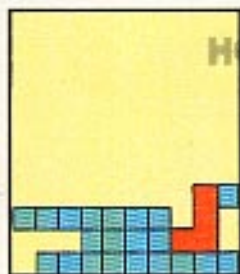
Turn it once clockwise and wedge it in.



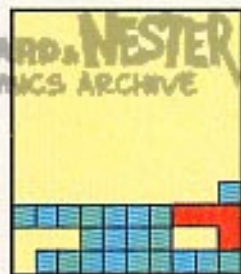
Turn it the other way and make it fit!



The gap on the right can be partially filled with this L-Block Reverse.



Set it down vertically.



Twist it and complete a line!

Let's Twist!



Hmmmmmm...

I think I saw him running around outside!

We'll have to find another way inside!



I kind of like it out here!



It's sort of dark in there!

Look! The Tetris King left a gap!



Now to find the King!



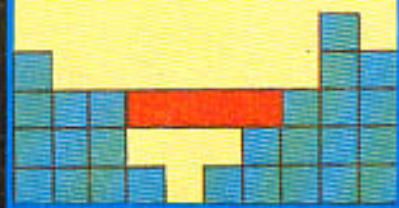
## A Different perspective

It's easy to get into the routine of always fitting each piece the same way but some situations could call for a rethinking of your strategies. Try to experiment with your piece placement. You may be surprised by the results.

Don't get stuck in a rut!



Take it laying down.



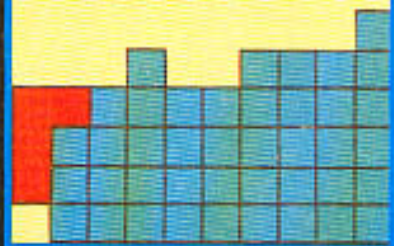
The 4-Bar sometimes works better horizontally then vertically.

Take what you can get.



A Z-Block Reverse would have been perfect but this piece does complete a line.

Take it times 3.



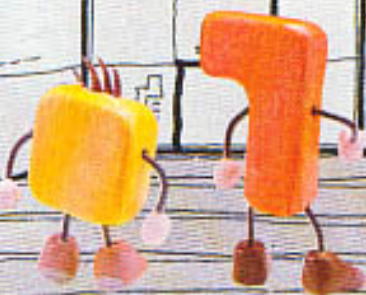
This move will keep the Tetris Bluff from growing too high.



I'll show you how to do it!

Of course when you're playing the game there's never much time to think about your moves. By trying new things you're bound to make some mistakes but you could end up being a better player for it in the long run.

So, where is this King anyway?



He must be hiding somewhere in this maze!

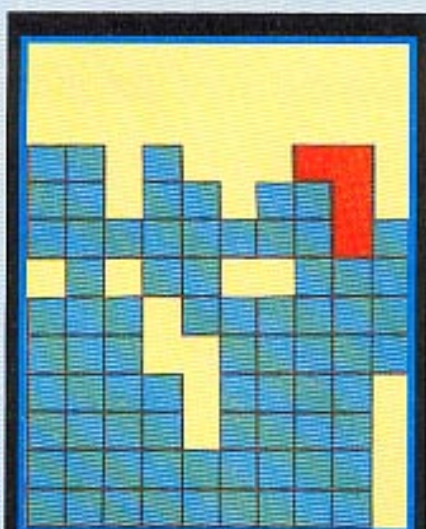


Halt, intruders!!

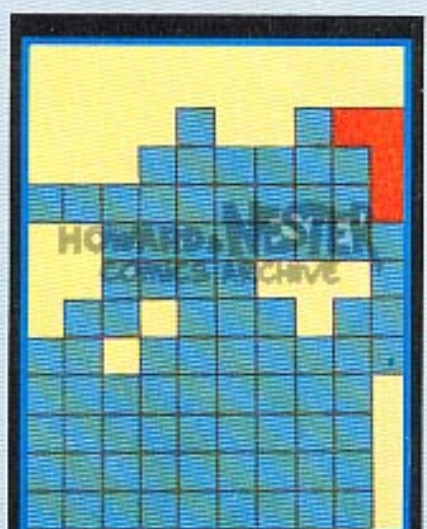
Let's make a run for it!

# Get out of Dangerous Predicaments

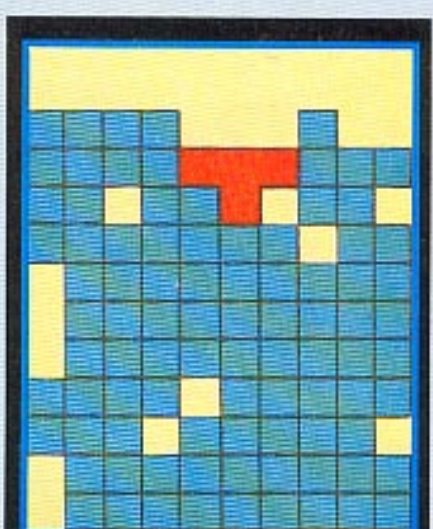
When the pile gets high, the most important thing to do is to complete lines. Fit the pieces as snugly as you can and keep looking for opportunities to finish off a line.



This L-Block fits well in the space on the left but in this position it completes a line.

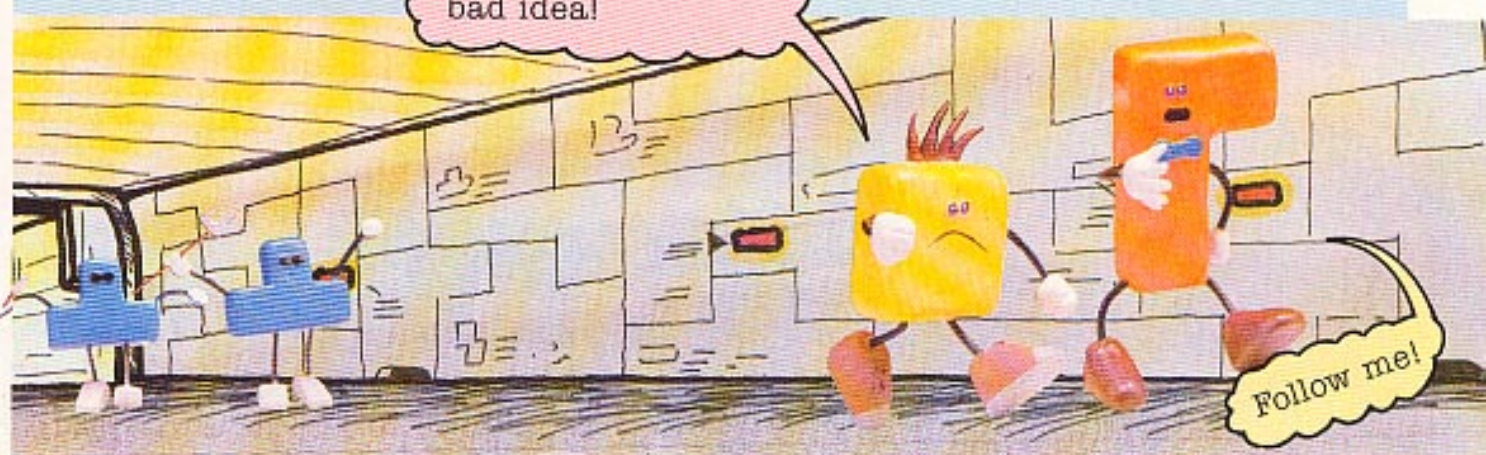


This piece placed here opens up a big space on the left.

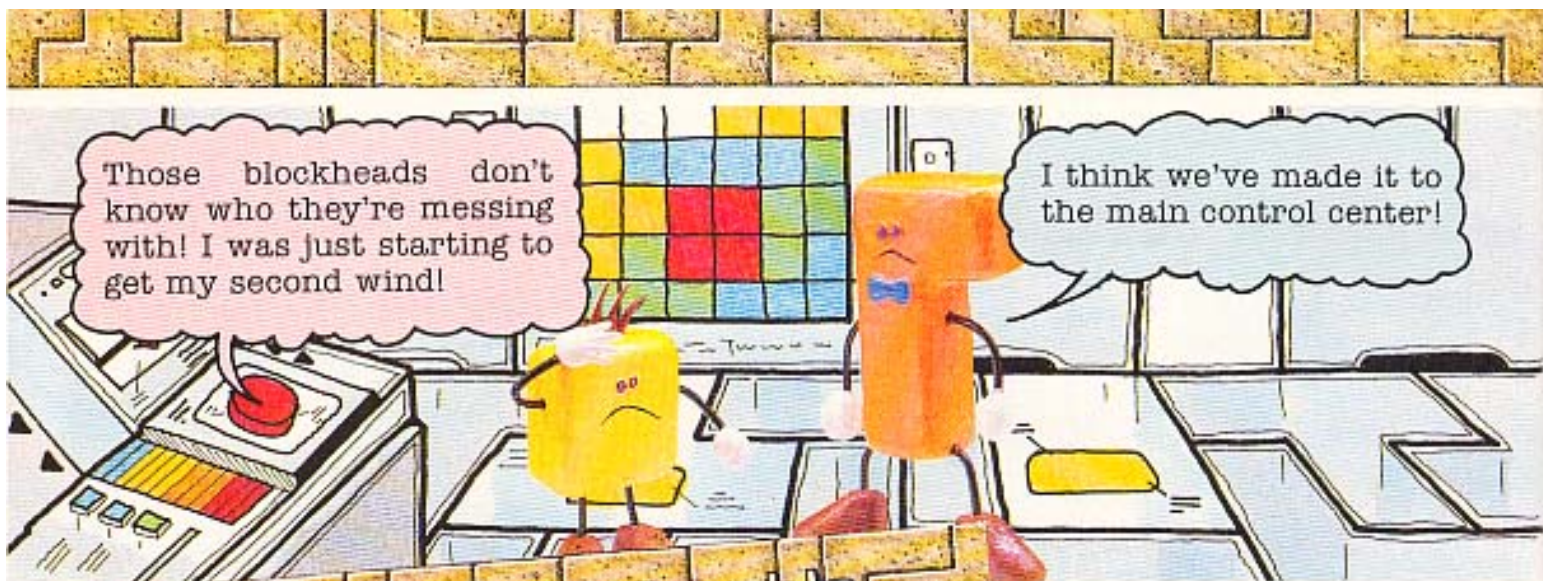


Any other placement would be a Tetris-aster.

I told you this was a bad idea!



Follow me!



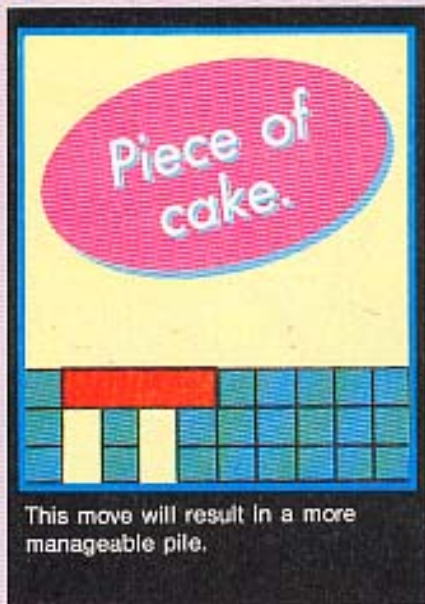
Those blockheads don't know who they're messing with! I was just starting to get my second wind!

I think we've made it to the main control center!

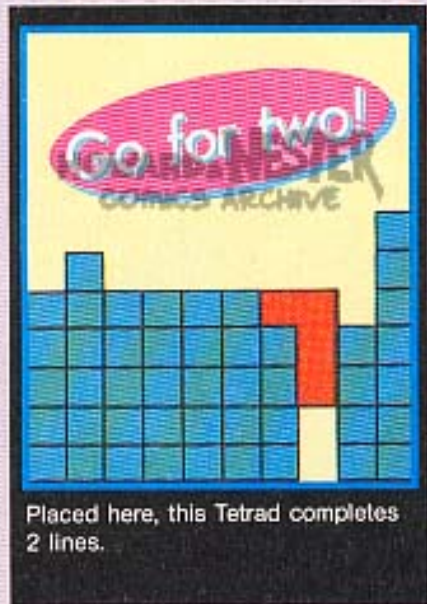
## Stay Out Of Trouble

When the blocks are coming down at high speeds it's more important to keep the stack in control than score a lot of points. When you see a chance to reduce the height of the stack, take it!

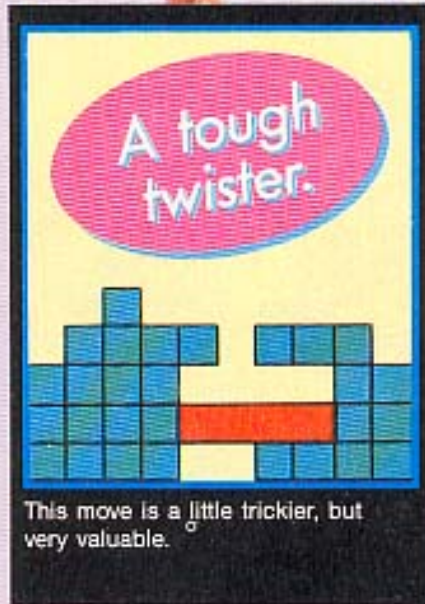
Here's a tip for high levels.



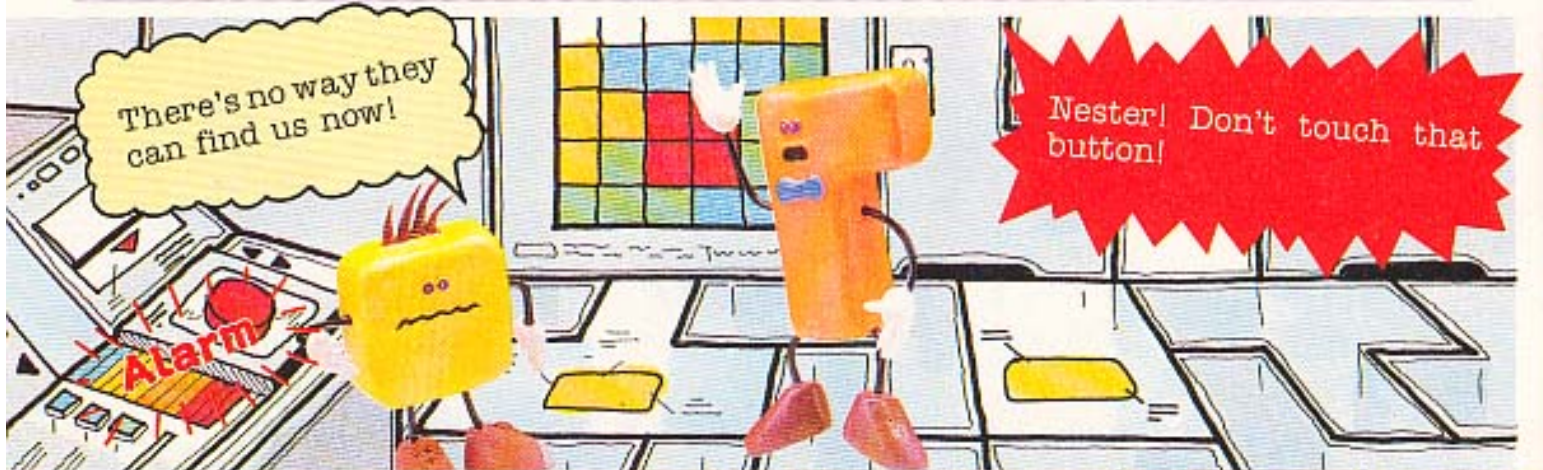
This move will result in a more manageable pile.



Placed here, this Tetrad completes 2 lines.



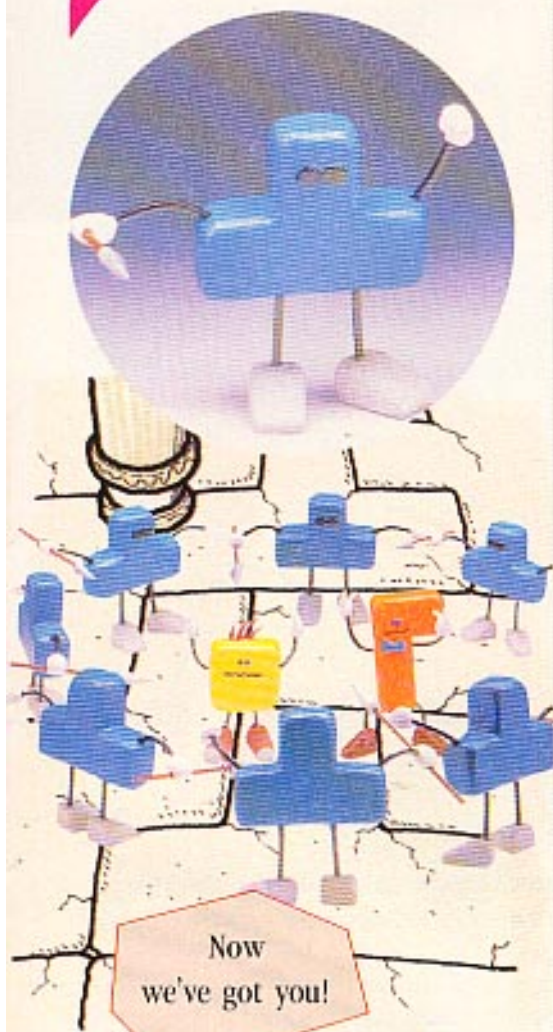
This move is a little trickier, but very valuable.



There's no way they can find us now!

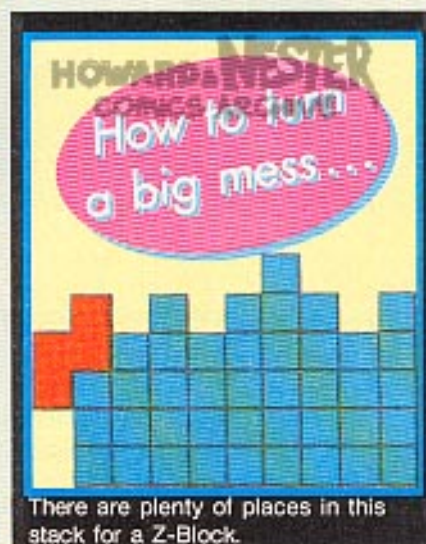
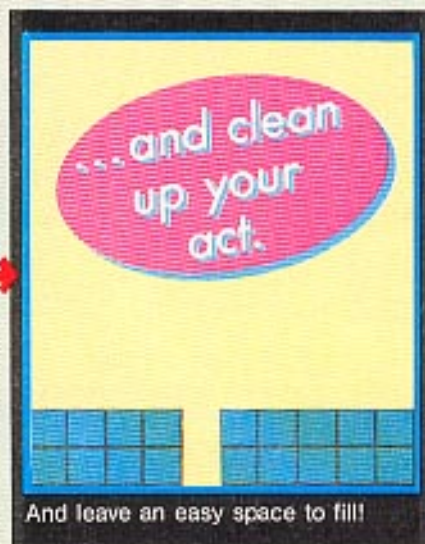
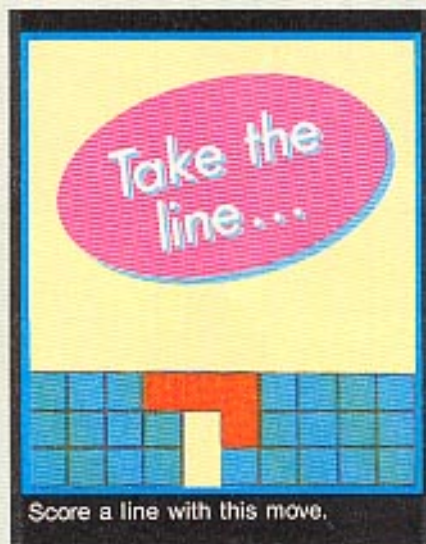
Nester! Don't touch that button!

# Alaaaarm

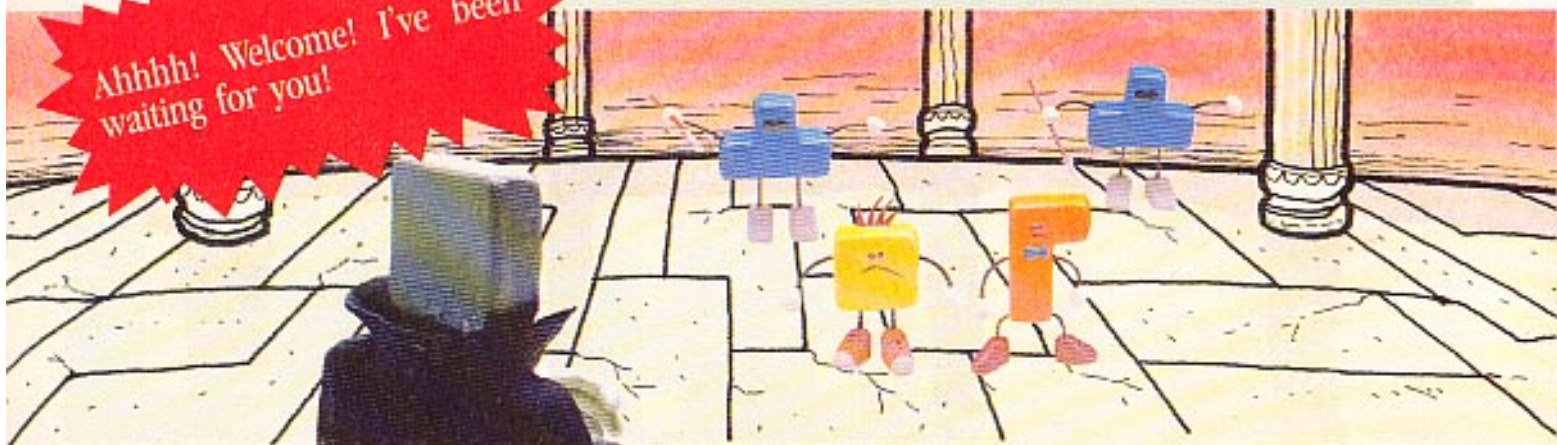


## Think Fast!

While you're deciding where to drop a Tetrad, think about what the space will look like once the piece is in place.



Ahhh! Welcome! I've been waiting for you!



# THE ROYAL TETRIS TEST!

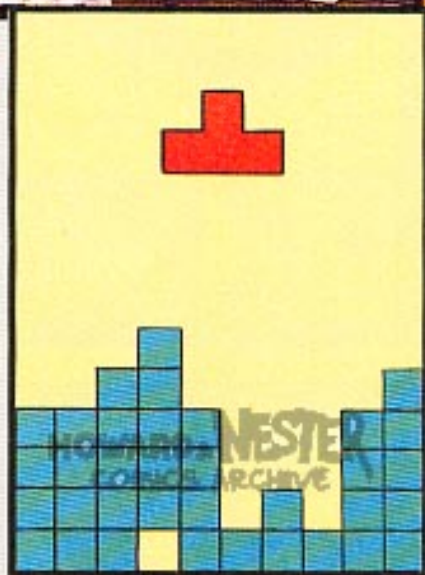
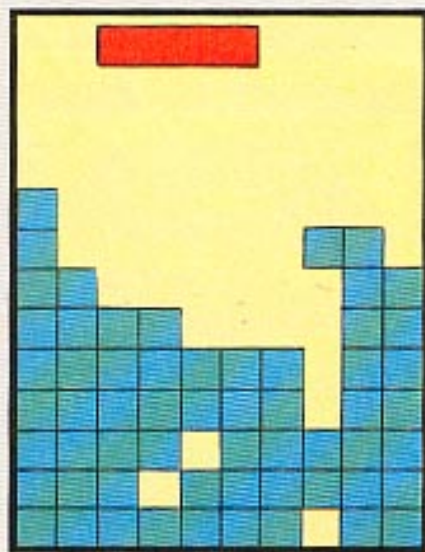
You are now my captives!

If you want to survive, you'll have to pass my Tetris test.

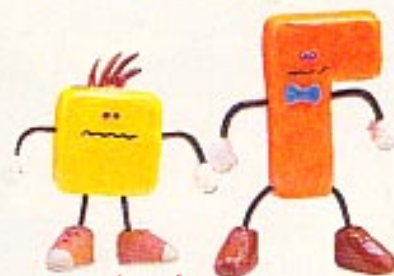
## Question #1



In these two situations, place the falling pieces in the best possible positions.



If you miss one question, though, you will spend eternity as stone blocks in the walls of my fortress! Ha ha!!



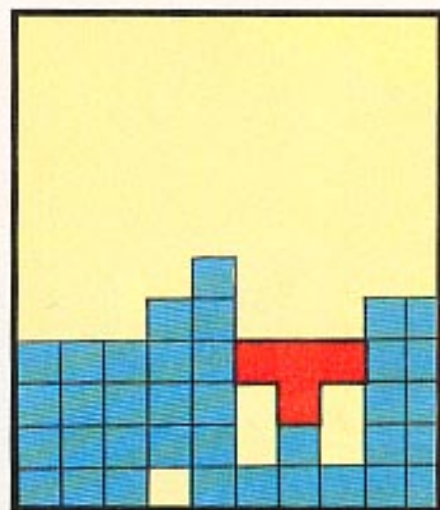
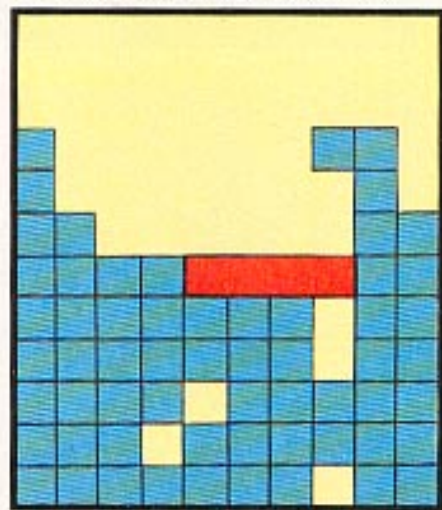
Geeeee!

## Answer #1

It's easy! In the first situation, slide the 4-Bar in horizontally, and in the second situation, turn the T-Block completely over and set it down in the wide gap to complete a line.

No sweat! I can answer this!

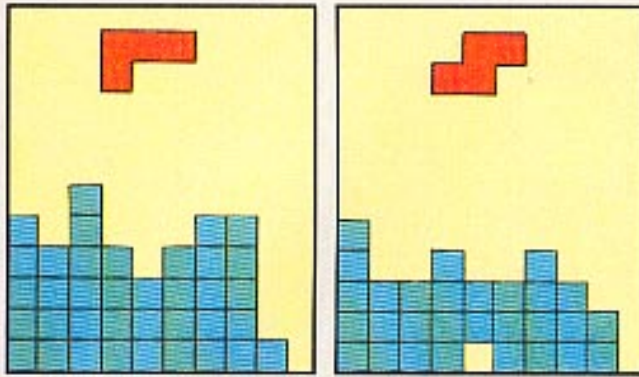
Oh no!  
We're doomed!



## Question #2



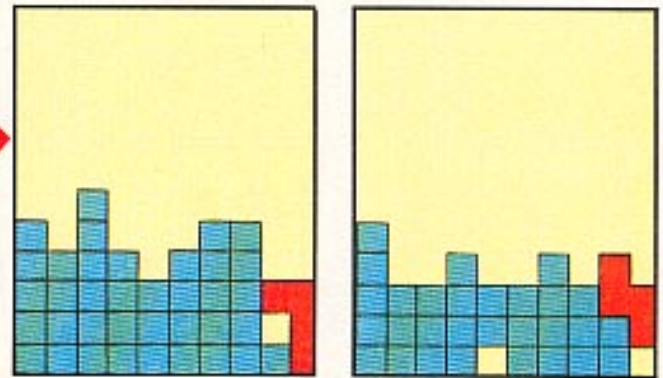
Good! Now, this is a little more difficult. Where would you put this L-Block and this Z-Block in order to bring down the size of the stacks.



## Answer #2



Simple! Rotate the pieces clockwise and move them down and to the right! I'm great under stress!

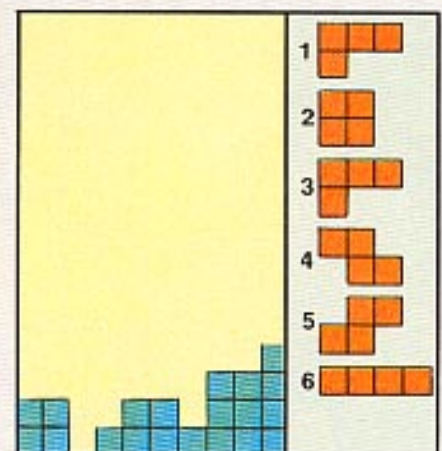
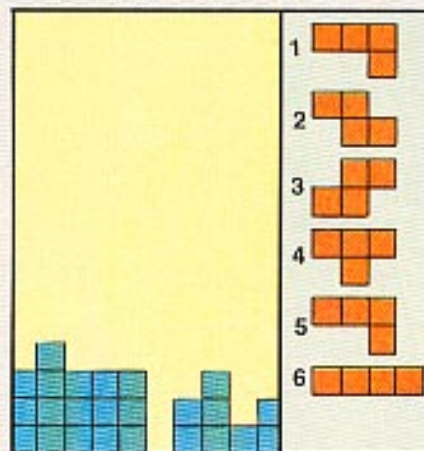
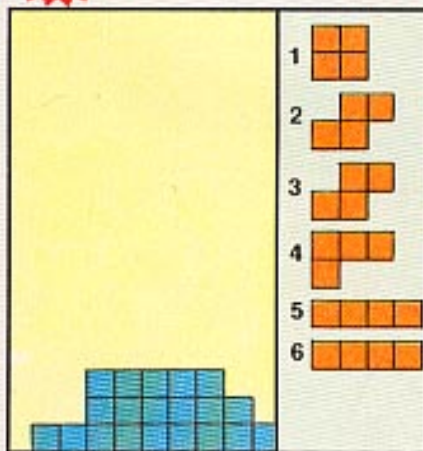


Not bad!

Now try this final question. If you get this one right, I'll let you go!

## Question #3

In each of these three examples, with the numbered blocks being in the correct order for the next piece that will fall, how will you manipulate them to score a Tetris?



Uh... Well... I think, maybe...

Wait, I can answer this!

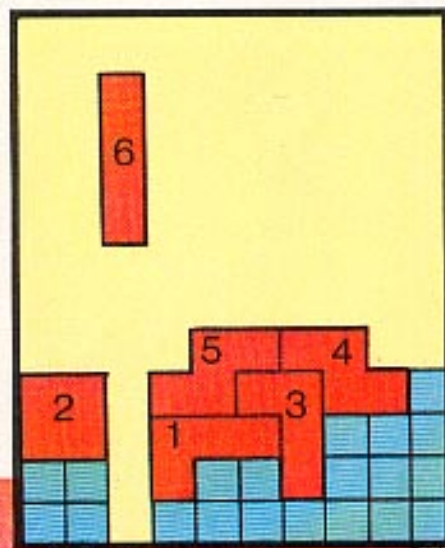
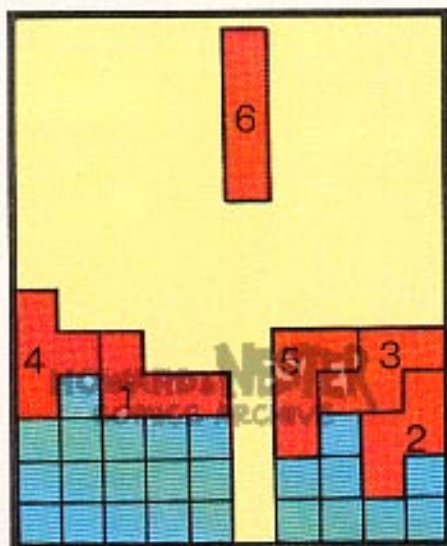
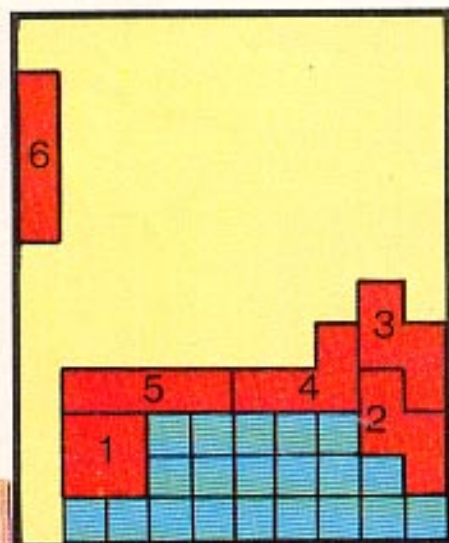
Four line scores are my specialty!

## ANSWER #3

In this case, make sure that you leave the left column open for the last piece. Put the first two pieces on either side of the pile, and set the others evenly across.

Here, build up both sides and put the scoring 4-Bar in the middle.

And here, build up the left side with a 4-Square and pack the others onto the right side so that it will be at least four blocks high. Pretty good, huh?



My oh my! For a couple of squares, you T'rads really know your way around!

I'm great, I'm great, I'm great!

**GAME OVER**