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TETRIS 2
TM*

INSTRUCTION BOOKLET

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Official
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Thank you for selecting the Tetris 2™* Game Pak for the Nintendo® Game Boy™ unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future refence.

CONTENTS

THE BIRTH OF A NEW TETRIS

Tetris 2 is a new addition to the family of puzzle games that began with the megahit, Tetris.

Tetris 2 consists of black, white, and grey blocks. In the original Tetris game, the object was to erase the blocks by arranging them horizontally across the screen. In Tetris 2, your goal is to arrange three blocks of the same color vertically or horizontally. This will cause the set of three blocks to disappear.

While maintaining the "simple, but fun" tradition that began with the original Tetris, Tetris 2 moves ahead as a game that is even more challenging and fun to play.

CONTROLLER FUNCTIONS

+Control Pad

Press Left to move a block to the left.
Press Right to move a block to the right.
Press Down to drop a block more quickly.
In the manual mode of the Puzzle Game, press DOWN to drop the next Falling Block.

A Button
B Button
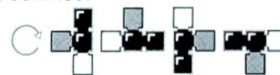START Button
SELECT Button
+Controller Pad

SELECT Button

Press the SELECT Button to move the cursor on the title screen. In the Puzzle Game, you can restart the round you are playing by pressing SELECT.

START Button

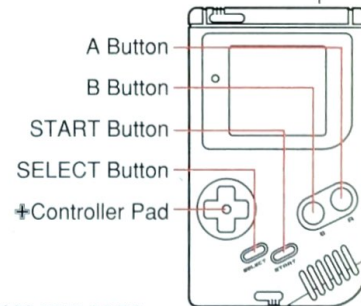Press the START Button to begin play. This button also pauses your game.

A Button

Press the A Button to rotate Falling Blocks clockwise.

B Button

Press the B Button to rotate Falling Blocks counter-clockwise.

RESET

Press the A Button, B Button, SELECT Button, and START Button simultaneously to reset your game.

☀ HOW TO START

To begin your game, insert the Game Pak into the Game Boy unit. Move the power switch on the Game Boy to the ON position to display the title screen.

When you select 1-Player on the title screen, the display will change to NORMAL,PUZZLE. When you select VERSUS, the screen display changes to 1P VS 2P,1P VS COM. The Menu Screen appears when you select either the 1-Player or Versus Modes. (Note: The CPU Player Select Screen will appear when you select the 1P VS COM mode.) Use the A Button or START to make your selections.

If the Game Link Cable is not attached to the Game Boy unit, the 1P vs. 2P mode may not be selected.

▌ Display Menu Screen ▐
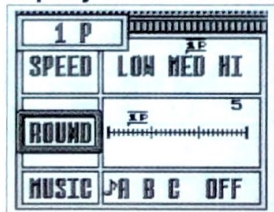
This is the NORMAL GAME screen.

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On the Menu Screen, use the ✛Control Pad to move the cursor. Use the A-Button or START to make a selection.

SPEED	This setting determines how fast the blocks fall.
ROUND	The current game's difficulty level increases as the round number increases.
MUSIC	This selects the music that is played during the game. Select "OFF" if you want to play without background music.
NEXT	In the Puzzle Game, NEXT is displayed on the screen rather than SPEED. You can select AUTO or MANUAL to determine whether the Falling Blocks will appear automatically or only when you press DOWN on the ✛Control Pad.

In the competitive modes (1p vs. 2p and 1p vs. CPU), the players can individually select the SPEED and ROUND settings. This is very useful if you want to handicap yourself or your opponent.

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BLOCK TYPES

The three different types of blocks that appear in this game are Flash Blocks, Fixed Blocks, and Falling Blocks. Each of these blocks appear in black, gray, and white.

FLASH BLOCKS

The Flash Block is a flashing round block. It has a different effect in the 1-Player and Competitive Modes. Try eliminating these blocks to see what happens.
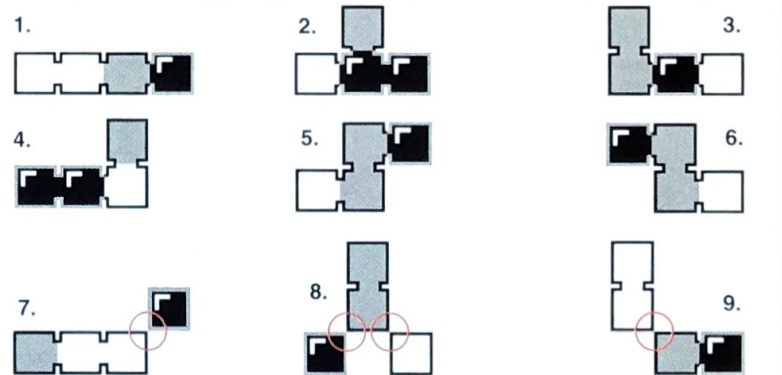

FIXED BLOCKS

The Fixed Blocks appear on the screen before the game begins and restrict the movement of the Falling Blocks. You can win the game or advance to the next stage by eliminating all Fixed Blocks on the screen.
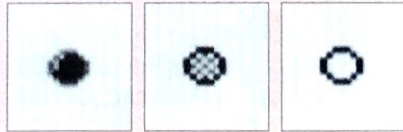
FALLING BLOCKS

As displayed below, there are nine different forms in Falling Blocks.
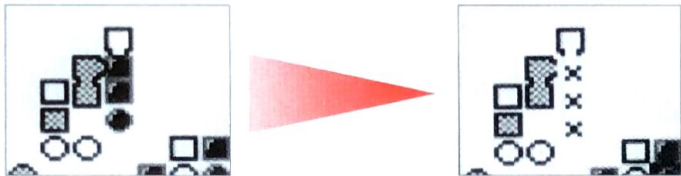

Falling Blocks consist of four pieces and fall from the top of the screen.

Blocks 7, 8, and 9 are separated at the circled point when they touch another block in the playing field.
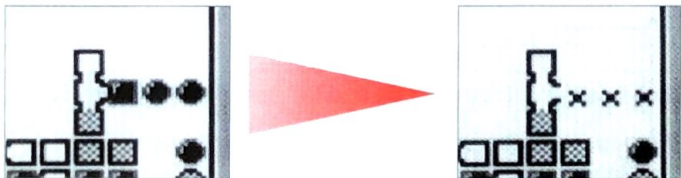
HOW TO ELIMINATE BLOCKS

You can eliminate blocks by moving the Falling Blocks into a position where three or more of similar shaded blocks create a horizontal or vertical line.

ex. 1

Arrange three black blocks vertically...... to eliminate the black blocks.

ex. 2

Arrange three black blocks horizontally.. to eliminate the black blocks.

CHAIN REACTION!

Master the technique of causing Chain Reactions.

This strategy involves removing two or more rows simultaneously.
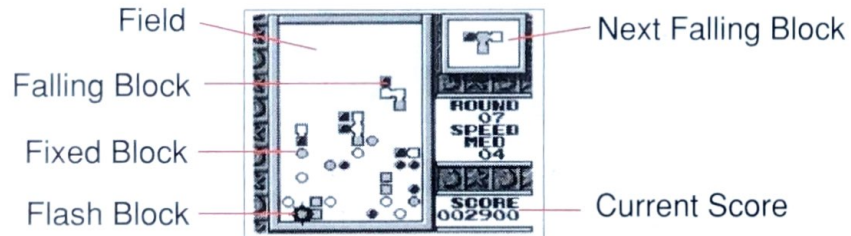Try using this technique in the competitive mode to sabotage your opponent's game screen.
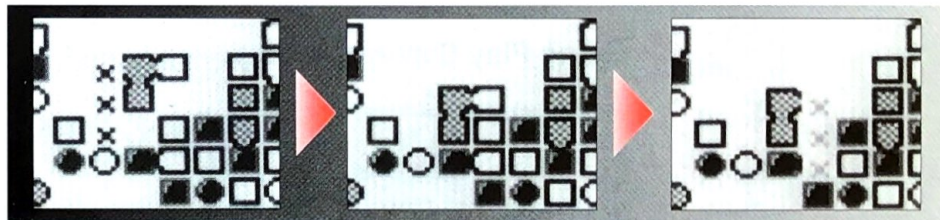
As shown above, a white Falling Block drops into place after the player eliminates a row of black blocks. As a result, three white blocks disappear. (see p.21)

To advance in the Normal Game, you must move the Falling Blocks and position them into rows and columns causing similarly colored Fixed and Flash Blocks to disappear. If you eliminate a Flash Block, all Fixed Blocks will disappear allowing you to advance to the next level. Your game ends, however, if you allow the blocks to build above the top of the playing field.

╞ Game Play Screen ╡

Field

Falling Block

Fixed Block

Flash Block

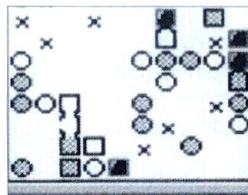Next Falling Block

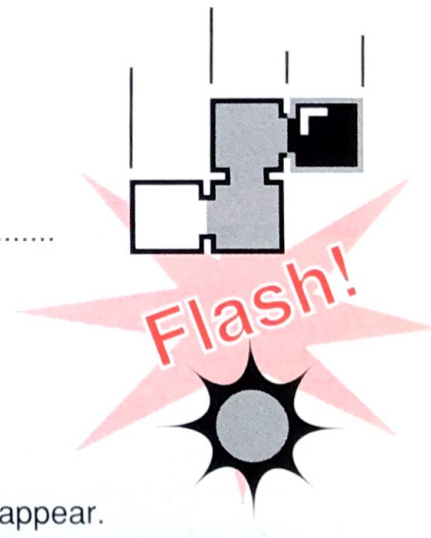ROUND
07
SPEED
MED
04

SCORE
002900

Current Score

If you erase a Flash Block, all blocks of the same color in the field will disappear.
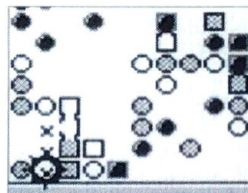
Remove the black Flash Block.........

so all black Fixed Blocks will disappear.

Flash!

11   12

Scoring System

Normal game

■ Scoring System

Falling Blocks	10 points each
Fixed Blocks	20 points each
Flash Blocks	40 points for each Fixed Block erased following the Flash Block.

■ Chain Reactions

The score for each Chain Reaction is determined as follows:
(# of blocks eliminated) x (points for each block) x (chain reaction bonus).

Chain Reaction Bonus	Bonus Factor
One chain	x 2
Two chains	x 4
Three or more	x 8

■ Flash Blocks Eliminated by Chain Reaction

The score is determined as follows:
(# of Fixed Blocks eliminated with Flash Blocks) x (# of chains) x (40 points).

■ Bonus Score

You'll receive bonus points for finishing a stage quickly.

You do not receive points for eliminating blocks that disappear after you remove a Flash Block or 6 consecutive blocks (see special technique on page 25).

In the Puzzle Game, the object is to make all Flash Blocks disappear from the field while using the fewest number of Falling Blocks. The basic rules follow the Normal Game, however, the player can only use 100 Falling Blocks in each round. During game play, you can restart the current round by pressing the SELECT Button. "TRY AGAIN?" will be displayed. If you select YES, you can restart the current round. If you select NO, your game will end. Use the A-Button or START to make your selection.

Menu Screen

NEXT
Selects how next Falling Block will appear.
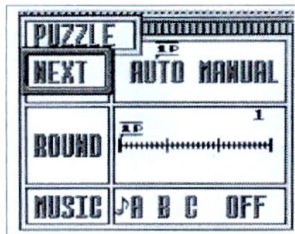
AUTO
Falling Blocks will drop automatically.

MANUAL
Falling Blocks will drop when you press Down on the +Control Pad.

If you make all Flash Blocks disappear from the field while using the least number of Falling Blocks possible, you will clear the round and receive a PERFECT rating.

To get a PERFECT rating on each round, you need to perfect advanced techniques. Read HINTS AND TIPS (page 23-25) and master how to control blocks like an expert.
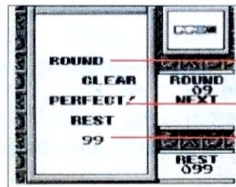
Game Screen
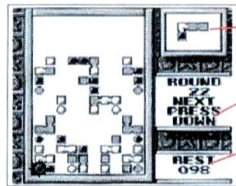
Next Falling Block

PRESS DOWN
This will flash when Manual Control has been selected.

REST
The Falling Blocks still available to use. Each time a Falling Block drops, this number will decrease by one.

### Round Result (When PERFECT)

Round Clear

Perfect

The remaining Falling Blocks.

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If you successfully eliminate all Fixed Blocks from the screen, PERFECT will not appear if too many Falling Blocks were used.

If you want to play the same round again, use the +Control Pad to select RETRY then press the A-Button.

If you want to move to the next round, choose TRY NEXT.

Round Result
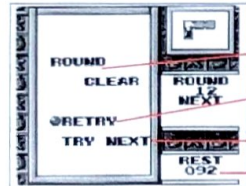
— Round Clear

— Retry

— Try Next

— The number of Falling Blocks remaining

Once the mode has been completed, the score for each round will be displayed.

## Round Score Screen

— Round Number

— The number of Falling Blocks remaining

If you finish a round perfectly, a ◆ will appear between the round number and the number of remaining Falling Blocks.

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Both players start the game simultaneously. You win the game if you eliminate all the blocks from your game screen or the blocks on your opponent's screen stack up to the top of the game screen. The first player to win three games wins the match.

Game Play Screen

Player 1's Side
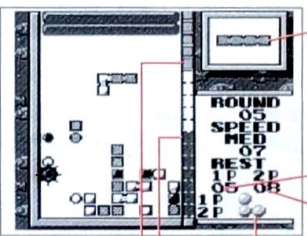
Next Falling Block*

*Next Falling Block will belong to the player who places his or her current block first.

If you want to get the next block, drop the current block quickly to get that next block!

Player 1's Fixed Blocks

Player 2's Fixed Blocks

Height of Player 2's blocks

Height of Player 2's ceiling

Victory Mark

In the Competitive Mode, Flash Blocks play an important role in your ability to attack your opponent. (see p.19)

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There are two ways to attack your opponent:

■ Dropping the Ceiling

Each time you eliminate a Flash Block, the ceiling over your opponent's game screen drops down one line. If your opponent erases a Flash Block in his or her field, the ceiling will move up to its original position. This action works much like a game of "Tug of War". If you erase a Flash Block in the Competitive Mode, a similarly shaded Fixed Block will become a Flash Block.

■ How to Make Your Opponent's Blocks Fall Faster

Your opponent's Falling Blocks will temporarily fall faster each time you get a Chain Reaction to occur on your game screen. The next block will fall faster when the lowest ceiling piece turns black.
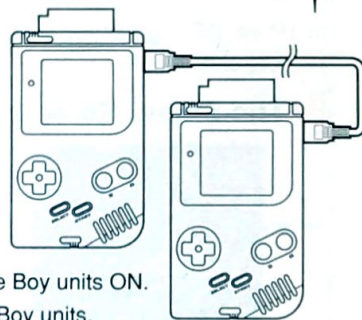
☀ HOW TO CONNECT THE GAME LINK CABLE ☀

To play a 1p vs. 2p game, connect two Game Boy units with the Game Link Cable as shown below.

Before Starting Play

2 Game Boy Units
2 "Tetris 2" Game Paks
1 Game Link Cable DMG-04

1) Ensure that the Game Link Cable is connected and the cartridges are inserted into the Game Boy units correctly. Next, turn the power switch on both the Game Boy units ON.

2) Check that the Title screen is displayed on both Game Boy units. Now, either player may select "1P VS 2P" and press the START Button.

Note:

If the Game Link cable is not connected correctly or is disconnected and reconnected during game play, the game will not function. If this happens, turn the power switches OFF on both Game Boy units and restart the game by following the instructions mentioned above.

*The player that selected "1P VS 2P" mode will become Player 1 and responsible for starting the game and selecting the background music.

*Pause cannot be used when using the Game Link Cable for 1P vs. 2P game.
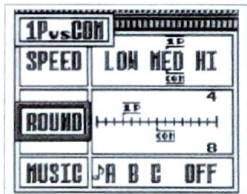
HOW TO PLAY THE 1 PLAYER VS. CPU GAME

In 1P vs. CPU game, you can select three different opponents, each with varying skill levels.

The Select Screen

On the Select Screen, choose your opponent with the +Control Pad and press the A-Button or the START Button to begin play.

The Menu Screen

If you want to change the speed and round for the CPU, press the B-Button and move the CPU's cursor using the +Control Pad.

CPU PLAYERS

EASY is an opponent for beginners. It makes many mistakes and moves blocks very slowly.

NORMAL sometimes makes a mistake. It erases the blocks carefully at a slower pace. It is not very tough, but if you're not careful, it might sneak up and steal a victory from you.

HARD attacks swiftly and accurately. It controls the blocks very quickly and is the toughest opponent to beat.
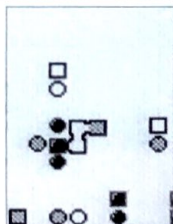
HINTS AND TIPS

When playing TETRIS 2, you'll be more successful if you concentrate on the Flash Blocks. In the 1 Player and 2 Player modes, the Flash Blocks play very important roles and will help you catch up if you fall behind in one game.
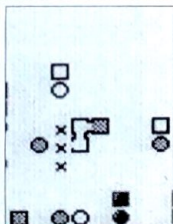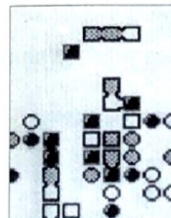
Filling an empty space with a block
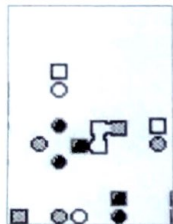
Try to quickly fill spaces with blocks so...

that more than three blocks of the same color can easily disappear.

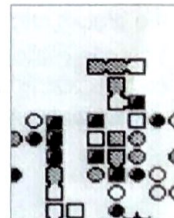## Controlling Advanced Blocks

Carefully guide the block with detachable pieces.....

so you can easily place the loose blocks and create a solid row or column.
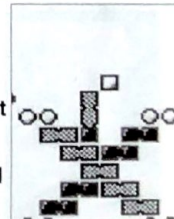
Quick Technique: Hip Attack

There are three blocks that are separated when one section touches a Fixed Block.

If you're quick, you can move the separated piece left or right and place it into a area with two similarly colored blocks.
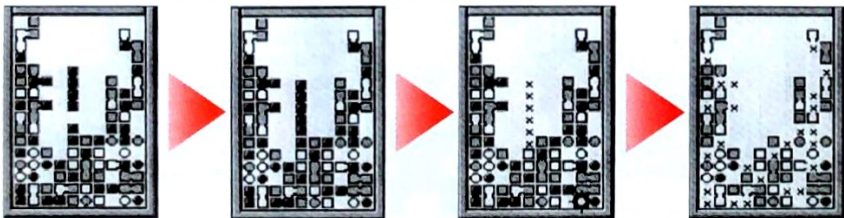
Secret Technique: Eliminating Six Blocks!!

If more than six blocks of the same color make a vertical or horizontal line, all the blocks with the same color on the game screen will disappear.

You can remove six blocks if a straight block containing four pieces with the same color is placed onto two pieces of the same color.
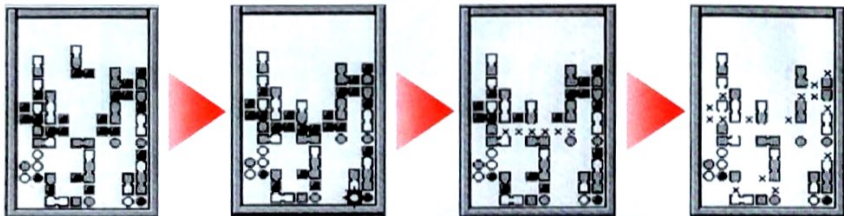
Use a common block to complete a tricky match or...

make easy match with the rare straight block.

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