## Spectrum HoloByte Software License Agreement

THE ENCLOSED SOFTWARE PROGRAM IS LICENSED BY SPEC-
TRUM HOLOBYTE TO CUSTOMERS FOR THEIR USE ONLY ON THE
TERMS SET FORTH BELOW. OPENING THIS PACKAGE OR USING
THE ENCLOSED DISKETTE INDICATES YOUR ACCEPTANCE OF
THESE TERMS.

Spectrum HoloByte hereby grants you a non-exclusive license to use the
enclosed software and manual subject to the terms and restrictions set
forth in this Software License Agreement.

This manual and the software accompanying it are copyrighted, with all
rights reserved. You may not copy or otherwise reproduce any part of the
software or the manual, except that you may load the software into a
computer as an essential step in executing the software on the computer.
The original and any back-up copies of the software and the manual are to
be used only in connection with a single computer. You may physically
transfer the software from one computer to another, provided that the
software is used in connection with only one computer at a time. You may
not transfer the software electronically from one computer to another over
a network. You may not distribute copies of the software or the manual to
others. YOU MAY NOT USE, COPY, MODIFY, TRANSFER, SUBLI-
CENSE, RENT, LEASE, CONVEY, TRANSLATE, CONVERT TO ANY
PROGRAMMING LANGUAGE OR FORMAT OR DECOMPILE OR DIS-
ASSEMBLE THE SOFTWARE OR ANY COPY, MODIFICATION OR
MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY
PROVIDED FOR IN THIS LICENSE.

Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501

ТЕТРИС
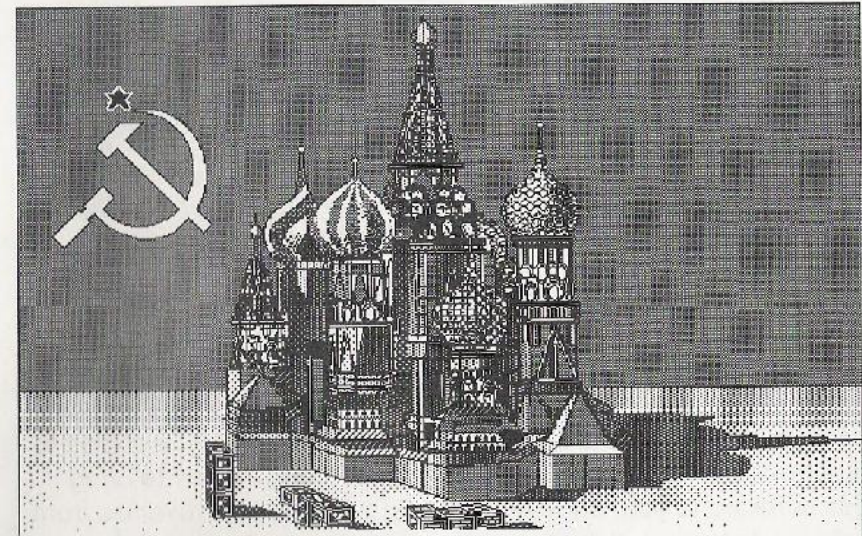
(TETRIS)

The Soviet Challenge

Amiga, Atari ST and Macintosh Versions

Spectrum HoloByte

A WORD ABOUT THIS GAME

We would like to thank you for purchasing one of our products. For your convenience you can make backups of the original disk(s) in order to protect your investment. Please remember that the developers of this product are relying on you not to give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are depending solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

We are committed to providing products for you that are of the highest quality and value. If you have questions concerning any of our software, or if there are additional programs that you would like to see developed, please contact us at:

Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501
(510)522-1164
(510)522-3587 FAX

America Online: S HOLOBYTE
CompuServe: 76004,2144
GEnie: HOLOBYTE
Internet: 76004.2144@compuserve.com
Prodigy: TKNJ33A

Gilman G. Louie
Spectrum HoloByte, Inc.

ТЕТРИС ™

(TETRIS)

The Soviet Challenge

### PLAYER'S GUIDE

Spectrum HoloByte ™

INTRODUCTION

TETRIS™ was invented by a 30-year-old Soviet researcher named Alexey Pajitnov, who currently works at the Computer Centre (AcademySoft) of the USSR Academy of Sciences in Moscow. The original programmer was 18-year-old Vadim Gerasimov, a student studying Computer Informatics at Moscow University.

Tetris came into being through the joint efforts of *AcademySoft* (Moscow), *Andromeda Software Ltd.* (London) and *Spectrum HoloByte* (USA).

Tetris will challenge even the most experienced gameplayer. As the four-square pieces tumble from the top of the screen into an empty pit, it's up to you to rotate them into a position which leaves no gaps in the layers at the bottom. Your speed and maneuvering ability will reap great rewards. Once aligned, you can drop the pieces into place and increase your score.

The tension escalates as you close the gaps in the layers across the bottom of the pit. As the lines are filled, they disappear. After a certain number of lines disappear, the four-square pieces fall at a faster rate. There are ten levels (and additional options such as the *Advanced Mode* and *Tournament* play) to continually challenge your mastery of this perplexing game.

Enjoy the many features and options while trying to close in on the solution of Tetris—only to find it's just outside your grasp! Tetris is different every time you play. We know you'll find it provocative, fun, and utterly addictive!
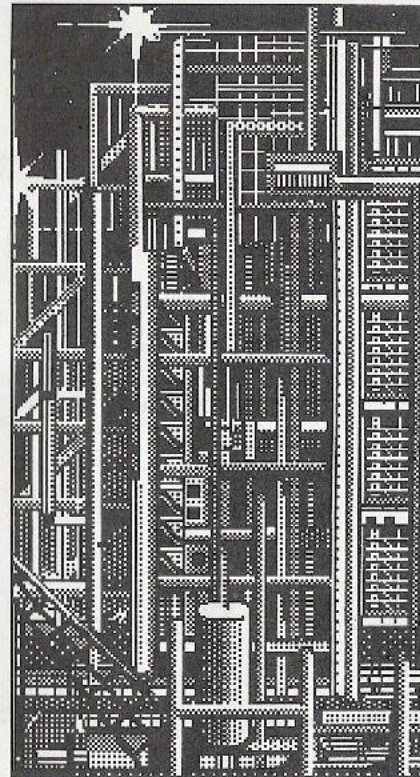
SYSTEM REQUIREMENTS

Amiga – 512K RAM and KickStart 1.2 or higher
Atari ST – 512K RAM, a color monitor and a single-sided disk drive
Macintosh – 512K RAM and an 800K disk drive (Please see page 12 of the manual if you are a Macintosh 512K owner with a 400K disk drive)
Macintosh II – 1MB RAM and a 256-color video card

LOADING THE GAME

Amiga: Amiga 1000 users must use KickStart. When prompted for the Workbench disk, place the Tetris disk into the drive. The game will self-boot. If you're running Workbench, you can double-click on the `Tetris.x` icon. If you're running CLI, place the Tetris disk in the drive and log onto the drive. Then type **run tetris** and press `Return`. If you have 1MB RAM or more, Tetris can be multi-tasked.

Atari ST: Insert Disk 1 into the disk drive. If you have two disk drives, you may also insert Disk 2 into the other drive. Double-click on the file called `TETRIS.PRG`. The game will prompt you to insert Disk 2 if you have only one disk drive.

Macintosh: You can either boot from a separate System disk or from a hard drive. Insert the Tetris disk into the floppy drive. Double-click on the `TETRIS` icon to start the game.

Macintosh II: If you have two floppy drives, place `Tetris·1` in one drive and `Tetris·2` in the other. You can also run Tetris from your hard drive. Just copy all of the program files from Disk 1 except `TETRIS` and `TETRIS.da` to a folder on your hard drive. Then copy the single file from Disk 2 into the same folder. Your Macintosh II must be set to 256 colors before running the game. Use the Control Panel to choose 256-color mode for your monitor. (After the game starts, you can change to a different monitor mode.) Double-click on the `TETRIS.color` icon to start the game.
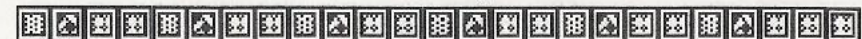
BACKING UP THE TETRIS DISK

The Amiga, Macintosh and Macintosh II versions of Tetris are not copy-protected. Please make backup copies following the normal procedures for copying disks, making sure that the original disks are write-protected before starting. You may also copy the game to your hard drive.

The Atari ST of Tetris is copy-protected, which means that you cannot make a backup copy. You can, though, purchase a backup disk (which will also be copy-protected) for $10.00. Please read your registration/warranty card for further details.

THE GAME

After Tetris loads, the title and credit screen comes up along with some music to help get you in the mood to play. Click the mouse button or press [Return] to continue to the Selection Screen.
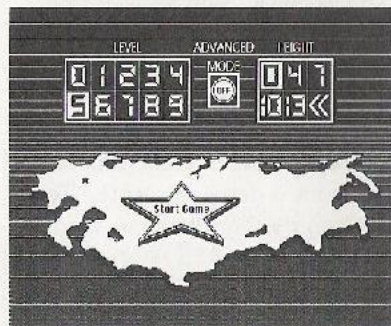
Level

As the level increases, the four-square pieces fall faster from the top of the screen. This panel lets you choose the level (from 0 to 9) you want to begin with.

To select the level, click on the number. (You may also use the [4] and [6] keys on the numeric keypad or the letters [J] and [L] to select the level.)

Advanced Mode

Clicking this button in the Mac versions toggles the *Advanced Mode*, which increases the speed of all levels. In the Amiga and Atari ST versions, choose *Advanced Mode* from the "Options" menu or the keyboard. Scores earned in *Advanced Mode* are are boldfaced on the Mac and Mac II "Top Ten Comrades" screens and colored red on the Amiga and Atari ST screens.

Height

You normally start the game with an empty pit (0 on the *Height* panel). To increase the challenge in Tetris, you can raise the height from the bottom by selecting one of the other numbers in the *Height* menu. For instance, if you select "7," you will find seven randomly filled layers when you start to play.
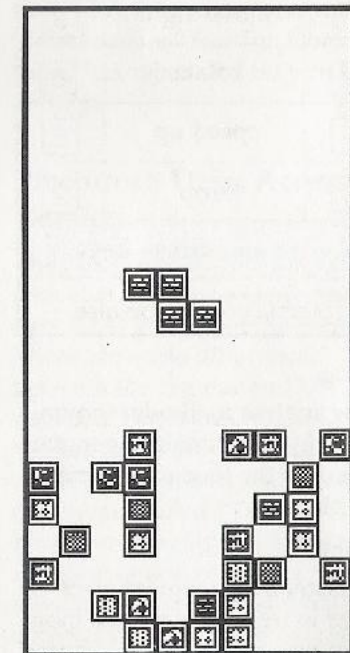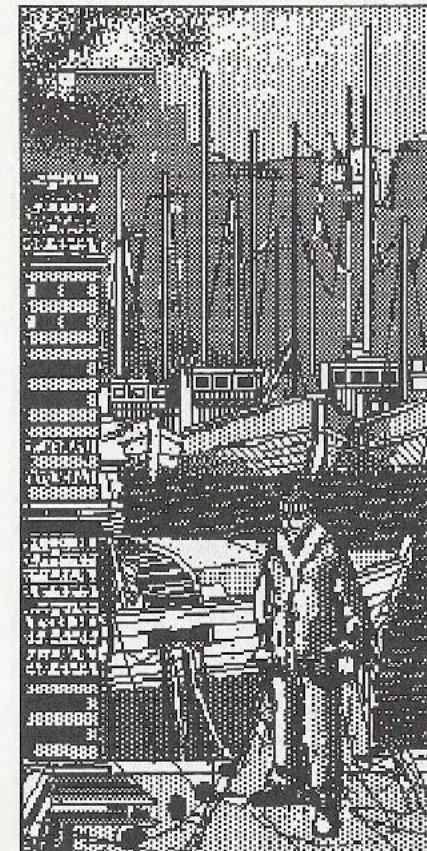
To select a height, click on a number. If you wish to repeat the same random height configuration, click on the << (rewind) symbol.

You can challenge another player to better your score. When you have finished a game, have him or her select the << (rewind) symbol from the *Height* menu. This option begins a new game with the same block configuration as the *previous game* (that is, the game you just finished). And the pieces fall from the top in the same sequence as the previous game. This way all of you will play the exact same Tetris game.

> Note: There is also a special Tournament Play mode available that allows up to six players to compete. See page 9.

To start the game, click on the "Start Game" button or press [Return].

| from numeric keypad ↖		
[J]	move left	[4]
[L]	move right	[6]
[K]	rotate	[5]
[I]	speed up	[8]
[,]	drop	[2]
↗ **or use these keys**		
[Spacebar] to drop also		

To Play

There are two methods (shown above) by which deft fingers can maneuver the four-square pieces into place.

Scoring

The faster a four-square piece comes to rest in the pit, the more points you accrue. After aligning the pieces, you can "drop" them into place by hitting the designated key.

The higher the starting layers in the pit, the more points you get. You'll also score more points if you play at a higher difficulty level.
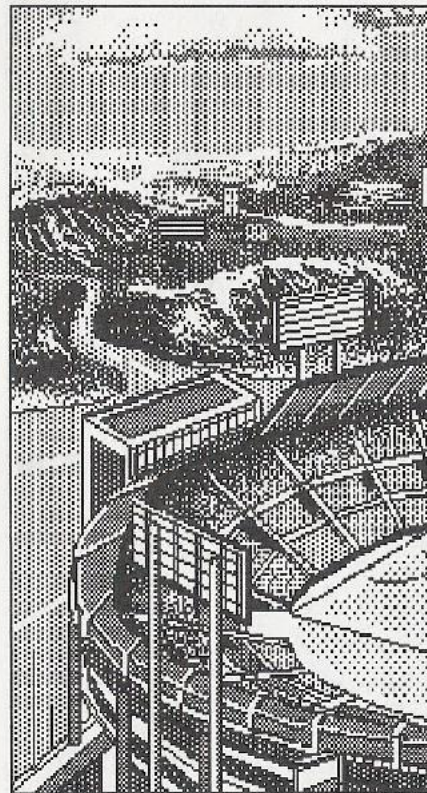
Tournament Play

When you select *Tournament* from the menu, you are shown the Tournament Roster box. Type in the names of up to six players.

You may also select a time limit, which represents the maximum length of time each player's game can last. Click on the arrows to increase or decrease the time. (Press the up and down arrow keys in the Atari ST version to set the time limit.) The default is no time limit.

When you're ready to begin, press [Return] while the cursor is in the empty line after the last player's name. You're then returned to the Level/Height screen.

After you click the "Start Game" button, each player gets a chance to play with the same sequence of pieces as everyone else. The player with the highest score wins. There will be a separate scoreboard for each *Tournament* Play. However, the scores may be placed on the "Top Ten Comrades" scoreboard if they're high enough.
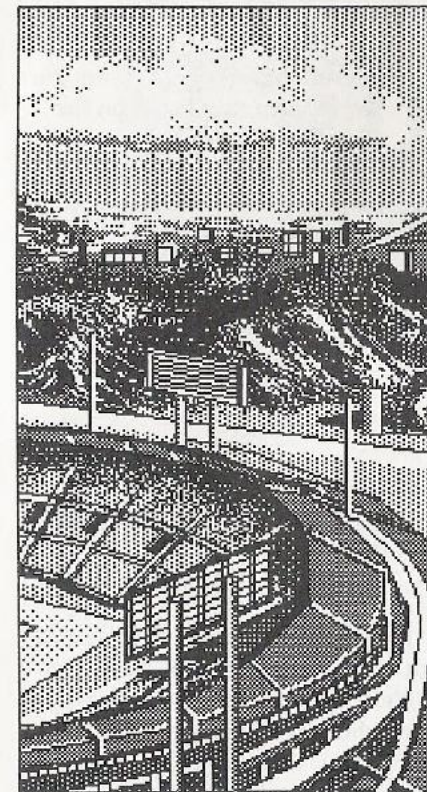
Macintosh Desk Accessory Version

The black-and-white Mac Tetris disk also contains a Desk Accessory (DA) version of the game. There are some differences between the regular and DA versions. For example, the DA version saves only one high score, doesn't play music, and has only one menu (called "Tetris"). However, playing the game is identical in both versions. The big advantage in installing the desk accessory in your system is that Tetris is always instantly available to play. Install Tetris as you would any desk accessory with the Font DA/Mover application from Apple. Please refer to your Macintosh manual for more information on how to install desk accessories.

Menu Bar

Amiga Tetris uses the standard Amiga interface. Use the right mouse button to "pull down" the menu and select menu items. The left mouse button is used to select level and height options.

The Atari ST version of Tetris uses the standard GEM interface. Use the left mouse button to "pull down" the menu and select items.

The Mac and Mac II versions use the standard Mac interface. Move the pointer to the very top of the screen, and hold the mouse button to display the menu bar. Then select items from the menu in the normal way.

You can also select items with the listed keyboard equivalents.

File

Reset High Scores	⌘R
Abort Game	⌘A
Tournament	⌘T
Quit	⌘Q

"Reset High Scores" erases the scores currently listed on the "Top Ten Comrades" screen. "Abort Game" ends your current game and takes you back to the "Top Ten Comrades" screen. "Quit Game" exits the Tetris program.

FILE MENU	AMIGA	ATARI ST	MAC
Reset High Scores	A R	Alt R	⌘ R
Abort Game	A A	Alt A	⌘ A
Tournament Mode	A T	Alt T	⌘ T
Quit Game	A Q	Alt Q	⌘ Q

Options

✓Score/Lines	⌘P
Pause Game	⌘P
Next Shape	⌘N
✓Sound	⌘S
✓Continuous Sound	⌘K

"Pause Game" pauses the game; if pressed again, the game will start. "Next Shape" toggles the display that shows which piece will fall next. The Next Shape is shown in the score window, which is located in the upper right side of the screen. "Sound" toggles the game sounds on and off. "Continuous Sound," when selected, plays the Tetris songs repeatedly (with a short interlude between repetitions). Otherwise, music is played only when you advance to the next level.

OPTIONS MENU	AMIGA	ATARI ST	MAC
Pause Game	P	P	P or ⌘ P
Next Shape	N	N	N or ⌘ N
Sound	S	S	S or ⌘ S
Continous Sound	C	C	K or ⌘ K
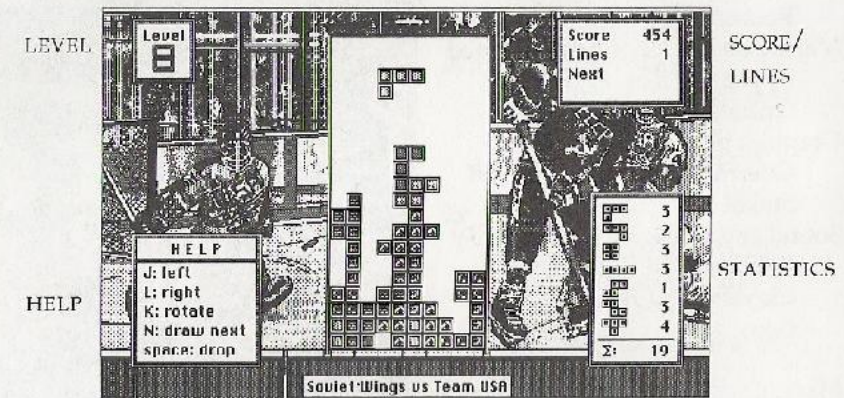
DESCRIPTION

Options

✓Score/Lines	⌘0
Help	⌘1
Statistics	⌘2
Level	⌘3
Description	⌘4

The Score/Lines window shows the total score, the total number of lines completed, and the "Next" shape (if selected). The Help window lists the playing commands. The Statistics window shows how many times each different Tetris shape has fallen during the game. The Level window displays your current game level from 0 to 9. The Description window identifies the Russian-themed artwork shown in the background.

OPTIONS MENU (CONTINUED)	AMIGA	ATARI ST	MAC
Score/Lines	F5	F5	0 or ⌘ 0
Help	F1	F1	1 or ⌘ 1
Statistics	F2	F2	2 or ⌘ 2
Level	F3	F3	3 or ⌘ 3
Description	F4	F4	4 or ⌘ 4
Advanced Mode	A	A	N/A

Original TETRIS™ concept by Alexey Pazhitnov
Original design and program by Vadim Gerasimov

Amiga version programmed by John Jones-Steele and Kevin Seghetti
Amiga music player by Kevin Seghetti
Atari ST version programmed by John Jones-Steele and Gary Poon
Atari ST music player by Gary Poon
Macintosh version designed by Roland Gustafsson and Sean Barger
Macintosh programmed by
    Roland Gustafsson
Macintosh II version programmed
    by Sean Hill and Roland
    Gustafsson
Graphics by Tim Dunn, Dan
    Guerra, Jody Sather, and Jeff
    Stokol
Sound and music by Ed Bogas, Ty
    Roberts, Neil Cormia, Gary
    Clayton, and Bogas Produc-
    tions

Manual written by Andrea
    Scuffos, Larry Throgmorton,
    and Marisa Ong
Manual Layout by Sally Joy Park
Package design by Karen
    Sherman and Sean B. Barger

Special thanks to: Dan Geisler,
Anton Widjaja, Gary Poon, Eng
An Jio, Mark Johnson, Billy
Sutyono, Liz Khong, and the Beta
Testing crew!

© 1987 Electronorgtechnica (Elorg). All Rights Reserved. TETRIS is a trademark of Elorg. TETRIS copyright and trademark licensed to Spectrum HoloByte, Inc. Original concept by Alexey Pajitnov. MAC version © 1988 Spectrum HoloByte, Inc. All other trademarks are the property of their respective holders.

Customer Support

If you have any questions about Tetris, or any of our other products, please write down what computer system you are using (including specifics on RAM, number and kind of disk drives, operating system version), program version or serial number, and a brief description of the problem. You may contact Spectrum HoloByte through any of the following ways:

✍ Spectrum HoloByte
    2490 Mariner Square Loop
    Alameda, CA 94501
    Attn: Customer Support

☎ (510)522-1164
    9:00 am to 5:00 pm Pacific
    Monday through Friday

© America Online: S HOLOBYTE
    CompuServe: 76004,2144
    GEnie: HOLOBYTE
    Internet:
        76004.2144@compuserve.com
    Prodigy: TKNJ33A

If you need to return the Tetris program, or any other Spectrum HoloByte game, please return only the original disk and registration card. Do not return any of the original packaging. Be sure to include a short note with your name, address, phone number, $10 replacement fee, and a succinct explanation. Please address the package to: Spectrum HoloByte, Attn: [name of product], 2490 Mariner Square Loop, Alameda, CA 94501.

MACINTOSH 400K DISK FORMAT

Because the Tetris disk in this package is formatted as 800K, it is not compatible with 400K disk drives. If you have access to an 800K disk drive, however, you can create a 400K disk version of this game. Format a blank disk as 400K (single-sided). Then copy all the files from Disk 1 except Tetris.color to one 400K disk. Boot your Mac 512K with a System disk and then run Tetris by inserting the disk and double-clicking on the Tetris icon.

Otherwise, you can exchange your 800K disk for a 400K disk by sending in your original Tetris Disk 1 to Spectrum HoloByte, Attn: Mac 512K Tetris, 2490 Mariner Square Loop, Alameda, CA 94501. Please include a short note requesting the disk exchange along with your name, address and daytime telephone number (in case our Customer Support department has any questions).

Spectrum HoloByte

Ninety-Day Limited Warranty

To the original purchaser only, Spectrum HoloByte warrants the magnetic diskette on which this software product is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the diskette should become defective, it may be returned to Spectrum HoloByte for a replacement without charge, provided you have previously sent in your Warranty Registration Card to Spectrum HoloByte or send proof of purchase of the program.

Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the diskette as provided above. If failure of a diskette has resulted from accident, abuse or neglect, Spectrum HoloByte shall have no responsibility to replace the diskette under terms of this limited warranty.

If the diskette should fail after the original ninety-day limited warranty period has expired, you may return the diskette to Spectrum HoloByte at the address noted below, accompanied by a check or money order for the applicable replacement fee as outlined on the Warranty Registration Card, a brief statement describing the defect and your return address. Spectrum Holo-Byte will replace the diskette provided that you have previously returned your Warranty Registration Card to Spectrum HoloByte, and the diskette retains the original product label.

ANY IMPLIED WARRANTIES RELATING TO THE DISKETTE, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABIL-ITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM DATE OF PURCHASE. PUBLISHER SHALL NOT BE LIABLE FOR INDI-RECT, SPECIAL, OR CONSEQUENTIAL DAMAGES RESULT-ING FROM THE USE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDEN-TAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMI-TATIONS MIGHT NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.