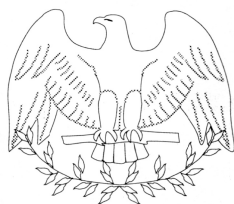




WELLTRISTM

The Soviet Challenge Continues . . .



Spectrum HoloByteTM

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Some artwork inspired by *A Day in the Life of the Soviet Union*

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A WORD ABOUT THIS GAME

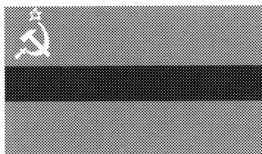
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Phillip G. Adam, President
Sphere, Inc.

Gilman G. Louie, CEO
Sphere, Inc.





Republic: Armenia
Area: 11,500 sq. mi.
Capital: Yerevan



Republic: Azerbaijan
Area: 33,400 sq. mi.
Capital: Baku

INTRODUCTION

WELLTRIS™ presents another challenge to the western world from the Russian gamemasters. Coming to us from the Soviet Union on the heels of its award-winning predecessor, **TETRIS™**, **WELLTRIS**, in a satisfying display of *glasnost* (openness), is made available to American gameplayers through the efforts of ***Spectrum HoloByte***. These games represent a significant *glasnost* initiative towards the normalization of East–West relations and point up the ongoing Soviet fascination with free enterprise and individual initiative.





A Word About the Master:

Alexey Pajitnov

Alexey Pajitnov of the Soviet Academy of Sciences created both **TETRIS** and **WELLTRIS**. The 33-year old inventor lives in a modest Moscow apartment with his wife and two children — the only American-style high-tech electronic appliance is his own personal computer. Such an expensive device (roughly the price of a country home) is still rare in the Soviet Union, but Pajitnov and a growing group of others at the Academy will inevitably change this.

Pajitnov is part of the computer revolution in Russia. The control of a personal computer is the control of your own knowledge — a necessary adjunct to controlling your own life.

The international success of his games has helped make one of Pajitnov's fondest wishes come true. He has recently completed a tour of Japan and United States, sponsored by the many companies that have brought his games to you.

System Requirements

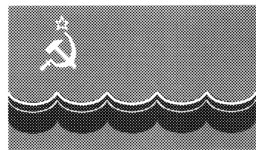
To play **WELLTRIS** in black-and-white, you must have a Macintosh running System 4.1 or later. To play the color game, you must have a Macintosh II series machine with 2MB RAM, an 8-bit color card, a hard disk with at least 1.5MB free, a monitor with 256-color capability and System 6.0.2 or higher. The black-and-white version will work on a color monitor.

We assume that you already know how to load programs into your Macintosh. If this is your first game for your first Mac, please check your manual for the correct procedures.

Be sure to back up the 800K disk(s) that you use in your machine. Play the game with the backup or on your hard drive; keep the original 800K disk(s) ready for emergencies.



Republic: Belorussia
Area: 80,200 sq. mi.
Capital: Minsk



Republic: Estonia
Area: 17,400 sq. mi.
Capital: Tallinn



Republic: Georgia
Area: 26,900 sq. mi.
Capital: Tbilisi



Republic: Kazakhstan
Area: 1,049,200 sq. mi.
Capital: Alma-Ata



Republic: Kirgiziya
Area: 76,600 sq. mi.
Capital: Frunze



Republic: Latvia
Area: 24,600 sq. mi.
Capital: Riga



Loading Mac WELLTRIS

There is no difference between loading the black-and-white Mac **WELLTRIS** and any other Macintosh program. Just boot up your Mac, put Disk 1 in the drive, click on the disk icon and choose the application **WELLTRIS**.

If you want to copy the black-and-white game to another disk or hard drive, create a **WELLTRIS** folder and copy the **WELLTRIS** file and the **WELLTRIS SOUNDS** folder into that folder.

If you are playing the color game, you must first install the game onto your hard disk. Create a folder for the game (you pick the name of the folder) and insert Disk 2. Double-click on the file **COLOR WELLTRIS INSTALL** and follow the instructions given to install the color game and place it into the newly created folder on your hard disk. Then insert Disk 1 and copy the entire folder labelled **WELLTRIS SOUNDS** (which *must* retain that name) from Disk 1 to the folder.

Double-click on **COLOR WELLTRIS** and the opening screen of the game is displayed; you are now ready to play.

This program is being distributed in a *StuffIt* archive. *StuffIt* is a file compression, encryption and file archival utility by Aladdin Systems. If you are interested in obtaining a copy, send US\$25 to: Aladdin Systems, Deer Park Center, Suite 23A-171, Aptos, CA 95003, USA.

Stuffit is © 1988, 1989 and is a trademark of Raymond Lau.

WELLTRIS *cannot* be installed as a desk accessory. It *can* be accessed through MultiFinder, like other Macintosh programs.



The Object of the Game

The object of **WELLTRIS** is to manipulate the game pieces falling down the sides of the well so that they get to the bottom of the well and fit amongst the game pieces already at the bottom. When segments of game pieces form a line (either horizontal or vertical) running from wall to wall at the bottom of the well, the line disappears, giving you room to fit in more pieces. As long as you have pieces falling and room at the bottom of the well, the game continues.

The Game Pieces

The **WELLTRIS** game pieces are geometric shapes made up of square segments. Some are shown in the sidebar to the right. These pieces can consist of two, three, four and five segments. The game pieces used depend on the Level of Difficulty.

Levels of Difficulty

There are three levels of difficulty in this game; you can pick the level you want on the Setup Screen.

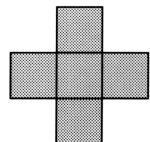
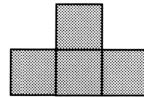
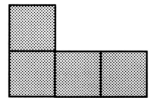
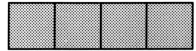
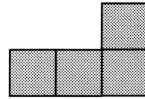
First Level: The pieces in the first level of difficulty of the game are made up of two, three and four squares.

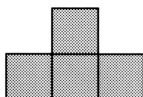
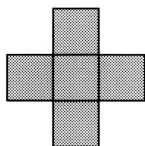
Second Level: At the second level of difficulty, pieces are made up of only four squares.

Third Level: At the third level of difficulty, pieces are made up of two, three, four and five squares.

Sample Game Pieces

The pieces shown below are just some of those you must fit together at the bottom of the well.





Entering the Password

If the password has a hyphen or a comma, that punctuation should not be entered. Just enter the letters or numbers.

Opening Screens

Once **WELLTRIS** is loaded, you will see the Title Screen. You can then wait until the screen changes automatically, or press any key again to go to the Identification Screen.

Throughout this booklet are pictures of the flags of the republics which make up the Union of Soviet Socialist Republics. Accompanying the pictures are the name, area and capital of the republic. This screen asks you a question about the information with one of the pictures. Type in **the first four characters** of the necessary word or number to answer the question in the space provided. When you type in the correct word(s), you go to the Setup Screen. The game will not work unless you type in the right word(s).

The Setup Screen

This screen allows you to set the **level** and the **speed** of play of your **WELLTRIS** game. Click on the level and speed you want (see pg. 9). Other parameters of the game are set with the File and Options menus. When you are ready to play, click on "START GAME" or hit .





The Playing Screen

The Picture

The picture displayed on the right of the screen can be used as a quick reference for the speed of the pieces falling down the well. The same pictures appear for each different speed in every level of difficulty. You can increase the speed of falling by using the Options menu or the command key equivalents (see page 11). The speed also increases automatically the more lines you fill; this is indicated by a change of the picture. The speed cannot be decreased except by starting the game over again. The faster the speed, the more points you gain for placing pieces at the bottom of the well.

Level

This describes the difficulty level of the pieces falling down the well. The higher the number, the more complex the objects. There are three levels of difficulty.

Speed

This shows the current speed of the game.

Score

This is your score for the current game.

Lines

This is the total lines you have managed to remove from the well bottom in this game.

Next

This shows you the shape of the next piece to be released to the well. It gives you a bit of warning about the next shape you have to accommodate. This foreknowledge is useful, but it subtracts from your score for eliminating the piece. You can toggle this feature on and off by using the Options menu or equivalent command key (see page 11).



Republic: Lithuania
Area: 25,200 sq. mi.
Capital: Vilnius



Republic: Moldavia
Area: 13,000 sq. mi.
Capital: Kishinyov





Republic: Russian
Soviet Federated
Socialist Republic
Area: 6,592,800 sq. mi.
Capital: Moscow



Republic: Tadjikistan
Area: 55,250 sq. mi.
Capital: Dushanbe

Ending the Game

You can end the game in three ways.

Quit: This lets you exit the game entirely. No score is recorded.

Restart Game: This lets you cancel your game and return to the Startup Screen. No score is recorded.

Abort Game: This lets you end the game and go to the High Score Screen to record your score.

Moving the Pieces

Game pieces are moved by using the keyboard. The File menu and Options menu shown on the next page can be used for the game's other functions.

In most cases, it is possible to use the number pad that most Macs have. For those machines that do not have this feature, we also give you corresponding letter keys. You can change the movement mode with the Change Move Mode option on the Options menu.

Up/Down, Right/Left Keys: This method of moving the pieces calls for switching the movement keys as you move from the horizontal to the vertical walls. *All* of the squares of the game piece must be on the new wall before you switch keys.

Along top and bottom walls

Left	4 or J
Right	6 or L

Along side walls

Up	8 or I
Down	2 or M

Clockwise, Counter-Clockwise Keys: This mode uses the same keys to move the piece no matter what wall it is on. The game piece moves in either a clockwise or counter-clockwise direction, depending on the key used. In this mode, and do not necessarily correspond to left and and do not necessarily correspond with right; the direction the piece goes depends on which wall you are on. On the bottom wall, and move the piece to the right, but move it to the left on the top wall.

Clockwise	4 , or J
Counter-Clockwise	6 , or L

Choose whichever mode appeals to you most; you can toggle between them just to give yourself more of a challenge.



Standard Keyboard Commands: The following commands work at all times that game pieces are falling down the walls of the well.

Rotate
Drop

5 or K
0 or Spacebar

Other Game Functions

FILE MENU

These commands can be used with the keys shown in the sidebar or brought down from the File menu.

Abort Current Game: Ends game; records your current score.

Restart Current Game: Starts game over; no score recorded.

Show High Scores: Shows the current top ten scores.

Clear High Scores: Erases the so-far recorded scores.

Save Options: Saves your choices of level, speed and chosen options for future games.

Reset Default Options: Restores the options the game comes with.

Quit: Ends game; no score recorded.

OPTIONS MENU

These commands can be used with the keys shown in the sidebar or brought down from the Options menu.

Pause: Stops the game until you click "continue."

Display Next Piece: See page 9.

Sound: Turns all sound on and off.

Music: Turns music on and off.

Increase Speed: See page 9.

Change Move Mode: See page 10.

Confirm Choices: Use this to remove the dialog boxes that ask if you want to OK or Cancel a command.



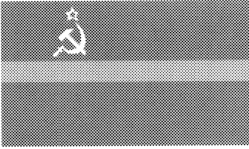
Republic: Turkmenistan
Area: 188,500 sq. mi.
Capital: Ashkhabad

File	Edit	Options
Abort Current Game	⌘A	
Restart Current Game	⌘R	
Show High Scores	⌘H	
Clear High Scores	⌘T	
Save Options	⌘O	
Reset Default Options	⌘D	
Quit	⌘Q	



Republic: Ukraine
Area: 233,100 sq. mi.
Capital: Kiev

Options	
Pause	⌘P
✓ Display Next Piece	⌘N
✓ Sound	⌘S
✓ Music	⌘M
Increase Speed	⌘U
Change Move Mode...	⌘G
Confirm Choices	⌘K



Republic: Uzbekistan
Area: 172,700 sq. mi.
Capital: Tashkent

Example of using the corners: The “L-shaped” piece has been placed in a corner. When it hits bottom, the two legs of the “L” merge, momentarily making a three-square piece out of a 4-square piece. Since, in this case, there is nothing blocking the piece, the two sets of two-square pieces then split, going in different directions.

How Pieces Fall

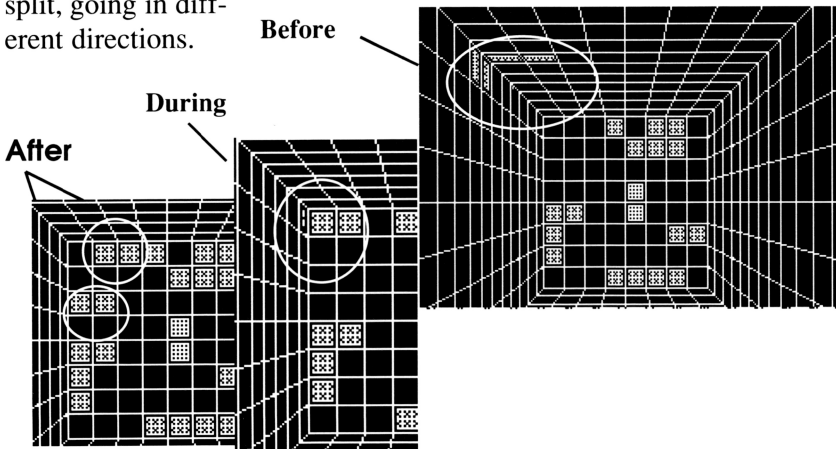
If not interfered with, **WELLTRIS** game pieces fall one line on the wall at a time. You can move them horizontally as they fall.

Once a game piece reaches the floor of the well, you can no longer control a piece’s direction. However, you can still rotate it at the last second to make it fit exactly into the space you want to fit it into.

Using the Corners

One unique feature of this game is the use of the corners of the well to create new shapes from the old shapes. When a piece is wrapped around a corner, its segments go in a direction appropriate for the wall that section is on until one segment hits an obstructing piece. Then all segments freeze, even though the other segments may not have hit an obstruction.

When obstructing pieces are very close to the corner, parts of the falling piece can overlap each other, making a smaller piece out of the original piece.





Scoring

You get points for successfully bringing pieces to the floor of the well. You can do this by either controlling the piece until it has reached the bottom or by lining it up near the top of the well and then dropping it by using `Spacebar` or `O` on the numeric keypad. You get more points the further the piece is dropped and more points for filling in either a horizontal or vertical line at the bottom of the well with segments. When a line is filled in, the computer removes the line (giving you more room to bring down more pieces) and increases your score. The more lines you remove at a time, the higher your score.

The Game is Over

The game is over when you voluntarily exit it, as described before (sidebar page 10), *or* if you can no longer bring game pieces to the bottom of the well. In this case, you have lost — though you still get a score. You can lose the game in one of two ways:

All four walls blocked: Pieces that come to a stop with one or more of their sections still on the wall cause that wall to be blocked until three more pieces have finished falling either by touching bottom or being caught by another piece on the wall. No game piece will appear on that wall and pieces cannot be moved along that wall as long as it is blocked. If all four walls are blocked, the game is over.

One wall with pieces stacked to the top: If pieces are stopped on the wall and other pieces stack up on these pieces until there are pieces stacked the entire height of the wall, the game is over. Players of **TETRIS** will recognize this as the method by which that game is ended.

REMEMBER

- High speed
= high points
- High level
= high points
- Getting pieces to the bottom
= points
- Dropping pieces from a high point
= more points
- Removing lines
= points
- Removing multiple lines
= more points
- Clearing entire well
= more points



High Score Screen

This screen shows the ten highest scores for your **WELLTRIS** game. The score from the latest game is also displayed. If you have just finished a game and your score is higher than the lowest score recorded, a space is provided for you to enter your name; your score will be placed among the top ten scores. Until you record ten scores, some lines will be blank.

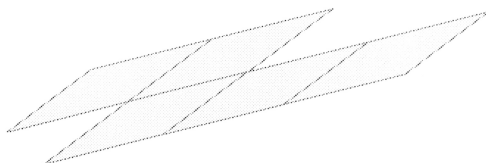
If you want to remove previously recorded High Scores, go to the Options menu and select the Clear High Scores option ( ).

Strategies

Use the whole well: Do not get mentally stuck on one wall of the well. Use all four walls and keep game pieces moving; continually check them for where they will land. Remember that a piece skids across the bottom until it hits an obstruction. Look for appropriate obstructions for it to run into.

Build blocks of game pieces: With some judicious maneuvering, you can build blocks of segments with strategically placed gaps so that many lines can be removed at once with the introduction of one piece.

Leave space for awkward pieces: Try to leave sections of the bottom free for multi-segmented pieces that don't fit into the blocks you're building. Fit them up against your blocks with space to fit more mundane pieces into and turn them into workable shapes.





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