



# TETPIИѐ™

(TETRIS)

**The Soviet Challenge**

**Apple IIGS® Version**

***Spectrum HoloByte™***

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

Apple IIGS® version design: Roland Gustafsson, Sean B. Barger,  
and Dan Geisler

Apple IIGS programming: Dan Geisler

Graphics: Dan Guerra and Jody Sather

Sound and music: Ed Bogas, Ty Roberts, Neil Cormia, and Gary Clayton  
(Bogas Productions)

Producer: Sean B. Barger

Manual: Andrea Scuffos and Larry R. Throgmorton

Manual layout: Sally Joy Park and Larry R. Throgmorton

Package artwork: Dan Guerra

Package design: Karen Sherman and Sean B. Barger

Special thanks to: Anton Widjaja, Gary Poon, Eng An Jio, Mark Johnson and the  
Beta Test crew!

If you have questions regarding the use of TETRIS, or any of our other products,  
please call *Spectrum HoloByte* Customer Support between the hours of 9:00 AM  
and 5:00 PM Pacific time, *Monday through Friday*, at the following number:

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**(415) 522-1164**

or write to:

*Spectrum HoloByte*

2061 Challenger Drive

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Attn: Customer Support

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# ТЕТРИС™



**The Soviet Challenge**

**PLAYER'S GUIDE**

***Spectrum HoloByte™***

## INTRODUCTION

TETRIS™ was invented by a 30-year-old Soviet researcher named Alexey Pazhitnov 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).

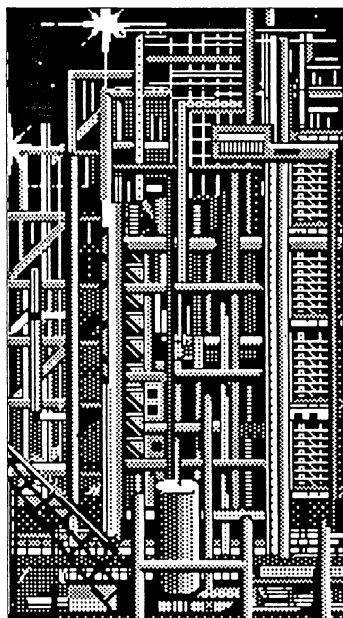
TETRIS will challenge even the most seasoned hand. As the four-square pieces tumble from the top of the screen into an empty pit, it's up to you to rotate them into a position which leaves no gaps in the layers at the bottom. Your speed and maneuvering ability will reap great rewards. Once aligned, you 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 completed, 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 of TETRIS while trying to close in on the solution, 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

The Apple IIGS version of TETRIS requires a minimum of 512K RAM and one 3.5" 800K floppy drive.



## LOADING THE GAME

You should immediately make a backup copy of the disk and use the backup for everyday operation. Follow the normal conventions for copying disks, but make sure your original disk is locked (i.e., the write-protect tab has been set) before you make the backup, so you don't accidentally erase the original TETRIS disk.

Place the backup TETRIS disk in the floppy drive, and power up the computer. The TETRIS disk icon will appear in the Finder, with the disk window open and ready. Simply double-click on the TETRIS icon to load the game.

If your computer is already running, you may also load TETRIS by opening the TETRIS disk, and then double-clicking on the TETRIS icon.

If you wish, you may copy TETRIS to your hard drive. First, create a new folder named *TETRIS* on the hard drive. Next, drag the folder *TETRIS.DATA* from the original TETRIS disk to the new folder, and then drag the file *TETRIS* to the new folder. (If you're using the Finder, you can also drag the file *TETRIS.ICON* from the *ICON* folder on the TETRIS disk to your hard disk's *ICON* folder.) To start the game, double-click on the TETRIS icon.



## LOGGING IN

You need to successfully log in to the TETRIS Computer System in order to play the game.

TETPNC: Log In Procedure

Password:

Press Return

(OK)

First, press **return** (or click on "OK"). The program will then display three lines similar to the following:

Your task is to find the designated *word* in this *TETRIS Player's Guide*, and type it in. To find the word in our example, you would look on *page 4*, find *line 10* (counting only lines with text in them from the top down—skip blank lines), and then locate *word 8* in that line. That word is *hand*.

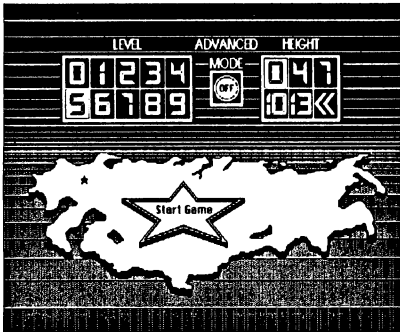
*Note: Passwords are case-sensitive. If the word in the manual has capital letters in it, you must also use capital letters when you type it in.*

Type *hand* and press **return** (or click "OK"). TETRIS will then load.

The program allows you five chances to enter the correct password. If the fifth attempt is incorrect, you are returned to the Finder.

## 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 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 can also use the ← and → direction keys, the J and L alpha keys, or the 4 and 6 keys on the numeric keypad to move the highlighting.)

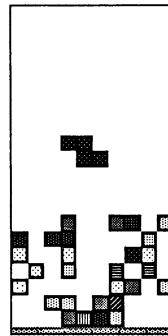
### Advanced Mode

Clicking this button toggles the Advanced Mode, which doubles the speed of all levels. This is for those of you who like extra excitement!

### 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 panel. For instance, if you select 7 you will find seven randomly filled layers when you start to play.



You can challenge another player to better your score. When you've finished a game, have the person you've challenged select the << (repeat) 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). The pieces will fall from the top in the same sequence as the previous game. The only difference is in the way the player manipulates the pieces. (Note: There is also a special *Tournament Play* mode available that allows up to four players to compete. See page 9.)

- To select a height (or repeat), click on a number (or the << symbol). (You can also use the ↑ and ↓ direction keys, the I and K alpha keys, or the 8 and 5 keys on the numeric keypad to move the highlighting.)

To start the game, click on the **Start Game** button (or press **return**).

### To play

There are three methods by which deft fingers can maneuver the four-square pieces into place: the numeric keypad, letters on the keyboard, or the direction keys.

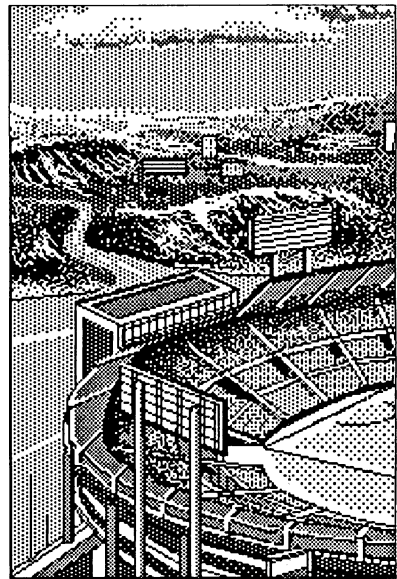
The numeric keypad	The letter keys	The direction keys
4 = move left 6 = move right 5 = rotate 8 = speed up 2 = drop	J = move left L = move right K = rotate I = speed up , (comma) = drop	← moves left ↓ moves right* → rotates*

and also, **spacebar** = drop

\* The direction of the arrow on the direction key does *not* indicate what the key does in the game. After you've played the game for a while, we believe you'll agree it's easier to play this way.

### 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.





## ADDITIONAL FEATURES

A menu bar is available, and is first displayed in the Selection Screen. To see the menu bar during game play, move the mouse away from you (to simulate moving an invisible pointer) toward the very top of the screen. The menu bar and pointer will appear. You can then select items from the menu in the normal fashion.

Several of the commands may be accessed from the keyboard by holding down the **apple** key (located to the left of the **spacebar**) and pressing the alpha key shown in the menu.

(Note: The *Edit* menu is provided as a convenience for use with other desk accessories. It is not used with TETRIS.)



### *File Menu*

**Reset High Scores (⌘R)**—This is active only at the Selection Screen.

**Abort Game (⌘A)**—Ends the current game and takes you to the “Top Ten Comrades” screen.

**Tournament**—This command is active only at the Selection Screen.

When you select *Tournament* from the menu, you are shown the *Tournament Roster* box. Type in the names of up to four players. (Note: You must limit the names to 7 characters.)

You may also select a time limit, which represents the maximum length of time each player’s game can last. Click on the plus (+) key to increase the time, or the minus (-) key to decrease the time. The default is *time limit off*.

When you’re ready to begin, click the **OK** button. The Selection Screen will reappear.

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 is a separate scoreboard for *Tournament Play*.)

However, the scores may be placed on the “Top Ten Comrades” scoreboard, if they are high enough.)

**Close**—This command is used with desk accessories, not with TETRIS.

**Quit (⌘Q)**—Ends the game and takes you directly to the desktop.



### Options Menu

**Pause Game (⌘P)**—Pauses and resumes the game.

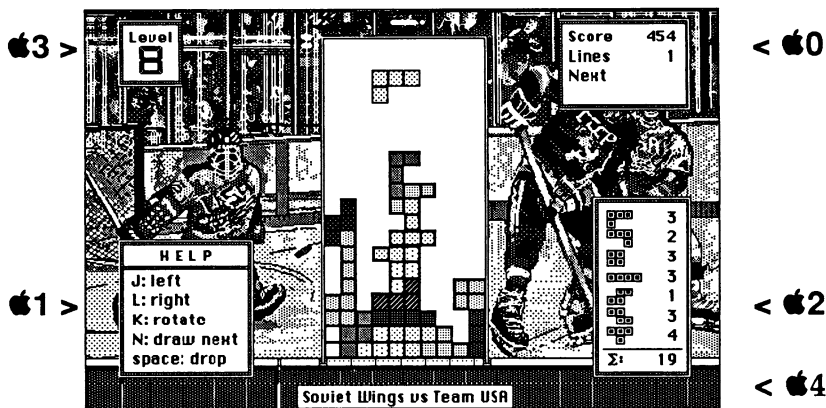
**Next Shape (⌘N)**—This command toggles the display in the *score box* to show the next piece that will fall. The *score box* is displayed in the upper right side of the screen. When selected, your score for each piece is reduced by 25%.

**Sound (⌘S)**—Toggles the game sounds on and off.

**Continuous Sound (⌘K)**—When selected, music plays all the time. Otherwise, music is played only when you advance levels.



There are five windows that can be displayed during play to assist you. They are toggled on or off with the rest of the commands in the *Options Menu*.



Score/Lines (⌘0)—Turns the score window off or on.

Score: This is the total score of the game in progress.

Lines: This number represents the total number of lines eliminated during the current game.

- After a set number of lines is eliminated, the speed automatically increases as you go to the next level.

Next: Here you can see the next piece that will fall.

- To activate this feature, press the letter N.

Help (⌘1)—Displays the *Help* window.

Statistics (⌘2)—Displays *Statistics*; that is, the frequency with which any particular configuration of squares has fallen during a game.

Level (⌘3)—Displays present *game level*, from 0 to 9.

Descriptions (⌘4)—Identifies the artwork shown in the background.

We wish you the best of skill in your many games of TETRIS to come!

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**2061 Challenger Drive  
Alameda, CA 94501**

# TETРИС™ (TETRIS)



**The Soviet Challenge**

**PLAYER'S GUIDE**

(Apple® II Version)

***Spectrum HoloByte™***

# ***Spectrum HoloByte***™


A DIVISION OF SPHERE, INC.  
2061 Challenger Drive  
Alameda, CA 94501  
(415) 522-3584

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

Apple®II version programmed by Dan Geisler  
Graphics and packaging artwork by Dan Guerra  
Produced by Sean B. Barger  
Manual by Andrea Scuffos and Larry R. Throgmorton  
Package design by Karen Sherman and Sean B. Barger

Special thanks to: Roland Gustafsson, Eng An Jio, Leonard Chan, Anton Widjaja, Con Gilbert, and all the dedicated playtesters in the Spectrum HoloByte staff.

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or write to:



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# INTRODUCTION

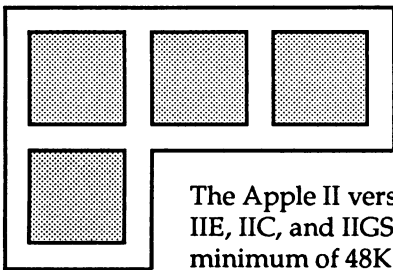
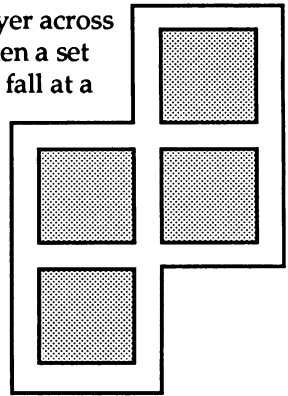
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TETRIS came into being through the joint efforts of *AcademySoft* (Moscow), *Andromeda Software Ltd* (London), and *Spectrum HoloByte* (USA).

TETRIS will lure even the most seasoned hand into a challenging game of speed and maneuvering. 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. Once aligned, you can drop them into place and increase your score.

The tension escalates as you close the gaps in a layer across the bottom of the pit and the line disappears. When a set number of lines disappear, the four-square pieces fall at a faster rate! There are ten levels to continually challenge your mastery of this perplexing game.

TETRIS is different every time you play. We know you'll find it provocative, fun, and utterly addictive!



## SYSTEM REQUIREMENTS

The Apple II version of TETRIS runs on the Apple II Plus, IIE, IIC, and IIGS® (in Apple II emulation mode) with a minimum of 48K RAM.

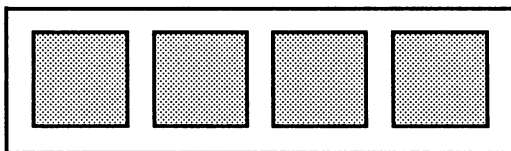
Use of a joystick is optional. A color monitor is recommended.

## LOADING THE GAME

1. If you have an Apple IIE with 128K RAM, a IIC, a IIGS, or compatible, insert side A of the TETRIS disk in the drive (side A facing up, that is). This version takes advantage of double hi-res graphics.

If you have an Apple II Plus with at least 48K RAM or a IIE without extended graphics, insert side B of the TETRIS disk.

2. Turn on the computer.



## THE GAME

After the title screen comes up, you may press any key to continue to the Selection Screen.

### Level

This board sets the speed at which the four-square pieces fall from the top of the screen. The higher the level of difficulty, the faster the pieces fall. You can skip to any level of difficulty from 0-9.

- To select the level you want, use the *direction keys* if your keyboard has them. (The direction keys are grouped together, and have arrows on them pointing in different directions.) You may also use the following letter keys to highlight the numbers: *I* to move up; *J* to move left; *,* (comma) to move down; and *L* to move right.
- Press **Return** or the **Spacebar** to confirm your selection and continue to the HEIGHT selection.

### Height

You normally start the game with an empty pit ("0" on the *Height* menu). 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 reach the play screen.

You can challenge someone else to play with the same configuration that you last used by selecting the << (rewind) symbol from the *Height* menu.

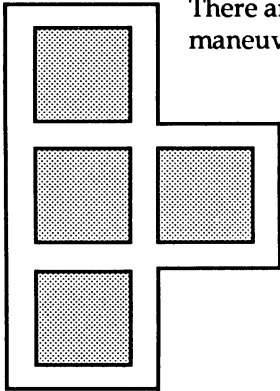
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This gives the opening block placement that appeared in the previous game.

- To select the height, use the direction keys or the appropriate letter keys to move the highlighting.
- Press **Return** or the **Spacebar** to confirm your selection and continue with the game.

### To play



There are two methods that deft fingers can use to maneuver the pieces into place as they fall:

<i>The direction keys</i>	<i>The letter keys</i>
← moves left	<i>J</i> moves left
↓ moves right*	<i>L</i> moves right
→ rotates*	<i>K</i> rotates
	<i>I</i> speeds up
	<i>,</i> drops piece

Pressing the **Spacebar** or **Return** also drops the piece.

\*The direction of the arrow on the direction key does not indicate what the key does in the game. After you've played the game for a while, we believe you'll agree it's easier to play this way.

If you're using a joystick, pressing the stick handle to the right moves the piece to the right and pressing the stick handle left moves the piece to the left. Pressing the **fire button** rotates the piece. Pulling the stick handle toward you drops the piece. Pushing the handle forward (away from you) speeds up the game by advancing you to the next level.

### 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 pressing the appropriate key or pulling the joystick handle toward you.

## The display in the upper left portion of the screen

**Score:** total score of game in progress.

**Lines:** total number of lines eliminated during the current game.

- After a set number of lines are eliminated, the speed will automatically increase as you go to the next level.

**Next:** displays the next piece that will fall.

- To activate this display, press the number 1 or the letter M.

## Special Keys

**2:** displays the current game level.

**3:** displays *Statistics*; that is, the frequency with which any particular configuration of squares has fallen during the game.

**4:** identifies the background screen currently displayed.

**5:** displays a *Help Menu*.

**B:** makes the pieces all white.

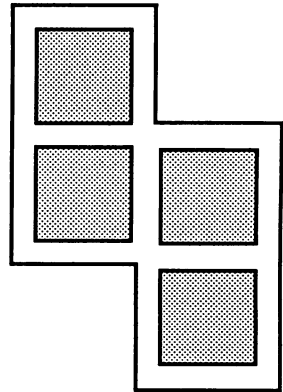
**S:** toggles game sounds on and off.

**P:** pauses the game. Press P again to continue.

**ESC:** This is the "Boss Key." It pauses the game, and replaces the game screen with a blank one containing only a prompt and a flashing cursor. Press ESC again to continue.

**R:** resets the high scores display. (Note: This key works only when the Selection Screen is displayed.)

**Q:** quits the game.



*We wish you the best of skill in your many games of TETRIS to come!*

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# TETRIS™



## *TETRIS* for the Apple® IIC Plus

The 3.5" TETRIS disk now includes a version for the IIC Plus. You will probably want your Apple IIC Plus to be running at the slower CPU speed while playing TETRIS. To do this, place the Apple IIC Plus System Disk into the drive. Then switch the power on, and hold down the ESC key until the Main Menu appears. To load TETRIS, follow this procedure:

1. Select "Quit to Another Program" from the Main Menu.
2. Remove the Apple IIC Plus System Disk from the drive and replace it with the TETRIS disk.
3. When you are prompted to "Enter 'Prefix'," type */TETRIS* and press **Return**.
4. When prompted to "Enter 'Pathname'," type *TETRISC* and press **Return**.

Please refer to the manual for more information about TETRIS.

- 🌀 Apple IIC Plus version programmed by Dan Geisler.
- 🌀 Produced by Sean Barger.
- 🌀 Addendum by Larry R. Throgmorton.

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