Tetris The Grand Master

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Tetris The Grand Master is the first arcade game in [Arika](#)'s [TGM series](#).

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Gameplay   Edit

Unlike typical tetris games where the goal is indefinite survival and a high score, TGM is a challenge where you have a finite opportunity to attain a high Grade. With the exception of the final grade of Grand Master, grade is derived from your score. This indirectly makes the grading system strongly favour survival, with a special emphasis on clearing non-singles late in the game during 20g.

With only a small number of grades, there are often ties. The highscore table ranks a tied grade higher if it was attained faster. In practice, solid play will award players the highest rank of Grand Master. As such, for adequately skilled players the game becomes a time attack to level 999.

Level   Edit

Level has a unique implementation in TGM. The level counter will increase by 1 for every piece that enters the well. It will also increase by 1 for each line cleared. The game ends once level 999 is reached.

When you are about to increment the hundreds digit (eg. at level 399), only line clears will count towards your level. Level 998 is treated similarly, with a final line clear required to reach 999 and finish.

Speed Timings   Edit

[Gravity](#) does not increase uniformly, unlike many other tetris games. It rises and falls, depending on the level as shown in the table below. The player can force constant 20G, by entering a [code](#) before starting the game, though this will exclude their play from the highscore list.

The unit for [gravity](#) is [G](#) (rows per frame), as a [fraction with a constant denominator](#) of 256. This means **G = Internal Gravity/256**. For example, at levels 90 through 99, the gravity is 64/256G, or 1/4G.

Internal Gravity[1]

Level	Internal Gravity (1/256 G)	Level	Internal Gravity (1/256 G)
0	4	220	32
30	6	230	64
35	8	233	96
40	10	236	128
50	12	239	160
60	16	243	192
70	32	247	224
80	48	251	256 (1G)
90	64	300	512 (2G)
100	80	330	768 (3G)
120	96	360	1024 (4G)
140	112	400	1280 (5G)
160	128	420	1024 (4G)
170	144	450	768 (3G)
200	4	500	5120 (20G)

Unlike [TGM2](#), the [line clear delay](#), [lock delay](#), [ARE](#) and [DAS](#) do not change throughout the game.

Delays

Level	ARE (frames)	DAS (frames)	Lock (frames)	Line clear (frames)
000 - 999	30	14	30	41

- The player's DAS charge is unmodified during line clear delay, the first 4 frames of ARE, the last frame of ARE, and the frame on which a piece spawns.

Scoring   Edit

TGM shares the same scoring gimmicks of many other Tetris games, though they are not quite implemented the same way:

- You receive more points for clearing more lines at once.
- Lines are worth more with each passing level. (The nature of "level" in TGM, however, means the amount of points a line is worth is constantly changing, and especially in the 0-99 section, it is to the player's advantage to stack high before clearing lines.)
- You receive points for forcing a piece down. (Though only when this results in cleared lines, unlike in several other games.)

There are a few scoring gimmicks unique to TGM:

- You receive a [combo](#) bonus for clearing lines with consecutive pieces.
- You receive a bravo bonus for clearing the entire screen.

Tetris The Grand Master

Developer(s)	Arika
Publisher(s)	Capcom
Release Date(s)	1998 Aug
Platform(s)	Arcade

Gameplay Info

Next pieces	1
Playfield dimensions	10x20
Hold piece	No
Hard drop	No
Rotation system	TGM rotation

[[image:{{{boxart}}}|175px]]

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Score = ((Level + Lines)/4 + Soft) x Lines x Combo x Bravo

Where:

- Level is the current level you are on.
- Lines is the number of lines you just cleared.
- (Level + Lines)/4 is rounded up.
- Soft is the cummulative number frames during which Down was held during the piece's active time. Note that this means manually locking pieces already on the ground will increase the Soft value by 1.
- Locking a piece without clearing lines sets Combo to 1. Otherwise, the game updates Combo as follows before calculating Score:

  Combo = (previous Combo value) + (2 x Lines) - 2
  Example: A double-triple-single combo will have combo values 3, 7, and 7 respectively.

- Bravo is equal to 4 if this piece has cleared the screen, and otherwise is 1.

Grading   Edit

In TGM1 grade is entirely determined by score. As you pass certain milestones, TGM will assign you the next grade:

Grade Conditions

Grade	Required Score	Grade	Required Score
9	0	S1	16,000
8	400	S2	22,000
7	800	S3	30,000
6	1,400	S4	40,000
5	2,000	S5	52,000
4	3,500	S6	66,000
3	5,500	S7	82,000
2	8,000	S8	100,000
1	12,000	S9	120,000

GM Grade Conditions

Level	Required Score	Time
300	12,000 (Grade 1)	=<04:15:00
500	40,000 (Grade S4)	=<07:00:00
999	126,000 (slightly higher than S9)	=<13:30:00

Codes   Edit

All codes should be entered at the title screen. Codes may be combined (i.e. Big 20G mode, Reverse Monochrome mode, etc.)

Key: L = Left, D = Down, U = Up, R = Right

- TLS Mode: ABCCBAACB
- 20G Mode: DDDDDDDDCBA
- Big Mode: LLLLDCBA
- Uki Mode: ABABABABABABABABB
- Reverse Mode: DUUDCBA
- Monochrome Mode: RRRUCBA

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Arcade releases: **Tetris The Grand Master** | *Tetris The Absolute The Grand Master 2* | *Tetris The Absolute The Grand Master 2 PLUS* | *Tetris The Grand Master 3 Terror-Instinct*

Console releases: *Tetris with Cardcaptor Sakura Eternal Heart* | *Tetris The Grand Master Ace*
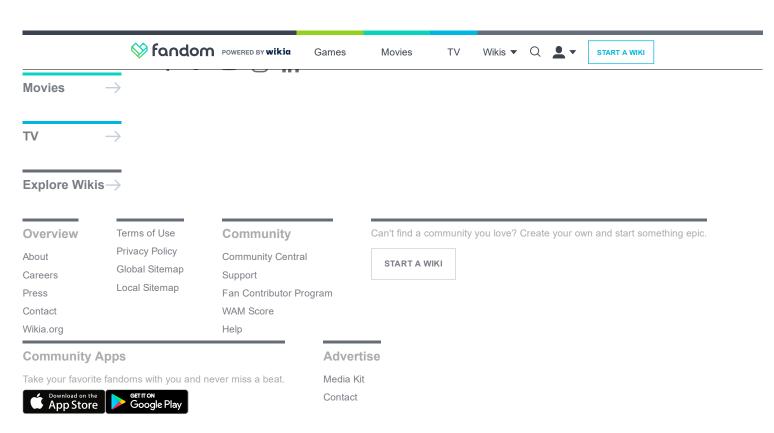
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