

M A R C H

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# Tetris® Variant Concepts



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## 1. OVERVIEW

The purpose of this manual is to catalog Tetris variants that have been used in the past. The following Tetris games manipulate characteristics of the Tetriminos and the Matrix to create exciting variants of the original Tetris game.

**You must obtain prior approval from Blue Planet Software's Quality Assurance team before implementing any Tetris variant.** Many of these variants would not be approved as standalone Tetris games. Each Tetris product must contain a default game mode that adheres to the *Tetris Design Guideline*.

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# Tetris® Variant Concepts

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## 2. TERMINOLOGY

### 2.1 GRAVITY

Gravity can be turned on or off in Tetris. Gravity is off in older Tetris games.

When gravity is turned on, Blocks fall into empty Matrix cells below them if there is sufficient space. In this case, stickiness has a large effect. For example, if no Blocks are logically sticky to each other, then single Blocks of a Locked Down Tetrimino can detach from their surrounding Blocks and fill in any empty space below, possibly resulting in more Line Clears.

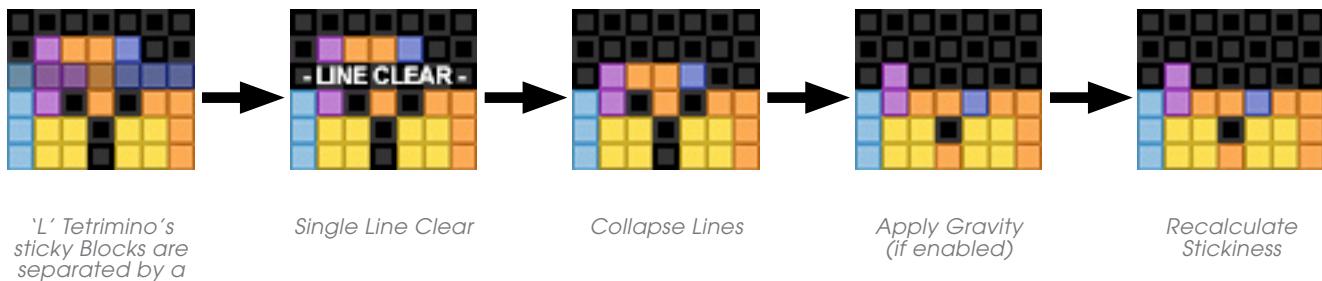
An avalanche is a special event in which gravity is turned on and all Blocks become non-sticky. All Blocks in the Matrix fall downward to fill up any space below them.

### 2.2 LINE CLEAR

The order of events following the completion of a line is as follows:

1. Clear the completed line from the Matrix.
2. Collapse lines. If gravity is enabled, proceed to step 3.
3. Combine sticky Blocks.
4. If gravity is on, apply gravity, causing “loose” Blocks to fall.
5. If this results in the completion of another line, return to step 1.

An exception to the above is when sticky Blocks are separated by a Line Clear. Lines are collapsed and gravity is applied before recalculating sticky Blocks. Hence, the following situation may occur:



## 2.3 MISSIONS

Similar to a puzzle variant, a mission is a quest type of game where the player needs to complete a level with a unique objective to advance to the next level. Many mission objectives don't involve clearing the Matrix or the bottom row in the Matrix. For example, one objective may be to clear a set number of lines without rotating any Tetriminos. Another objective may be to survive for a certain amount of time as the Fall Speed of the Tetriminos is increased. Overall, many of the mission variants share the following concepts:

- There are many levels of challenging missions, each with a unique objective.
- As the level increases, the difficulty of the objective also increases.
- The player cannot advance to the next mission if the current mission has not been completed.
- The level may have a specific set of Tetriminos to use (unlike Puzzle Mode).
- Time is a factor when completing the mission.
- The game is saved at the last level completed.
- The game makes the player aware of the Super Rotation System.

## 2.4 MULTIMINOS

In some Tetris variants, such as Sticky Tetris and Hot-Line Tetris, Multiminos may appear. Multiminos are just like Tetriminos except that one or more Minos have a color other than the Tetrimino's standard color.

A Multimino consists of differently-colored Minos. For example, the 'O' Multimino may consist of three yellow Minos, or 'O' Minos, and one light blue Mino called an 'I' Mino. Here are some examples of common Multiminos:



Tetriminos and Multiminos are created Mino by Mino. The standard set of Tetriminos, i.e., the 'O', 'I', 'S', 'J', 'T', 'L', and 'Z' Tetriminos, is made up of yellow, light blue, green, dark blue, purple, orange, and red Minos, respectively. The Minos used for the 'O' Tetrimino are called 'O' Minos. 'I' Minos are used for the 'I' Tetrimino, and so on.

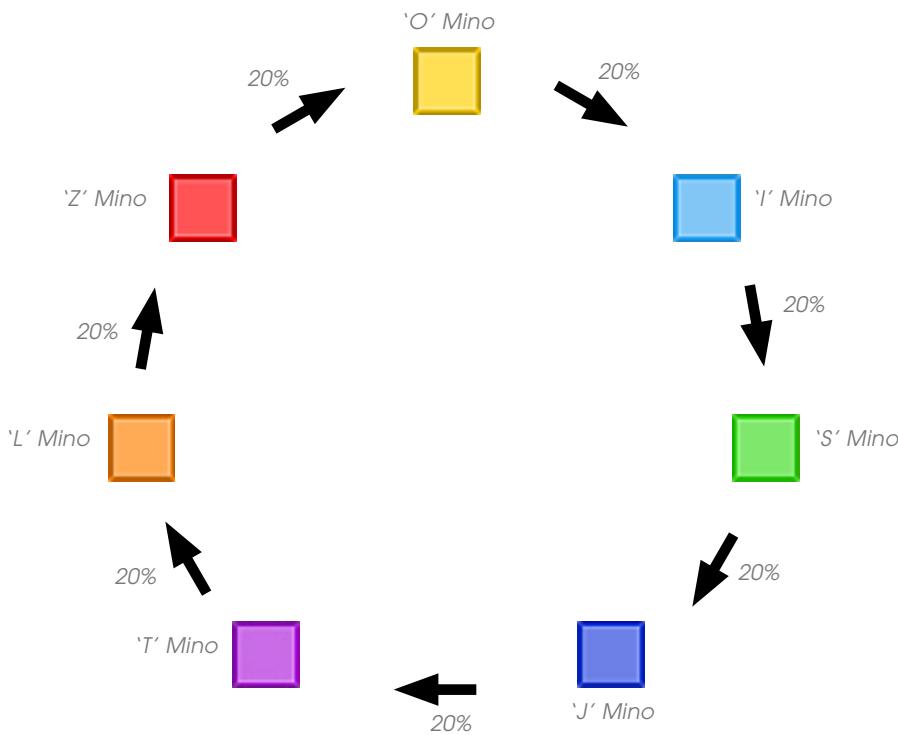
All Minos of a Tetrimino have a 100% chance of using its standard Mino. When creating an 'O' Tetrimino, for example, each of the 4 Minos has a 100% chance of being an 'O' Mino. Hence, all Tetriminos are a uniform color.

On the other hand, when creating an 'O' Multimino, each of the 4 Minos has an 80% chance of being an 'O' Mino, and a 20% chance of being an 'I' Mino. When creating an 'I' Multimino, each Mino has an 80% chance of being an 'I' Mino, and a 20% chance of being an 'S' Mino.

These percentages are linked. For example, since an 'O' Multimino Mino has a 20% chance of being an 'I' Mino, and an 'I' Multimino Mino has a 20% chance of being an 'S' Mino, each 'O' Multimino Mino also has a 20% chance of a 20% chance, or  $(.2 \cdot .2) = .04 = 4\%$  chance, of being an 'S' Mino. The percentages create a circle of links between each Mino.

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## 2.5 PUZZLES

Many Tetris variants utilize puzzles for game play. Typically, these variants share the following common elements:

- The Goal is to clear the entire Matrix or clear the bottom line.
- The player is given a pre-determined amount and assortment of Tetriminos to complete the Goal.

## 2.6 ROTATION SYSTEM

Many of the variations in this document use the Super Rotation System. This system is described in the *Tetris Design Guideline*.

## 2.7 SPECIAL ITEMS AND ATTACKS

Some multiplayer variants use the concept of obtaining special items in order to attack an opponent. A special item will appear as a Mino (or even all Minos) in a falling Tetrimino. There may also be a meter that specifically shows when the next special item will appear. The player must clear the line with the special item to obtain it. There are two different ways in which this special item can be used:

1. An attack is sent as soon as the special item is cleared from the Matrix.
2. The item is stored for later use at the discretion of the player.

Many types of attacks are possible, the most popular of which is sending garbage lines to an opponent.

## 2.8 STICKINESS

Tetrimino Minos can be “sticky” to each other, either logically, visually, or both. If stickiness is implemented, Minos of the same color within the same Tetrimino are normally sticky to each other. If two Minos are logically sticky, then they will combine and remain connected together as a single conglomeration of Minos. If two Minos are visually sticky, then they appear to be combined but do not necessarily remain physically connected. However, if Minos are visually sticky, they are usually logically sticky as well, and vice versa.

Ordinarily, the four Minos comprising a single Tetrimino are visually and logically sticky only to each other. However, the option does exist of extending stickiness across the boundaries of a single Tetrimino. For example, a Mino of one Tetrimino can combine with a Mino of a different Tetrimino and remain connected together as a single grouping of Minos.

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## 3. TETRIS BATTLE GAIDEN

**Platform:** Super Famicom



### 3.1 SHARED NEXT QUEUE

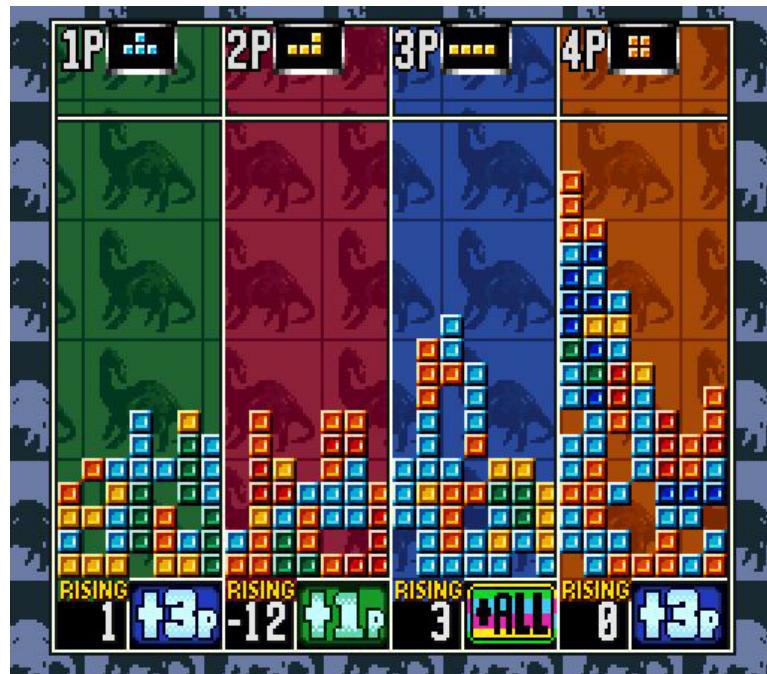
The Next Queue is shared between two opponents. This adds excitement as players try to time Locking Down their Tetriminos in order to get (or avoid) the Next Tetrimino in the queue.

### 3.2 ATTACKS

When the player clears a line containing a ball, the ball is added to their meter. The player can choose when the attack is sent by pressing up on the directional pad. The attack that is sent depends on the number of balls in the meter. Since all of the balls are used at once, and cannot be separated into smaller attacks, the player can control the type of attack by keeping only the number they want and not collecting more balls before sending the attack.

## 4. SUPER TETRIS 3

**Platform:** Super Famicom



### 4.1 FAMILISS

Multiplayer line attacks change every second. The choice that is showing when lines are cleared is the one that is sent. It is possible to send the attack to another player, to oneself, or to all players. There is also the possibility to subtract lines.

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## 4.2 MAGICALISS

Gray Blocks in the Matrix cascade but do not clear. Rotating a Tetrimino changes the Tetrimino's color. When the player gets a Line Clear with all the same color Blocks, it sends a Magicaliss (Minos randomly fall from the top of the Matrix). A Magicaliss clears all existing Blocks in the Matrix identical in color to the Line Clear. The gray Blocks then switch to that color.



#### 4.3 SPARKLISS

Lines only clear if there are one or more bombs in them. A bomb explodes when a line is completed. Explosion size depends on the number of lines cleared. For a Single Line Clear, bombs clear up to three Blocks away along horizontal and vertical lines. Four bombs placed next to each other in a square pattern form a super bomb. Super bombs clear up to five Blocks away along horizontal and vertical lines.



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## 5. TETRIS PLUS

**Platform:** PlayStation



### 5.1 PUZZLE MODE

A character sprite ("the Professor") walks around on the Blocks in the Matrix. The object is to clear Blocks so that the character can reach the Goal at the bottom of the Matrix. If a Tetrimino Locks Down on top of the character, it climbs up the Blocks. The stage ends either when the character reaches the Goal at the bottom, or it is caught by the ceiling (which descends periodically). The ceiling is raised when the player performs a Triple or a Tetris Line Clear.

## 6. TETRIS X

**Platform:** PlayStation



### 6.1 ATTACKS

Each player is able to save up lines before sending them to the player to the immediate left or right. The player can also target another player by moving their character underneath the other player's Matrix. Once the character is there, all of the lines that are sent go to that Matrix.

Lines that are received are color-coded and show the pattern of the character that sent them (if grouped together). This allows the receiving player to identify who is sending the lines.

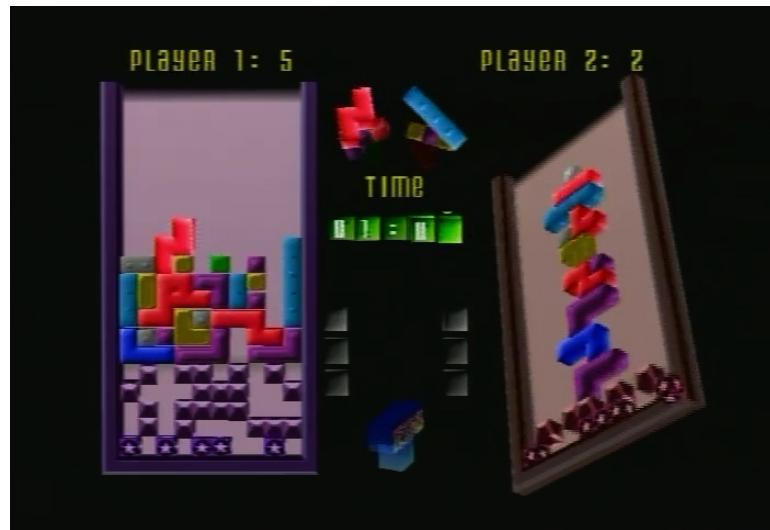


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## 7. THE NEXT TETRIS DLX

**Platform:** PlayStation



### 7.1 MULTIPLAYER

Instead of adding lines to the opponent's Matrix, the player can distract the opponent by spinning the Matrix after a multiple Line Clear or cascade.

Each player has their own level number that increases independently. This balances the game so that it is more difficult for the player with a higher skill level to keep winning.

## 7.2 PUZZLE MODE

The player has a set number of Tetriminos with which to clear the bottom line (as indicated by star Blocks) in the Matrix. To do this, the player must strategically plan and place their Tetriminos. This game also features gravity (for cascades) and stickiness outside the Tetrimino. Cascades are prevented when two Blocks with the same color touch each other, forming a larger Block.



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## 8. TETRIS WITH CARDCAPTOR SAKURA

**Platform:** PlayStation



### 8.1 ATTACKS

After seven Tetriminos have been placed, a gem appears as one of the Minos in the next Tetrimino. Clearing these gems has a different effect depending on the color and the character of the player. There are attacks such as vertically flipping the Matrix of the opponent or shifting their Blocks horizontally. There are also defensive moves that can clear Blocks (or whole columns of Blocks) or neatly shift the Blocks to one side of the Matrix.

### 8.2 TETRIMINO CONTROL

Hard Drop and Soft Drop are different from the standard. When a Tetrimino is Hard Dropped, it moves to the bottom of the Matrix but does not Lock Down immediately. The player is allowed to move or rotate the Tetrimino until the Lock Down Timer expires. Soft Drop causes the Tetrimino to Lock Down almost immediately after touching a surface.

A white outline appears around the Blocks as soon as the Tetrimino Locks Down.

The player is allowed to rotate the Tetrimino in the Next Queue during the beginning countdown.

## 9. THE NEW TETRIS

**Platform:** Nintendo 64



### 9.1 WONDERS

Players have their own game files that accumulate score lines. These lines can be used to unlock Wonders. Collect one line by clearing a line, five lines for a Tetris, and one line for each line cleared with a Spin Move (a T-Spin Line Clear). The Spin Move causes the Locked Down Tetriminos to separate and fall, awarding an extra score line for each line cleared by the avalanche. Squares can be formed when a 4x4 square is made either of the same type of Tetrimino (Mono- or Gold), or different types (Multi- or Silver). (See **Square Tetris** under **Tetris Worlds** for more information.) Collect 5 lines per cleared line of a Silver square, and 10 lines per cleared line of a Gold square.

The winner of a multiplayer match receives all of the lines scored by the other players.

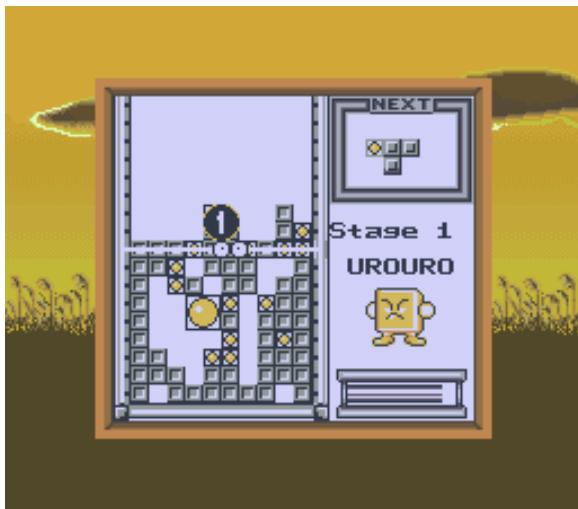


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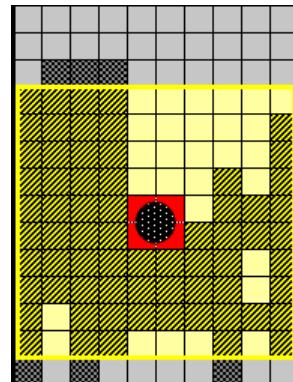
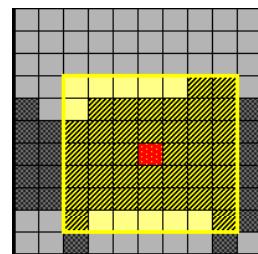
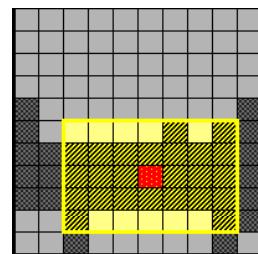
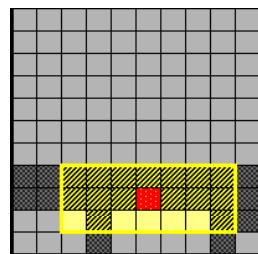
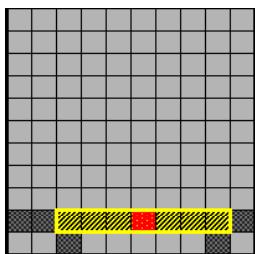
## 10. SUPER BOMBLISS DX

**Platform:** Game Boy Color



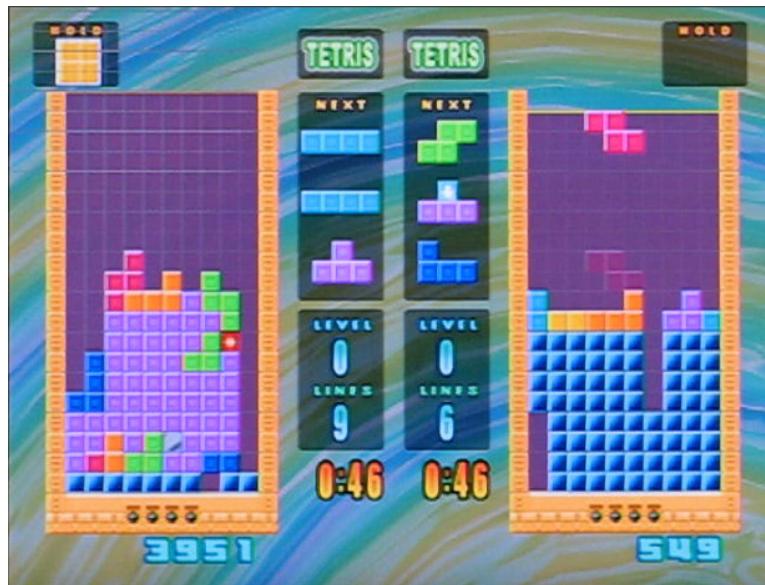
### 10.1 BOMBS

Lines only clear if there are one or more bombs in them. A bomb explodes when a line is completed. Explosion size depends on the number of lines cleared. For a Single Line Clear, bombs clear up to three Blocks away horizontally on both sides of the bomb. Four bombs placed next to each other in a square pattern form a super bomb. Super bombs clear up to four Blocks away horizontally on both sides of the bomb. The explosion extends four rows up and four rows down from the super bomb.



## 11. TETRIS KIWAMEMICHI

**Platform:** PlayStation 2



### 11.1 ATTACKS

Items appear as small icons within the Tetriminos. Each icon sends a unique attack. When the Tetrimino Locks Down, the icon remains in the Matrix until it is cleared with a line. However, if the Tetrimino is put into the Hold Queue, the item disappears.

Players can customize the types of items that are included in the game.

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## 11.2 COOPERATIVE MODE

Two players play together on the same enlarged Matrix. The falling Tetriminos are distinguished by different-colored outlines.



## 11.3 TARGET MODE

The objective is to clear between two and five target Blocks within the time limit. The time limit is typically around one minute per target Block. A time bonus is awarded the quicker the Blocks are cleared. If the Blocks are not cleared within the time limit, the game ends.



## 12. TETRIS WORLDS

**Platform:** PlayStation 2

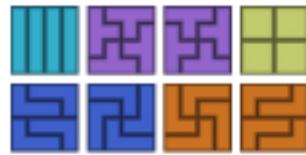
### 12.1 SQUARE TETRIS

In Square Tetris, there are some new ways to earn bonus points. A player can create 4x4 squares, out of the falling Tetriminos. A square made of four of the same Tetriminos is a Pure Square. A square made of different Tetriminos is a Combination (or Combo) Square. Lines cleared that contain a piece of a square earn bonus points.

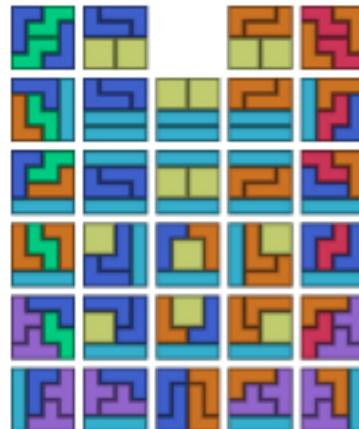
Square Tetris also has a unique play feature. A T-spin coupled with a Line Clear will cause some Blocks in the Matrix to avalanche. Clear the top line of the T-Tetrimino and everything above it in the Matrix will avalanche. Clear the bottom line and everything beneath it will avalanche. Clear both lines and everything in the Matrix will avalanche.

The adept player wastes no Tetriminos. It is exciting to watch an expert create square after square at high speed.

Pure Square Patterns



Combo Square Patterns



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## 12.1.1 Bag System

Square Tetris uses a variation of the bag system as its random generator in order to increase the possibility of creating a Pure or Combo Square. Nineteen Tetriminos are placed into the virtual bag. The quantity of each Tetrimino type in the bag is as follows:

- 'O'-Tetrimino: 3
- 'I'-Tetrimino: 3
- 'T'-Tetrimino: 3
- 'L'-Tetrimino: 3
- 'J'-Tetrimino: 3
- 'S'-Tetrimino: 2
- 'Z'-Tetrimino: 2

Tetriminos are never removed from the bag, resulting in a greater chance of the same Tetrimino being generated. This results in an increased possibility of creating a Pure or Combo Square. Tetriminos are chosen at random from the bag to be inserted at the end of the Next Queue.

## 12.1.2 Level Up Condition

Clear the required number of points specified by the Goal. The Goal for each level is Level x 10. Divide the Total Score by 100 to find out the corresponding number of Goal Points.

## 12.1.3 Scoring

Base Score = (Level #) x (Level 1 Base Score)

Square Bonus = 500 x (# Line Clears in Combo Square) + 1000 x (# Line Clears in Pure Square)

Line Score = (Base Score) + (Square Bonus)

Square Creation Bonus: When the player creates a Combo Square, they instantly receive 500 points. If the player creates a Pure Square, they instantly receive 1000 points.

Example:

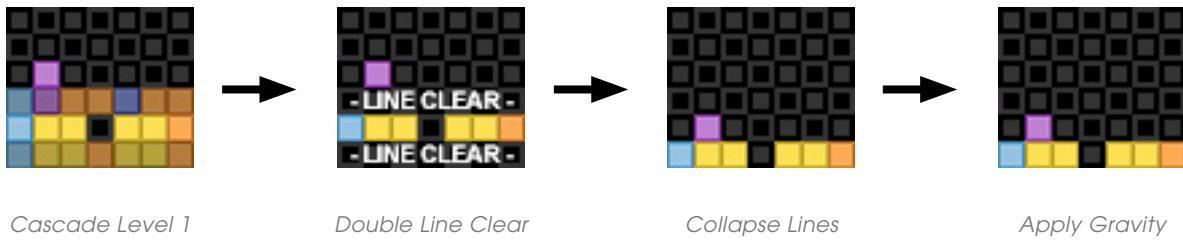
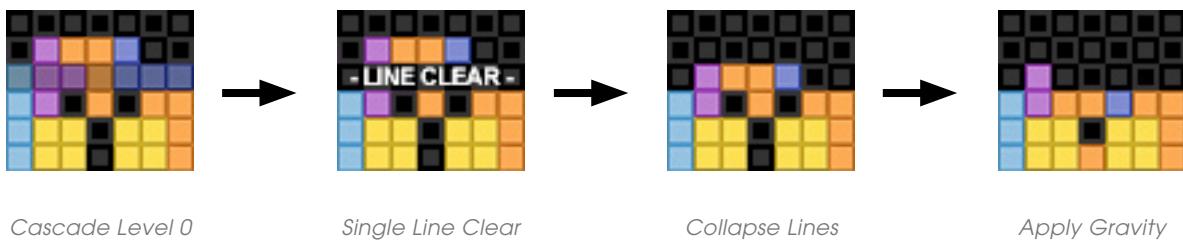
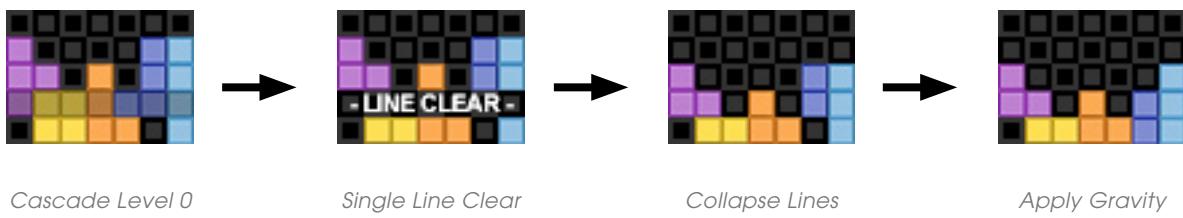
LEVEL # = 1

Line Clear Type	Base Score	# Line Clears in Combo Square	# Line Clears in Pure Square	Square Bonus	Line Score
1 Line	100	1	0	500	600
2 Lines	300	2	0	1000	1300
3 Lines	500	0	1	1000	1500
4 Lines	800	0	0	0	800
T-Spin 0 Lines	400	N/A	N/A	0	400
T-Spin 1 Lines	800	1	0	500	1300
T-Spin 2 Lines	1200	1	1	1500	2700
T-Spin 3 Lines	1600	1	0	500	2100

## 12.2 CASCADE TETRIS

In Cascade Tetris, the Blocks in the Matrix fall more often and farther than they do in ordinary Tetris. After a line has been cleared, Tetrimino remnants floating above the cleared line will fall as far as they can (gravity). When such falling pieces cause another line to form, it will also be cleared. Clearing additional lines by causing Blocks to fall is called a cascade. More cascades means more bonus points.

The adept player will do more cascades per game to reach the Goal. Masters have been known to cause over 10 cascades with 1 Tetrimino.



### 12.2.1 Level Up Condition

Clear the required number of points specified by the Goal. Levels range from 1 to 15 and the Goal for each is Level x 5 Goal Points. Divide the Cumulative Score by 100 to find out the corresponding number of Goal Points (100 Score Points = 1 Goal Point).

# Tetris® Variant Concepts

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## 12.2.2 Scoring

Base Score = (Level #) x (# of Lines Cleared) x 100

Cascade Bonus = (Level #) x (Base Score) x (Cascade Level #)

Line Score = (Base Score + Cascade Bonus)

Cumulative Score =  $\sum$ (Line Score at each Cascade Level #)

Example:

LEVEL # = 1

# of Lines Cleared	Base Score
1 Line	100
2 Lines	200
3 Lines	300
4 Lines	400
5 Lines	500
6 Lines	600
7 Lines	700
8 Lines	800
9 Lines	900
10 Lines	1000
11 Lines	1100

Cascade Level #	# of Lines Cleared	Base Score	Cascade Bonus	Line Score	Cumulative Score
0	1	100	0	100	100
1	1	100	100	200	300
2	1	100	200	300	600
3	2	200	1200	1400	2000
4	1	100	400	500	2500
5	1	100	500	600	3100
6	1	100	600	700	3800
7	2	200	1400	1600	5400
8	2	200	1600	1800	7200
9	1	100	900	1000	8200
10	3	300	3000	3300	11500
11	1	100	1100	1200	12700

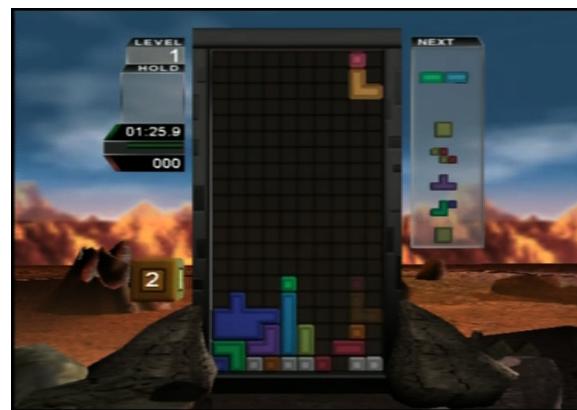
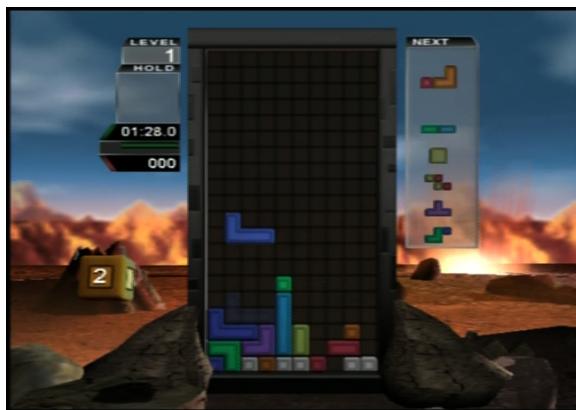
### 12.3 STICKY TETRIS

The objective of Sticky Tetris is to clear the Blocks in the bottom row of the Matrix. Multiminos appear and gravity is enabled.

There are some additional features which make Sticky Tetris unique and interesting. When a line is cleared, Blocks will cascade. However, if a Block comes to rest next to a Block of the same color, they will stick together. When Blocks stick together in the wrong way, they prevent cascades from happening. The player must position the falling Tetriminos in a way that promotes cascades, but prevents stickiness.

If the player connects 25 or more Blocks of the same color, all of these Blocks will be cleared. This grouping of same colored Blocks is called a Critical Mass.

As the player becomes more adept, the bottom line is buried under more Blocks. It is exciting to watch a long series of cascades which end in the clearing of the bottom line.



# Tetris® Variant Concepts

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## 12.3.1 Level Up Condition

Sticky Tetris does not use the Goal system to Level Up. Rather, each level presents the player with a number of Starting Block Lines at the bottom of the Matrix depending on the level. The bottom line of Blocks must be cleared in order to Level Up. The number of Starting Block Lines that appear at the start of each level is equal to the Level + 1.

## 12.3.2 Scoring

The game starts with the timer at two minutes. The timer stops when the player clears the bottom row of Starting Blocks. They receive a Time Score depending on how many seconds are left on the timer. If the timer reads zero, then they receive no Time Score.

Time Score = (Level #) x (# of 0.01 - seconds remaining on timer)

Example:

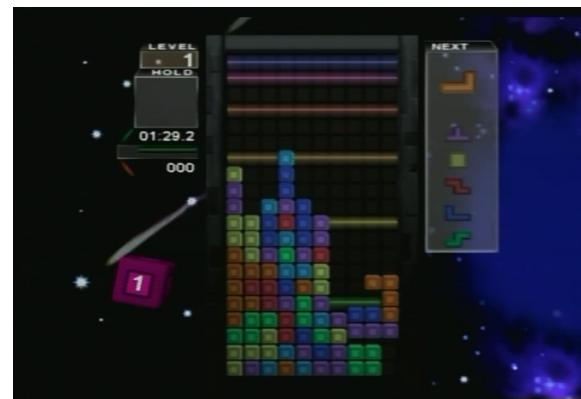
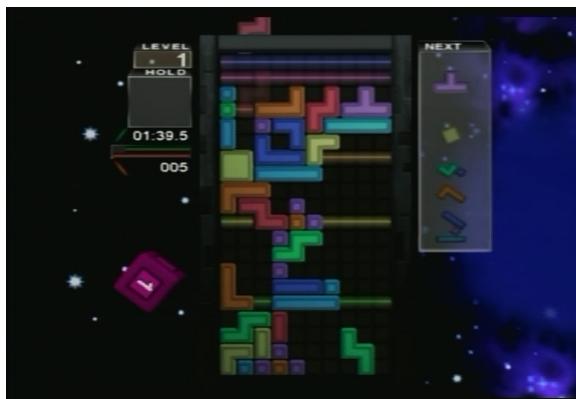
Level	Time Remaining in 0.01 seconds	Time Score	# of Starting Block Rows (Level # + 1)
1	3 (0.03 seconds)	3	2

## 12.4 HOT-LINE TETRIS

The objective of Hot-Line Tetris is to clear lines in specially marked rows of cells called Hot-Lines. Multiminos occasionally appear and gravity is enabled.

Different Hot-Lines give the player different points. The higher up in the Matrix a player clears a Hot-Line, the more points the player gets. Earn one point for clearing a line on the lowest Hot-Line and six points for clearing one at the top. The trick to Hot-Line is to build towers of Blocks in the Matrix and only clear lines nearest the top.

Great players can build towers very quickly and play almost the entire game very near the top of the Matrix. It is very exciting to clear lines and barely escape the Block Out or Lock Out conditions.



### 12.4.1 Level Up Condition

Clear the required number of points specified by the Goal. The Goal for each level is Level x 10. With each Level Up, all Blocks in the Matrix separate and fall straight down to fill in all the empty spaces below, activating any Line Clears if possible (i.e., an avalanche).

Divide the Total Score by 100 to find out the corresponding number of Goal Points (100 Score Points = 1 Goal Point).

# Tetris® Variant Concepts

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## 12.4.2 Scoring

*Note:* Only Line Clears that touch a Hot-Line receive points.

Base Score = (Level #) x (Level 1 Base Score)

Hot-Line Multiplier =  $\sum(\text{Touched Hot-Line } \#)$

Line Score = (Base Score) x (Hot-Line Multiplier)

Example:

Level # = 1

# of Lines Cleared	Base Score	X = Touches Hot-Line						HM	Line Score
		1	2	3	4	5	6		
1 Line	100	x						1	100
2 Lines	200		x					2	400
3 Lines	300			x				3	900
4 Lines	400				x	x	x	15	6000
5 Lines	500		x					2	1000
6 Lines	600	x	x					3	1800
7 Lines	700	x						1	700
8 Lines	800		x					2	1600
9 Lines	900	x						1	900
10 Lines	1000	x	x					3	3000
11 Lines	1100	x	x					3	3300
12 Lines	1200	x	x					3	3600



## 12.5 FUSION TETRIS

The objective of Fusion Tetris is to connect the falling atom Blocks to the Fusion Block at the bottom of the Matrix.

There are some interesting properties of atom Blocks. When a line is cleared, all Blocks in that line, except the atoms, are cleared from the Matrix. Clearing a line that contains atom Blocks causes a cascade to happen. This is the only variation of Tetris where the player can control whether a cascade happens or not.

The better players position the falling atom Blocks in a way which causes multiple cascades to happen near the end of the game. The most exciting moment in Fusion Tetris is when a player Locks Down the last Tetrimino but the cascades which follow connect enough atom Blocks to the Fusion Block to win the game.



### 12.5.1 Level Up Condition

Connect the required number of atoms, specified by the Goal, to the Fusion Block. An atom is a single Mino of a Tetrimino. The Goal for each level is Level  $\times$  2. Like Sticky Tetris, each level presents the player with a number of Starting Block lines at the bottom of the Matrix. The number of lines that appear is equal to the Level + 1. The Fusion Block is on the bottommost line in the Matrix.

# Tetris® Variant Concepts

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## 12.5.2 Scoring

The game starts with the timer at two minutes. The timer stops when the player connects the required number of atom Blocks to the Fusion Block. They receive a Time Score depending on how many hundredths of a second are left on the timer. If the timer reads zero, then they receive no Time Score.

Time Score = (Level #) x (# of 0.01 - seconds remaining on timer)

Example:

Level	Time Remaining in # of 0.01 seconds	Time Score	# of Starting Block Rows (Level # + 1)
1	6 (0.06 seconds)	6	2

## 13. TETRIS THE GRAND MASTER ACE

**Platform:** Xbox 360



### 13.1 ATTACKS

This variant has small icons to represent each attack. However, instead of just one Mino as the icon, all four Minos are the same item. When the Tetrimino Locks Down, the special item Blocks remain until any item in the Matrix is cleared. When an item is cleared, the attack is sent and every special item Block remaining in the Matrix is changed into a regular Block.

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## 14. KIDS TETRIS

**Platform:** PC



### 14.1 DIMINOS AND TRIMINOS

In addition to Tetriminos, Diminos and Triminos are found in this game. Only clockwise rotations may be performed.

There is no scoring system. The Goal in multiplayer mode is to clear 10 lines and is cooperative between both players. Both players must survive the duration of the game to claim a win. If one player Blocks Out, then the level is reset. The Ghost Piece, Hold Queue, and Hard Drop are not available in this game.

## 15. HANGAME

**Platform:** PC



### 15.1 ATTACKS

Multiple items can be stored for later use. When the items are cleared, they are placed into a queue. The player can choose a number to send the corresponding attack to an opponent or himself.

Icon	Name	Description
	Add Item	Adds a garbage line to the selected player's Matrix
	Item	Deletes another player's items that are in the Matrix
	Delete Twist	Messes up the selected player's Tetriminos making them difficult to clear
	Nuclear	This is like a ticking bomb. When given to someone, it is put into a Tetrimino and a number appears. This number represents the amount of time (and number of Blocks that will come out) they have left before it explodes.
	Dark	Covers a player's screen so that the player cannot see anything in the Matrix for a few seconds
	Switch	Allows a player to switch their Matrix with another player's Matrix
	Minus	Clears a line from the selected player's Matrix
	Drop	Drops "cleared lines" into a selected player's Matrix
	Clear	Clears the selected player's Matrix; can be used on one's own Matrix

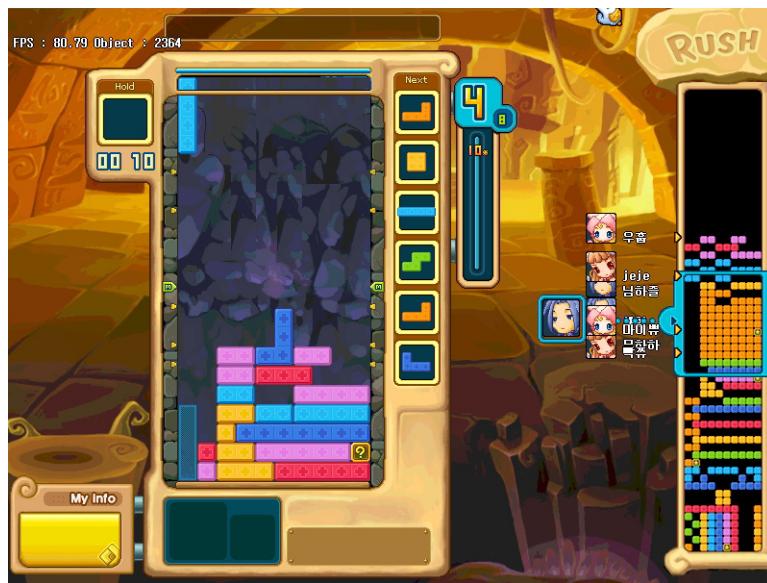
# Tetris® Variant Concepts

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## 15.2 RUSH MODE

The Matrix in this mode extends vertically and is called a "Map". The current section of the Map is enlarged for the player and is shown near the middle of the screen. Multiple players can dig into this Map at the same time; the one who reaches the bottom first wins the game. A 30-second countdown begins once a player reaches the bottom. The game is over for any player who fails to reach the bottom by the end of this countdown.

Players can obtain items which may be utilized to attack other players, defend attacks from other players, or aid in digging to the bottom of the Map more quickly.



## 16. FAMILY TETRIS

**Platform:** Plug and Play device



### 16.1 MINOS, DIMINOS, AND TRIMINOS

The player may select a game mode with Minos, Diminos, and Triminos. The Matrix size is 8 cells wide by 20 cells high. The Hold Queue is not enabled. Single player and two-player cooperative modes are available. With the option of using Minos, Diminos, and Triminos, a player at a lower skill level is able to play through a game alongside a more advanced player and still feel like a winner.

In the Dimino-only mode, the player receives Diminos in a Matrix 5 cells wide by 10 cells high. This game is geared towards beginners orienting themselves to rotations and the basic rules of game play.

In the Mino-only mode, the player receives Minos in a Matrix 4 cells wide by 10 cells high. This is the most basic form of Tetris in which only left and right movements and Soft Drops are required to position Minos to clear one line at a time.



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## 17. MINNANO TETRIS

**Platform:** Plug and Play device



### 17.1 MINOS, DIMINOS, AND TRIMINOS

The single player Kantan mode uses Minos, Diminos, and Triminos in a Matrix 8 cells wide by 12 cells high. This game has only 10 levels in which the player must clear 10 lines on each level. It includes all of the standard features of Tetris such as a Hold Queue, Ghost Piece, and Hard Drop.

## 18. TETRIS TWIN

**Platform:** Assorted touch screen devices



### 18.1 TOUCH SCREEN

Originally designed for Japanese restaurants (for customers while they wait for their food), this is a single or two-player game that only allows game play by touching the screen. To control the Tetriminos, there are buttons on either the left or right of the Matrix. The player has the ability to select which side the controls are displayed.

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## 19. TETRIS DS

**Platform:** Nintendo DS



### 19.1 TOUCH MODE

This mode does not use control keys. The entire mode is played by using the stylus pen to move the already-stacked Tetriminos around to clear lines. It contains two different games: Tower and Touch Puzzle. Gravity is enabled in both games.

In Tower, the objective is to lower the box of balloons at the top of the stack. Once the box reaches the lowest line, it opens and the balloons fly away.

To move a Tetrimino left or right, the player must drag the Tetrimino in the desired direction. To rotate, the player must tap the Tetrimino twice. To rotate clockwise, tap the Tetrimino from left to right. To rotate counter-clockwise, tap the Tetrimino from right to left. If the Tetrimino cannot be rotated, the Tetrimino will temporarily rotate showing the overlap with another Tetrimino and then rotate back to its initial position. In higher levels, the Tetriminos cannot be rotated.

Line clears caused by cascades are recognized as Chains and score additional points.

In Touch Puzzle, the objective is to solve each puzzle by using the already-stacked Tetriminos. Tetriminos can be moved but not rotated.



Drag a Tetrimino to the left to move the Tetrimino left.

Double-tap a Tetrimino to rotate it.

To rotate clockwise, the second tap must be to the right of the first tap.

To rotate counter-clockwise, the second tap must be to the left of the first tap.

Drag a Tetrimino to the right to move the Tetrimino right.

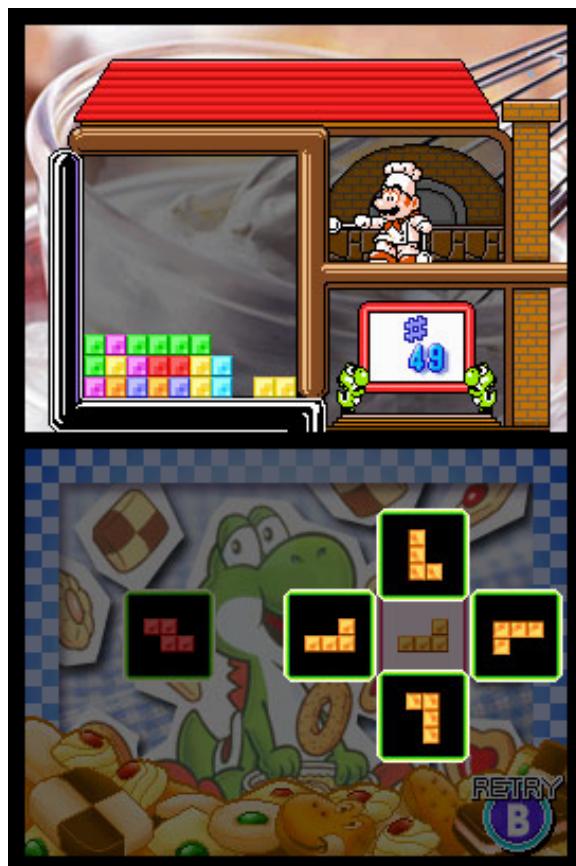
# Tetris® Variant Concepts

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## 19.2 PUZZLE MODE

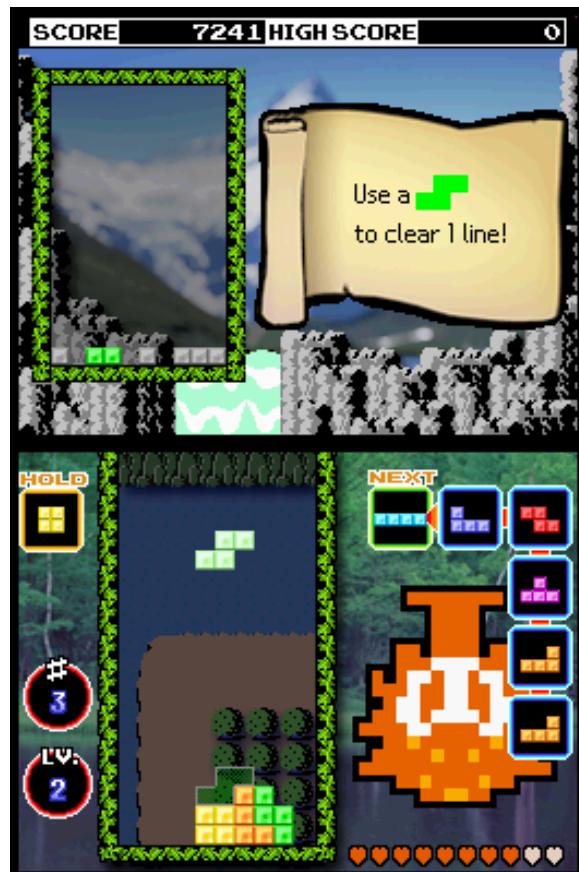
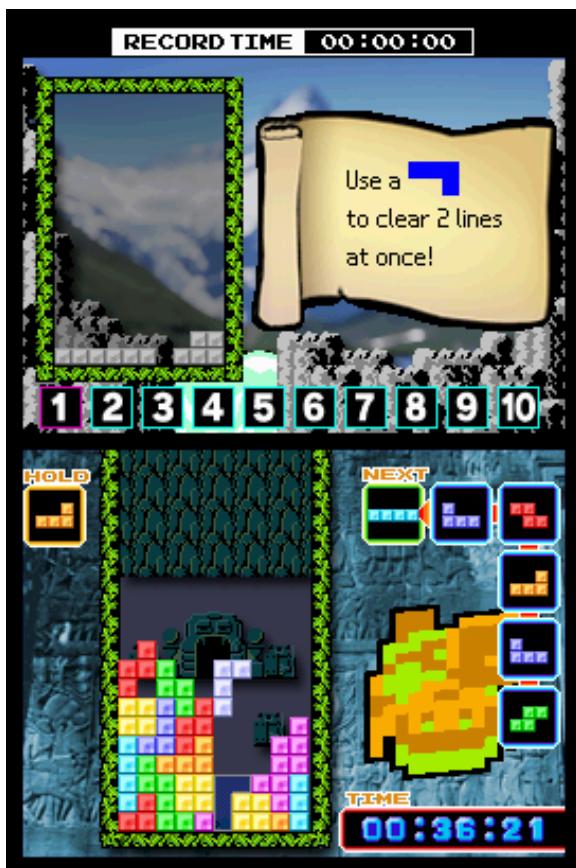
The player must clear all the Blocks in the Matrix with the given number of Tetriminos. What makes this game unique is that the player does not get to move or position the Tetriminos in the Matrix; the game automatically does this.

The player first selects which Tetrimino they want to use. When the player taps on that Tetrimino, different orientations for the Tetrimino (North, South, East, and West) appear. After selecting the orientation, the Tetrimino automatically drops into the Matrix. As the level progresses, the puzzles become more difficult.



### 19.3 MISSION MODE

Each level has a different objective. For example, use a J-Tetrimino to clear two lines. The player must complete the level to progress to the next level.



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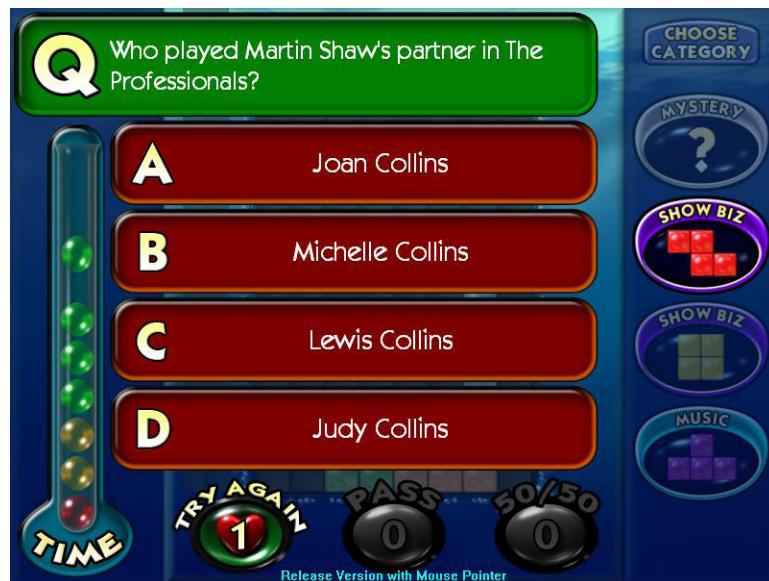
## 19.4 ATTACKS

The special item Mino is shown as a question mark. After the Tetrimino Locks Down, the player has a limited amount of time to clear it before the item disappears. Cleared items are saved to a special item area on the screen. To use the item, the player must press the 'X' button. Only one item at a time can be held in the item area. If another question mark Block is cleared, nothing happens.



## 20. TETRIS QUIZ

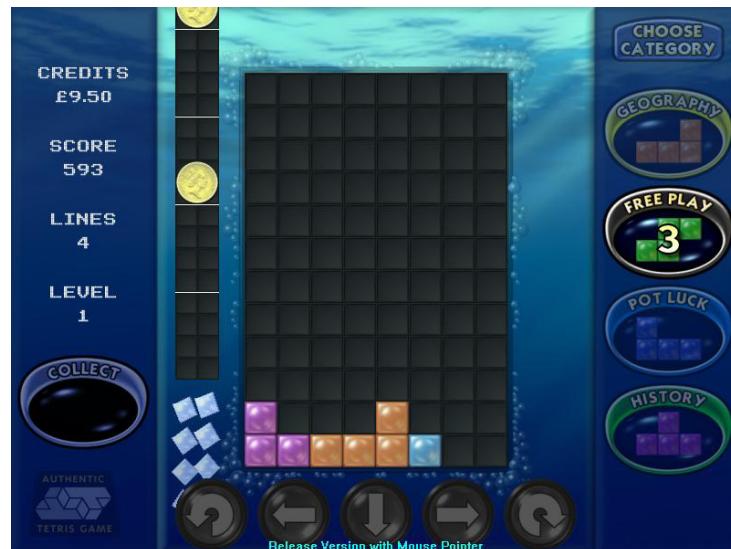
**Platform:** Mega Touch and other touch screen devices



### 20.1 QUIZ

Originally designed for pubs, this is a quiz game designed for people in the United Kingdom and their common knowledge on topics such as sports, foods, and celebrities. The overall objective of the game is to score as many points as possible by playing the Tetris portion of the game. In order to play the Tetriminos, the player needs to answer questions correctly.

To control the Tetriminos, there are buttons on the bottom of the Matrix for movement and rotation. Physically press these buttons on the screen to maneuver the Tetriminos. Hold down the appropriate button to Auto-Repeat movements or Soft Drop.



# Tetris® Variant Concepts

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## 20.2 COINS

There are special bonuses in the game that allow the player to obtain coins. Coins give the player credits in the machine to play more games. A meter to the left of the Matrix shows the player how many lines must be cleared to obtain the next coin.

## 21. IPHONE TETRIS

**Platform:** iPhone and iPod touch



# Tetris® Variant Concepts

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## 21.1 TOUCH SCREEN

This variant utilizes Apple's remarkable touch screen functionality. Drag anywhere on the screen to control the Tetrimino in play.

Tap the Hold Queue to hold the falling Tetrimino

Tap the left side of the screen to rotate the Tetrimino counter-clockwise

Drag left anywhere on the screen to move the Tetrimino left

Drag down anywhere on the screen to start a Soft Drop. Continue pressing the screen to continue the Soft Drop.



Tap the right side of the screen to rotate the Tetrimino clockwise

Drag right anywhere on the screen to move the Tetrimino right

Flick down anywhere on the screen to Hard Drop the Tetrimino

Tap the screen to rotate a Tetrimino. The dividing line between counter-clockwise and clockwise rotations always starts between columns four and five for each Tetrimino but changes depending on the last rotation made.

When a Tetrimino is generated, any tap to the left of Line A is considered a counter-clockwise rotation; any tap to the right of Line A is considered a clockwise rotation.

If the Tetrimino is rotated counter-clockwise, Line B is made the dividing line between counter-clockwise and clockwise rotations. This continues until the Tetrimino is rotated clockwise, at which time the dividing line moves back to Line A.

At Lock Down, the dividing line is reset to Line A.

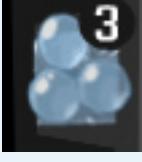
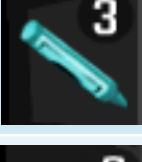
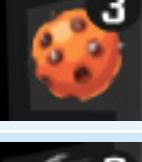


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## 21.2 MAGIC ITEMS

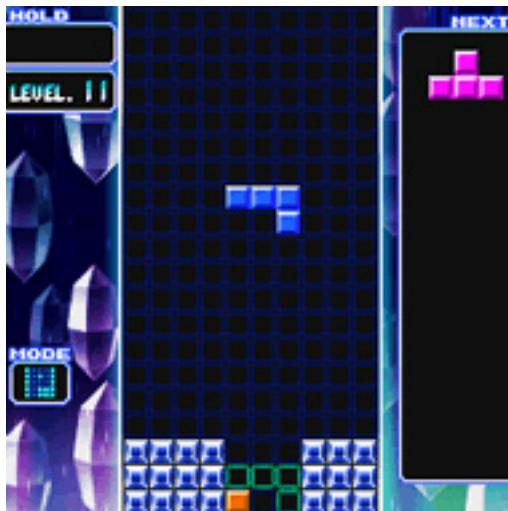
Two different modes are included: Marathon and Magic. Marathon is the standard 15 level game. In Magic mode, magic items are included. These items take advantage of the device's accelerometer and multi-touch capabilities. Use the items to score more points or get out of trouble.

Graphic	Item	Description
	The Minimizer	Pinch the falling Tetrimino into a single Mino. Drop the easy-to-place Mino anywhere.
	Bubble Wrap	Turns all Blocks into bubble wrap for a limited time. Tap each Block to pop it, clearing it from the Matrix. This is useful for setting up a T-Slot for a T-Spin.
	Magic Crayon	Create any Tetrimino by drawing it. The drawn Tetrimino will replace the falling Tetrimino.
	Wrecking Ball	The falling Tetrimino will turn into four iron balls. Shake the device to send the balls bouncing around the Matrix. The balls will break Blocks on contact. Use this to create some space if the Matrix is filling up with Blocks.
	Smashdown	This item unglues individual Blocks in Locked Down Tetriminos. Each Block can slide downward independently. Shake the device downward to create huge cascades that clear multiple lines.

*Note:* The number in each item graphic denotes the number of uses remaining for the item.

## 22. TETRIS CRYSTAL

**Platform:** Mobile devices



### 22.1 PUZZLE MODE

This game has many different levels of puzzles to complete. The Goal of each level is to clear the entire screen with the given Tetriminos. The puzzles increase in difficulty as the level progresses.

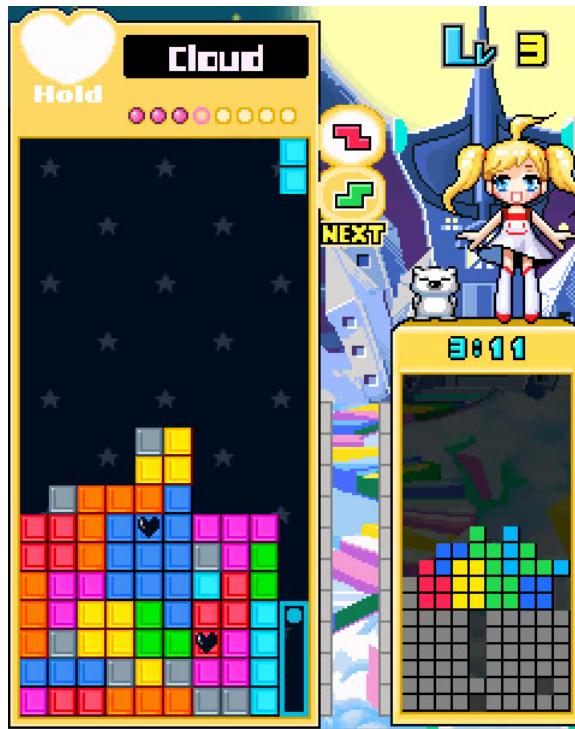
The player is allowed to rotate, move, and position the Tetrimino freely. As the level increases, the Super Rotation System is implemented and the player must start using other rotation points to complete the puzzle. One challenging aspect of this game involves the Hold Queue. Typically, a puzzle game will have a pre-set order of Tetriminos to complete the puzzle. With the Hold Queue enabled, game play is varied and non-sequential.

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## 23. TETRIS MISSION 2008

**Platform:** Mobile devices



### 23.1 PET-SKILL SYSTEM

Collect 18 kinds of pets, each of which has a different skill. There are a total of 21 skills: 12 attacks and 9 defenses.

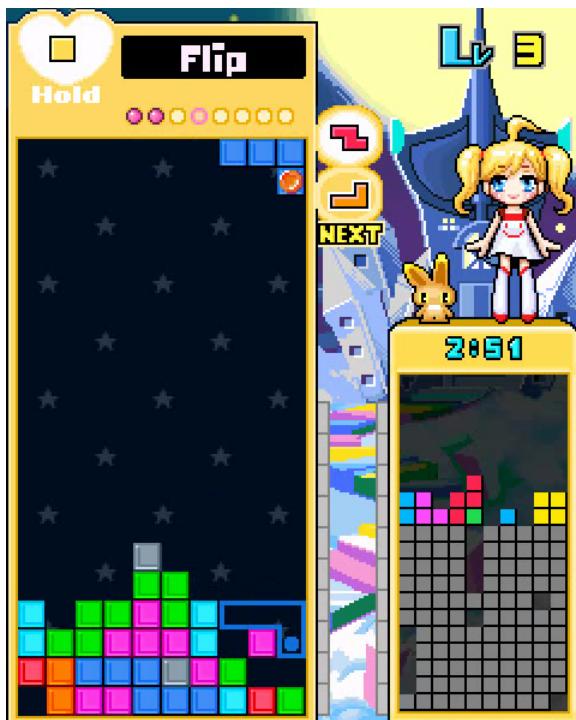
Attacks		Defenses	
Skill	Description	Skill	Description
Line(+)	Adds a garbage line	Line(-)	Removes a garbage line
Speed	Speeds up the Fall Speed of Tetriminos	Power	Gives Power Balls more often (see next section)
Drop	Drops a garbage line into the opponent's Matrix; the line does not break apart when it hits a Block	Shield	Disables attacks from the opponent
Chaos	Switches left and right movement of Tetriminos	Push	Pushes part of the Blocks to one side; Blocks shift and fill holes
Same(X)	Gives difficult Tetriminos (Z, S, O, and T) to the opponent	Press	Presses part of the Blocks downward; Blocks shift and fill holes
Ghost	Creates disappearing/reappearing Tetriminos	Fill	Fills holes in the Matrix
Hole	Punches holes in the Blocks	Drill	Clears lower lines in the Matrix

Attacks		Defenses	
Skill	Description	Skill	Description
Zigzag	Shifts all of the Locked Down Blocks in one direction (for example, a well on the right side of the Matrix may shift to the middle)	Same(O)	Gives easy Tetriminos (I, L, and J) to the player
Bomb	Bombs part of the Matrix, clearing several Minos	Missile	A "Missile Mino" turns up and clears a selected line
Cloud	Clouds hide parts of the Matrix from view		
Flip	Flips the left and right halves of the Matrix		
Updown	Flips the upper and lower halves of the Matrix		

## 23.2 BUYING AND USING SKILLS

Pets can be purchased at the Pet Shop with "Star" (cyber money). The player exchanges Coins for Stars (a Gold Coin for five Stars, a Silver Coin for three Stars, and a Bronze Coin for one Star). Coins are attached to Tetriminos. Clear a line that includes a Coin to get it, however, the player may need to clear the level or complete the game before being credited depending on the game mode. Coins are generated in the first minute of every level.

To use a pet's skill, Power Balls must be obtained. A heart-shaped Power Ball is attached to a Tetrimino. Clear a line that includes a Power Ball to fill the Power Ball Queue. When the Queue is full, the skill is automatically activated.



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## 24. TETRIS POP

**Platform:** Mobile devices



### 24.1 MINI-VARIATIONS

Tetris POP consists of 17 mini-variations (i.e., mini-games). These mini-variations are used in each of the game's three modes: POP Mode, POP Chrono, and POP Mix. In POP Mode, each level features a set of mini-variations that must be played one at a time. In POP Chrono, the player selects a desired duration of play and the game selects the mini-variations automatically. In POP Mix, the player selects the mini-variations they want to play from a list.

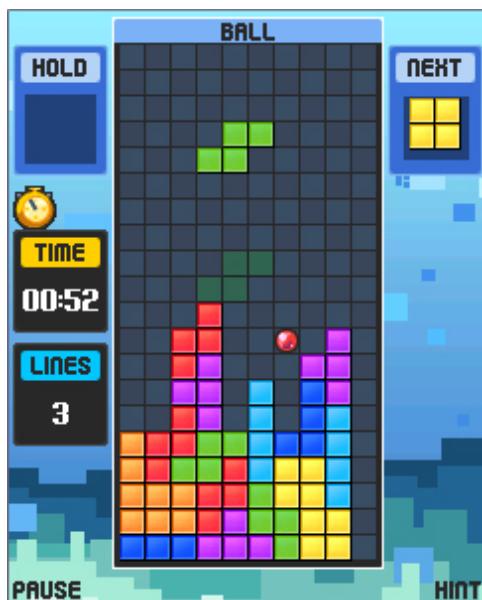
### 24.1.1 Ball

The objective is to clear the set number of lines in the given time. Gravity is enabled.

One or more balls bounce around the Matrix. If one hits the Tetrimino in play, it clears the Minos it hits. The remaining Minos are Hard Dropped. A Hard Dropped Tetrimino cannot collide with any of the balls.

Balls can also collide with Blocks. When a ball hits a Block, it clears the Block and bounces back at a 90 degree angle. Balls cannot collide together.

The Tetrimino in play is invincible in the top four rows of the Matrix. Balls pass through it in this zone only.



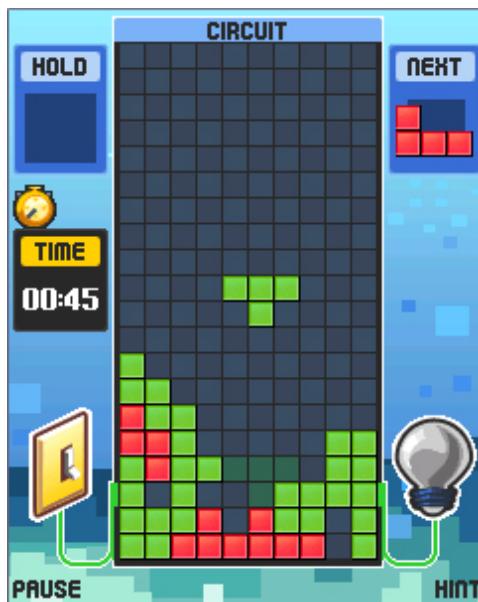
# Tetris® Variant Concepts

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## 24.1.2 Circuit

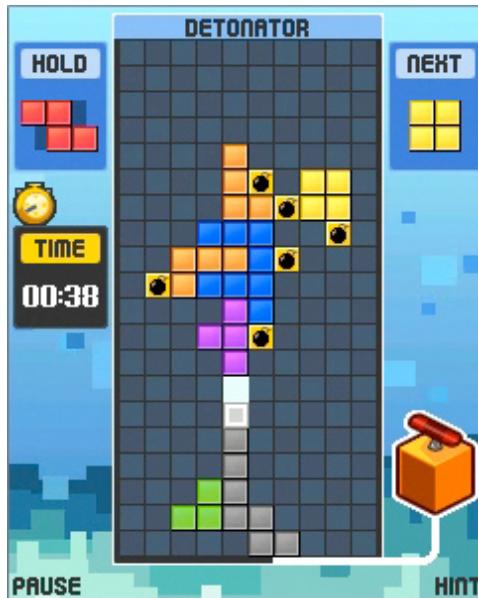
The objective is to connect the highlighted areas on the sides of the Matrix in the given amount of time. Gravity is disabled.

The connection must be a contiguous chain of same-colored Blocks. The Blocks must be the same color as the highlighted areas.



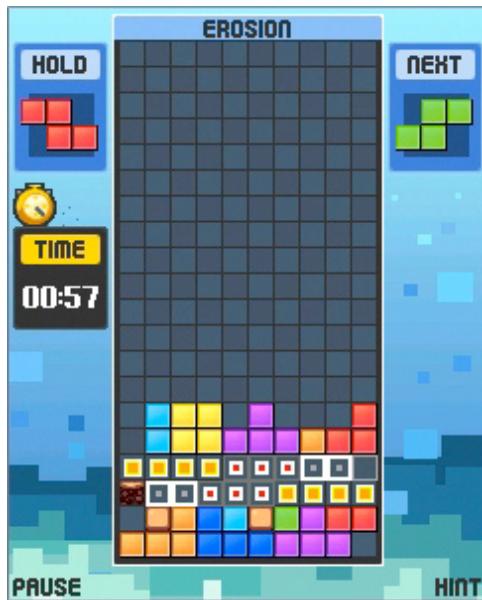
## 24.1.3 Detonator

The objective is to connect all of the bomb Blocks to the detonator on the bottom of the Matrix in the given amount of time. Gravity is disabled. A contiguous chain of Blocks must be used.



#### 24.1.4 Erosion

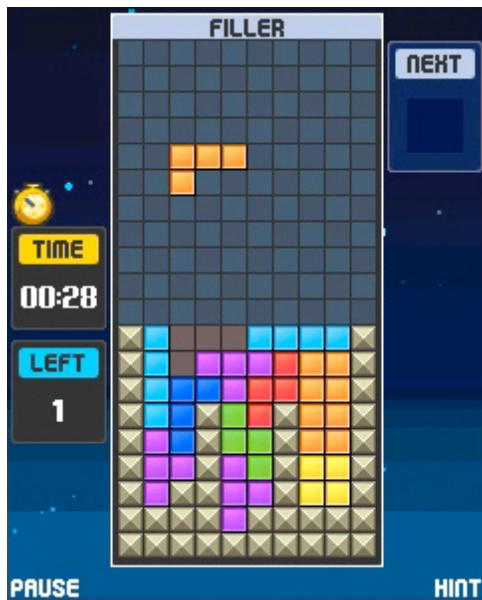
The objective is to clear the special Blocks in the given amount of time. Gravity is enabled. The special Blocks may only be cleared by clearing their associated line the given number of times.



#### 24.1.5 Filler

The objective is to fill the highlighted Wells in the Matrix with the given Tetriminos in the given amount of time. Gravity is disabled.

No Tetriminos may be placed outside of the Well. The solution is briefly shown in the Matrix before the game begins.



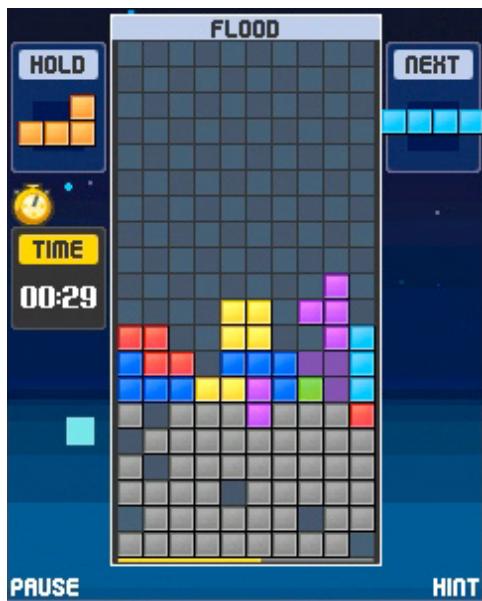
# Tetris® Variant Concepts

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## 24.1.6 Flood

The objective is to avoid a Game Over Condition for the given amount of time. Gravity is enabled.

Broken lines appear at the bottom of the Matrix at the beginning of the game, then at regular intervals during the game. These lines push existing Blocks upward. Lines appear between Lock Down and the generation of the next Tetrimino. An indicator flashes to alert the player to incoming lines.

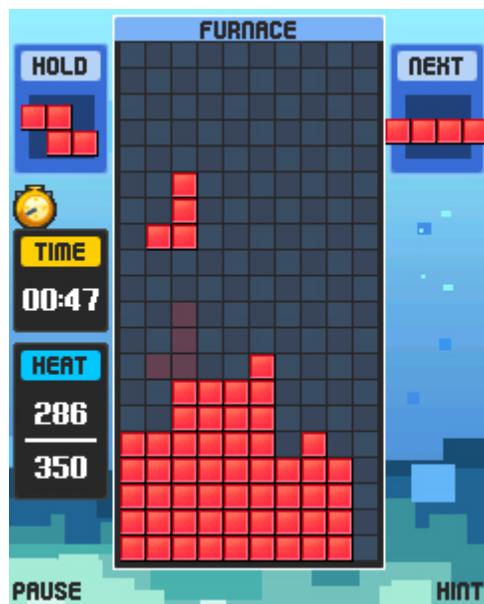


### 24.1.7 Furnace

The objective is to heat the Matrix to the target temperature in the given amount of time. Gravity is disabled.

Each Tetrimino adds a heat value to the current temperature. The speed at which Tetriminos are Locked Down determines their heat value. Each Tetrimino has an initial heat value. The value decreases for every pre-determined number of rows it drops. The color of the Tetrimino displays its current heat value: red, orange, yellow, pale blue, and dark blue (from high to low). Hard Drop a Tetrimino to retain its current heat value. Lines are not cleared from the Matrix in this mode.

The color of Blocks in the Matrix represents the objective completion status. This range includes red, orange, yellow, pale blue, and dark blue (from near to the target temperature to far from the target temperature).



# Tetris® Variant Concepts

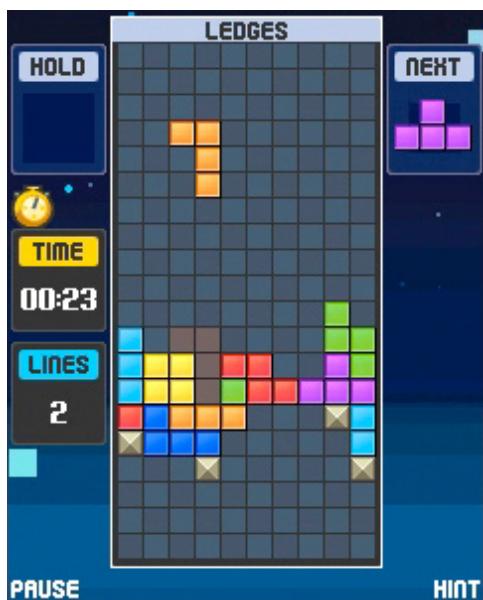
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## 24.1.8 Ledges

The objective is to clear the set number of lines in the given amount of time. Gravity is enabled.

The Matrix starts out with a pre-determined number of unclearable anchor Blocks. These Blocks cannot be in the same column and must be separated by at least one empty space. These Blocks can be used to create an artificial floor as the Matrix is bottomless.

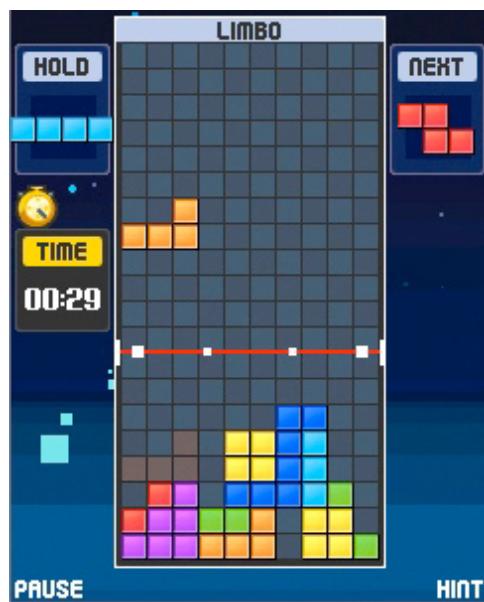
As soon as a Tetrimino is three rows below the lowest anchor Block or within two rows of the Matrix bottom, it starts Soft Dropping. At this point, it can be held, but not moved or rotated. When it falls out of the Matrix, the next Tetrimino immediately appears.



### 24.1.9 Limbo

The objective is to avoid Locking Down any part of a Tetrimino above the Limbo line for the given amount of time. Gravity is enabled.

The Limbo line drops down in the Matrix at regular intervals. Hard Drop or clear a line to raise the Limbo line. The line can never rise above its initial position.



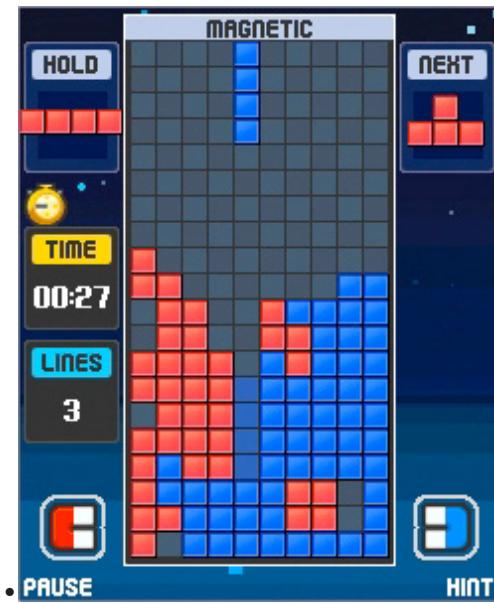
# Tetris® Variant Concepts

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## 24.1.10 Magnetic

The objective is to clear the set number of lines in the given amount of time. Gravity is enabled.

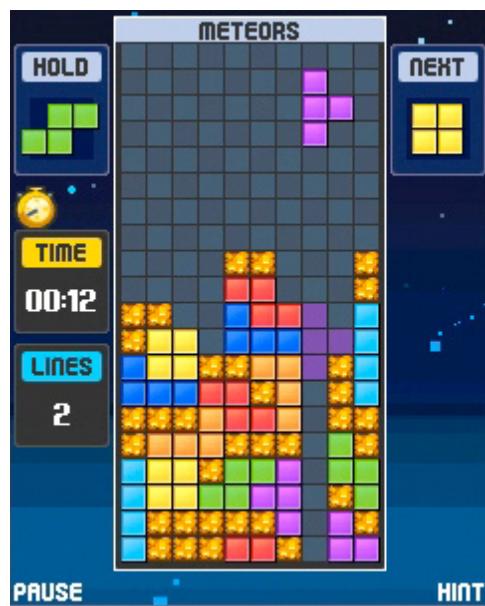
Color-coded magnets are located on each side of the Matrix. These magnets attract Blocks of the same color. Once a Tetrimino has Locked Down and after any Line Clear occurs, the applicable magnet will pull the Blocks laterally. The Blocks will stop upon contact with other Blocks or a Matrix wall. Gravity will then be applied to the Blocks.



### 24.1.11 Meteors

The objective is to clear the set number of lines in the given amount of time. Gravity is enabled.

Meteor Minos are Hard Dropped between Tetrimino Lock Down and the generation of the next Tetrimino. Meteors fall at a predetermined frequency. Only one meteor can fall in each column.



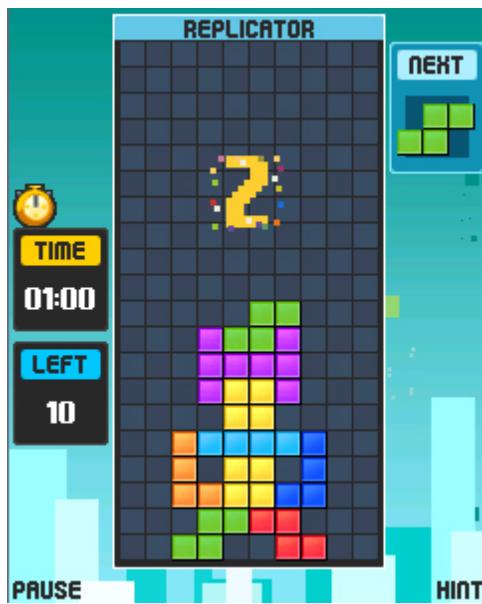
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## 24.1.12 Replicator

The objective is to reproduce the arrangement of Tetriminos highlighted in the Matrix in the given amount of time. Gravity is disabled.

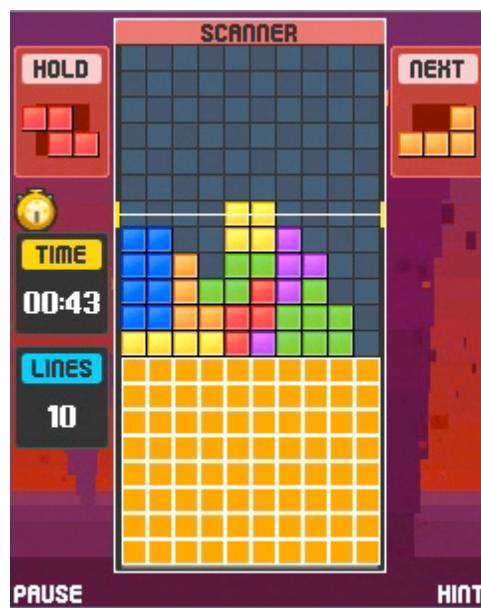
No part of a Tetrimino may be Locked Down outside of the highlighted area. The solution is briefly shown in the Matrix before the game begins. The Hold function is disabled.



### 24.1.13 Scanner

The objective is to clear the set number of lines in the given amount of time. Gravity is enabled.

Completed lines are not cleared until after a scan. A scan occurs at a pre-determined frequency and always between Lock Down and the generation of the next Tetrimino. An indicator flashes to alert the player to an incoming scan.



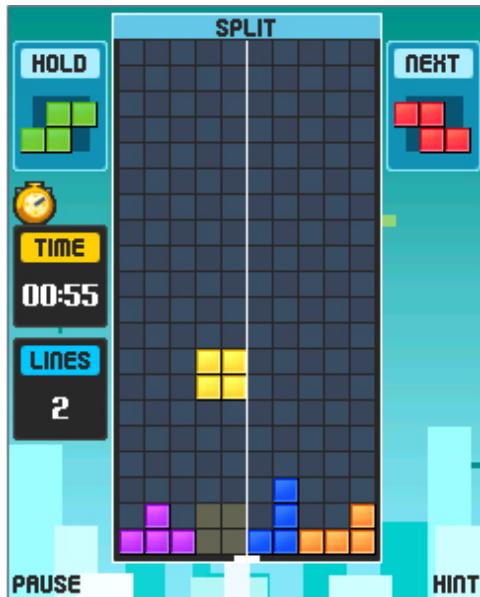
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## 24.1.14 Split

The objective is to clear the set number of lines in the given amount of time. Gravity is enabled.

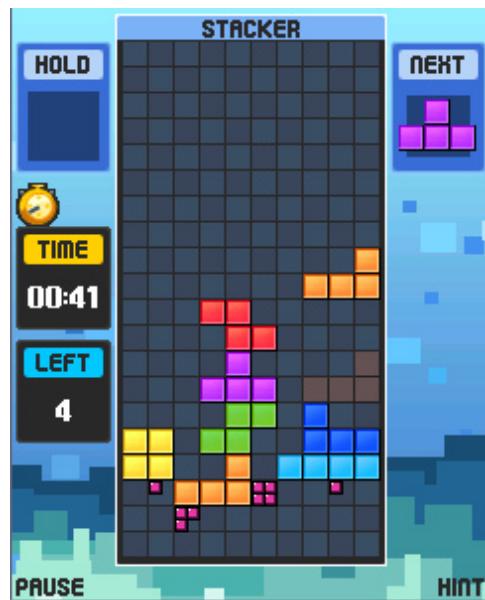
The Matrix is split in half vertically. Play alternates between the left side and right side after each Lock Down. Lines are cleared across both halves.



### 24.1.15 Stacker

The objective is to crush all of the special Blocks in the given amount of time. Gravity is enabled.

Each special Block has an associated weight limit. Lock Down Tetriminos on top of these Blocks. When enough Blocks are placed directly vertical to a special Block, it is crushed. The Blocks stacked on top then drop down to fill in the space below. Special Blocks cannot be directly located above one another.

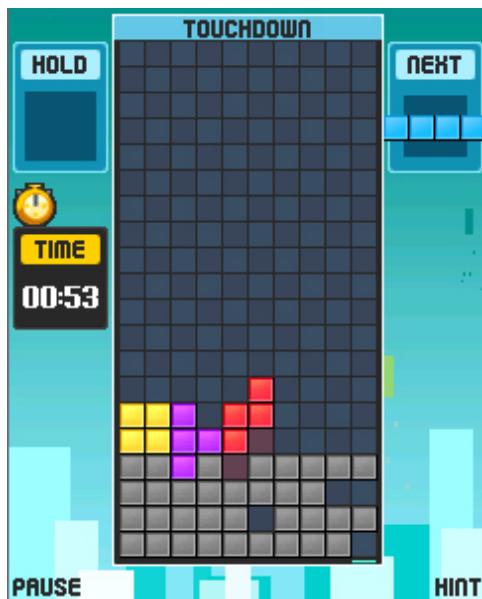


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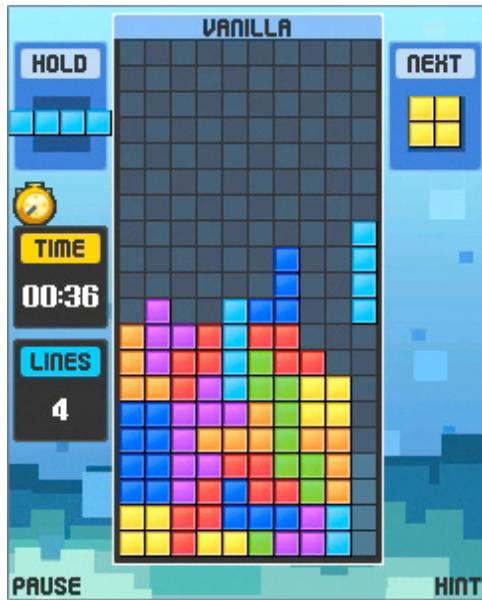
## 24.1.16 Touchdown

The objective is to touch any part of a Tetrimino to the floor of the Matrix in the given amount of time. Gravity is enabled. The Matrix is partially filled with broken lines that can be cleared.



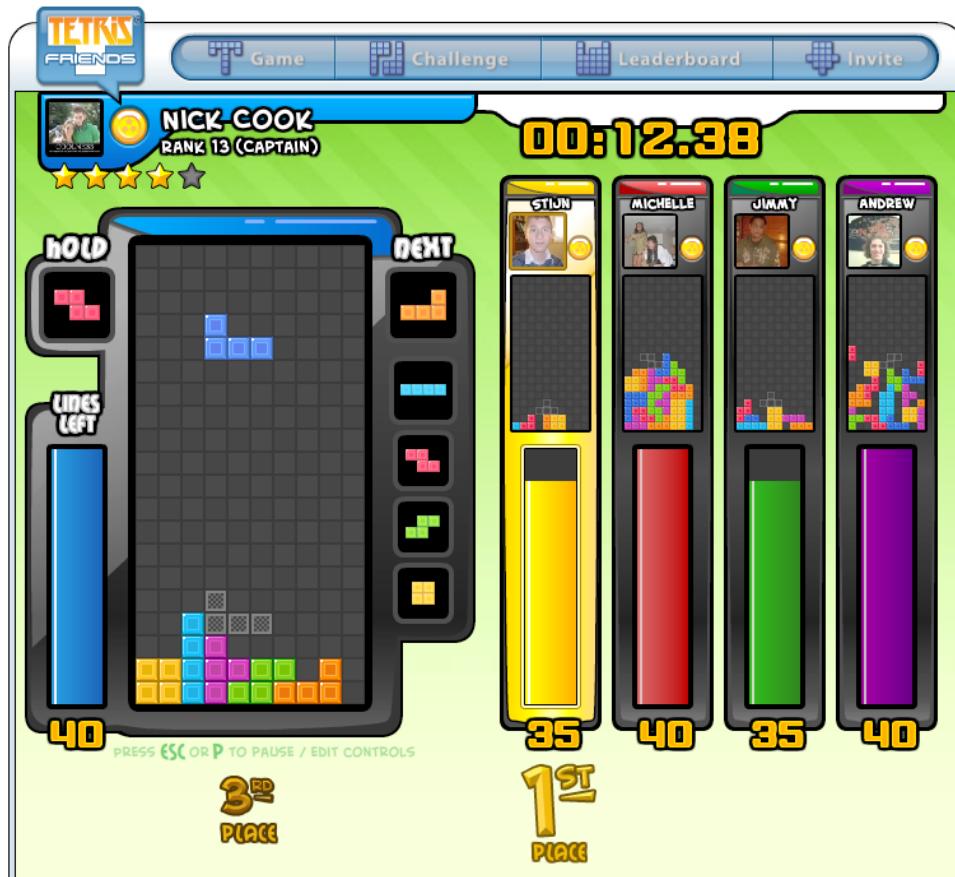
## 24.1.17 Vanilla

The objective is to clear the set number of lines in the given amount of time. Gravity is enabled.



## 25. TETRIS SPRINT 5P

**Platform:** Web



### 25.1 ASYNCHRONOUS GAME PLAY

Games are played between a live player and one or more players' downloaded game record. Subsequently, there is no lag caused by game communication. After the game is finished, the live player's game record is uploaded to a game server.

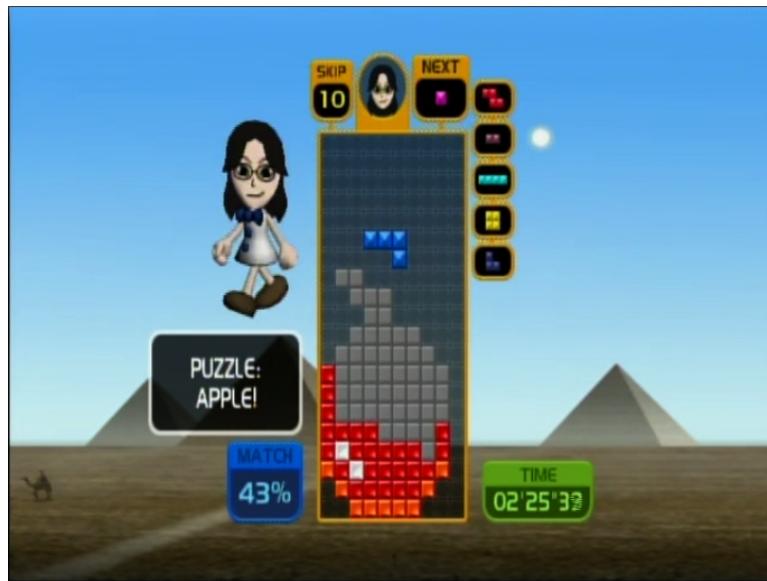
In this particular implementation, the Tetris variant Sprint is played with five competing players.

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## 26. TETRIS PARTY

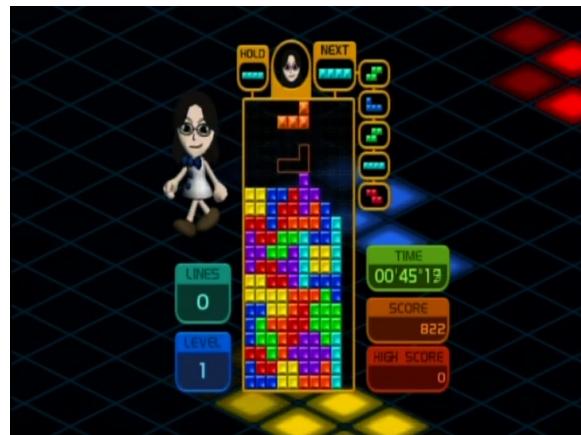
**Platform:** WiiWare



### 26.1 SINGLE PLAYER MODES

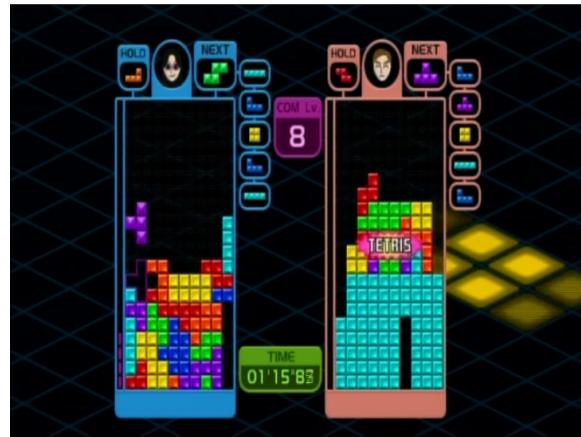
#### 26.1.1 Marathon

This is the traditional game of Tetris. Play for the most points over 15 levels. An endless game option is also available.



### 26.1.2 Computer Battle

Battle a customizable computer opponent with 15 levels of difficulty. Standard multiplayer rules apply.



### 26.1.3 Beginner's Tetris

This mode features Diminos and Triminos in a smaller Matrix for first-time players. Play for the most points over 15 levels. An endless game option is also available.

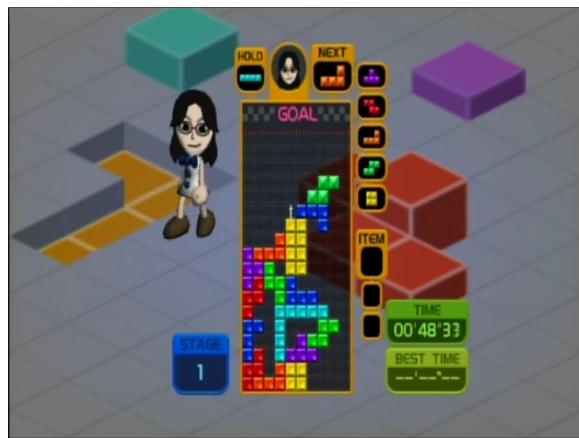


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## 26.1.4 Field Climber

Carefully place the Tetriminos to build a ladder for the climber. He can only ascend one-Mino-high Blocks. The objective is to get the climber to the top of the Matrix as quickly as possible without squashing him.



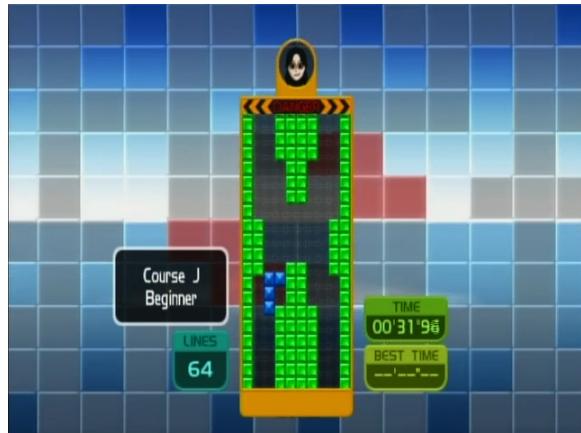
## 26.1.5 Shadow

This mode features a shadowed picture in the Matrix. Fill in the picture as quickly and as accurately as possible for maximum points. If the player does not like the Tetriminos they are given, they can skip a limited number of them.



### 26.1.6 Stage Racer

Guide the Tetrimino through a maze of scrolling Blocks. The objective is to get to the finish line as quickly as possible.



### 26.2 WII BALANCE BOARD MODES

The following three modes all utilize the Wii Balance Board. Use the Wii Balance Board to control the Tetriminos. As a game option, the first two modes listed start out with simple pieces (such as Diminos and Triminos) and get progressively more difficult.



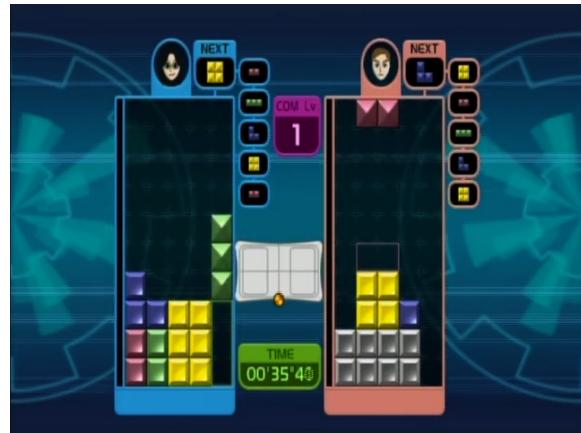
Use the Wii Balance Board in three ways. Lean side-to-side to move the Tetriminos left or right. Squat firmly to rotate a Tetrimino to the right. Lean forward or backward to do a Soft Drop.

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## 26.2.1 Balance Computer Battle

This mode is similar to Computer Battle mode.



## 26.2.2 Balance Marathon

This mode is similar to Marathon mode.



### 26.2.3 Balance Ultra

This is a timed mode. Play for the most points in three minutes.

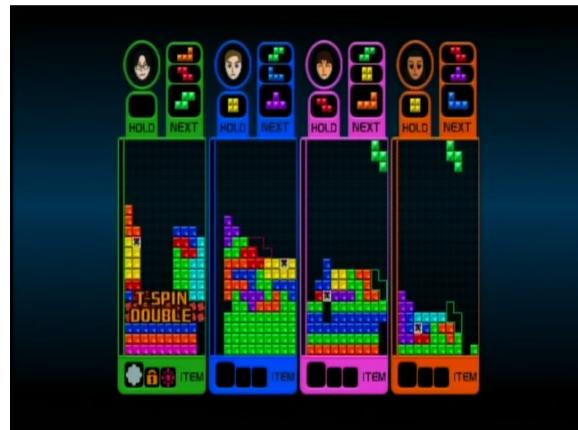


## 26.3 LOCAL MULTIPLAYER MODES

Co-op Tetris and Duel Spaces support two players. All other local multiplayer modes support up to four players.

### 26.3.1 VS Battle

Send Line Attacks and use items to defeat opponents. Standard multiplayer rules apply.



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## 26.3.2 VS Hot Lines

Clear the designated Hot-Lines before your opponents.



## 26.3.3 VS Field Climber

Guide the climber to the top before your opponents. Each time a player passes a checkpoint, they are awarded a Line Kick item.



### 26.3.4 VS Shadow

The player with the highest match percentage in the allotted time wins.



### 26.3.5 VS Stage Racer

This mode is similar to Stage Racer mode.



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## 26.3.6 Co-op Tetris

Two players join forces on a single, double-wide Matrix. When the Endless option is disabled, the team plays for best time and high score over 15 levels. If the Endless option is enabled, the team plays for a high score.

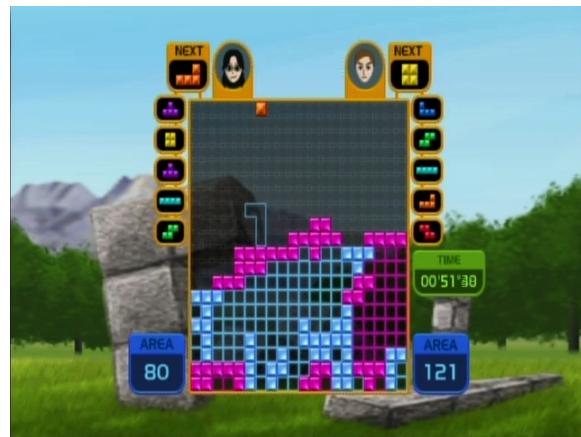
Each player is limited to using the specified Tetriminos and both must share the Hold Queue.



## 26.3.7 Duel Spaces

Two players compete on a single, double-wide Matrix. Players take turns Locking Down Tetriminos. Player 1's Tetriminos Lock Down and turn red while Player 2's Tetriminos Lock Down and turn blue.

Players compete for the largest enclosed area. A space is awarded to the player who Locks Down a Tetrimino that encloses that space. The enclosed space becomes the color of the player that enclosed it (red or blue). The game continues until both players either Block Out or Lock Out. The player with the largest total enclosed area wins.



## 26.4 WI-FI MODES

These modes utilize the Nintendo Wi-Fi connection to connect players from around the world. Up to six players may compete against each other. The standard rules for Wi-Fi play are the same as those in VS Battle.

### 26.4.1 World Battle

Compete against players randomly selected from around the world.



### 26.4.2 Friend Battle

Compete against your friends. Players must have mutually-registered Friend Codes in order to battle each other.



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## 26.5 ITEMS

Some of the multiplayer modes have an item option. An item can be obtained by clearing the item Block that appears during the game. Up to three items can be stored at a time by a player, but they must be used in the order they were obtained. To use an item, press the B-button.

Graphic	Item	Affects	Description
	Block Shot	Anyone	Target an empty area in a Matrix. Press the B-button to send Blocks to that area.
	Cascade	Self	Create cascades from Locked Down Tetriminos for a limited time.
	Field Climber	All Opponents	Place a climber in your opponents' Matrices. If they crush him, penalty Blocks will appear from the bottom.
	Hide	One Opponent	Hide the opponent's Next Queue for a limited time.
	Line Kick	Anyone	Target a line to clear it from the Matrix.
	Lock	All Opponents	Stop all opponents' Tetriminos from rotating for a limited time.
	Shift	Self	Target a side of your Matrix. The Blocks will align together in that area.
	Smoke	One Opponent	Target an opponent to cover their Matrix in smoke. They must shake their Wii Remote to clear the smoke.
	Speed Up	All Opponents	Increase the Fall Speed of opponents' Tetriminos for a limited time.
	Time Stop	All Opponents	Freeze opponents' game play for a limited time.

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## **NOTES**

