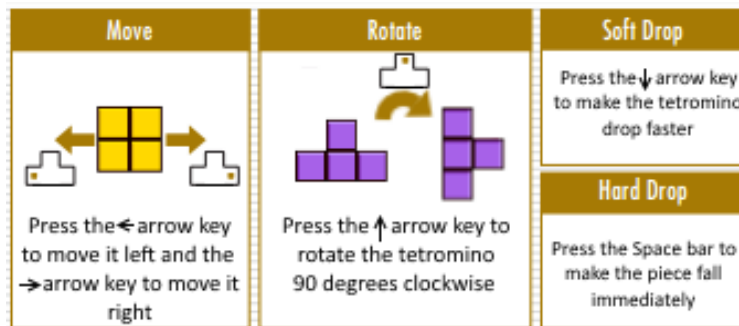# TETRIS GAME MANUAL

GETTING STARTED

From the main menu, you can access the help menu, credits, and play game by clicking on the buttons, and you can change the starting level by clicking the blue arrows next to "level". Q quits the game.

CONTROLS

Use the arrow keys, spacebar, and z to manipulate the tetrominoes.

Move	Rotate	Soft Drop
Press the ← arrow key to move it left and the → arrow key to move it right	Press the ↑ arrow key to rotate the tetromino 90 degrees clockwise	Press the ↓ arrow key to make the tetromino drop faster
		Hard Drop
		Press the Space bar to make the piece fall immediately

TETRIS

PLAY

◄ LEVEL 1 ►

HELP

CREDITS

PRESS Q TO QUIT

HOLD

Press the Z key to put the tetromino into the Hold Queue.
When you have a tetromino in the Hold Queue, you can swap for the falling tetromino by pressing the Z key.
If you've removed a tetromino from the Hold Queue, you can't put it back.

Press Esc to exit the game, and press P to pause.

BASIC RULES

Tetris is a falling block based puzzle game. Seven different shaped blocks, or "Tetrominos", will fall down the game field at increasing speeds. The objective of the game is to prevent the Tetrominos from piling up to the top of the game field. To do this, you can move and rotate the Tetrominos as they fall.
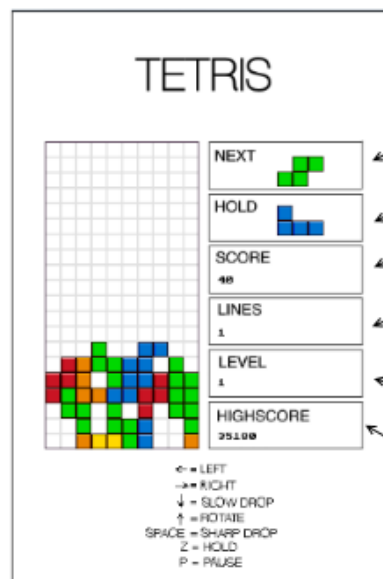
GAME SCREEN

TETRIS

NEXT

HOLD

SCORE
40

LINES
1

LEVEL
1

HIGHSCORE
35100

← = LEFT
→ = RIGHT
↓ = SLOW DROP
↑ = ROTATE
SPACE = SHARP DROP
Z = HOLD
P = PAUSE

The next piece that will fall
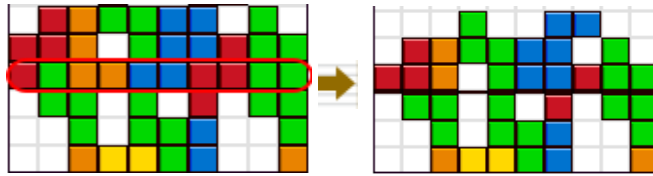Current piece in the "Hold" Queue
Current Score
Number of lines you've currently completed
Current Level
Highscore

HOW TO CLEAR BLOCKS

Drop tetrominos to form complete horizontal lines. When you form a line, it will be cleared away. Don't leave any spaces or the line will not be cleared! When a line is cleared, the blocks on top of it will fall down one space.

SCORE

Every line you clear will give you 1 more "line" score, and every 10 lines you will level up. With each level the game pieces move faster and faster, so watch out! You also gain more points from completing multiple lines with the same move and based on the level you are on. On level one, you get 40 points for completing one line, 100 points for completing two lines, 300 points for completing three lines, and 1200 points for completing 4 lines at once, or a "TETRIS". Every level, the amount of score you gain from completing lines will increase.

LEVEL	0	1	2	3	4	5	6	7	8	9
Single	40	80	120	160	200	240	280	320	360	400
Double	100	200	300	400	500	600	700	800	900	1000
Triple	300	600	900	1200	1500	1800	2100	2400	2700	3000
TETRIS	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

STRATEGY

Remember, there are only 7 different types of blocks, each made up of 4 squares each. These blocks can be moved and rotate to best fit the space and complete lines.

You want to complete as many lines at once to gain the most points at once. The only way to get a "TETRIS" is if you create have blocks at least four spaces high everywhere except one column and you place a cyan I shaped Tetromino in the space, completing four lines at once. Do this as much as possible to gain the highest score. You can also use the "Hold" space for the cyan Tetromino to reserve it for when you have the optimal arrangement to use it.