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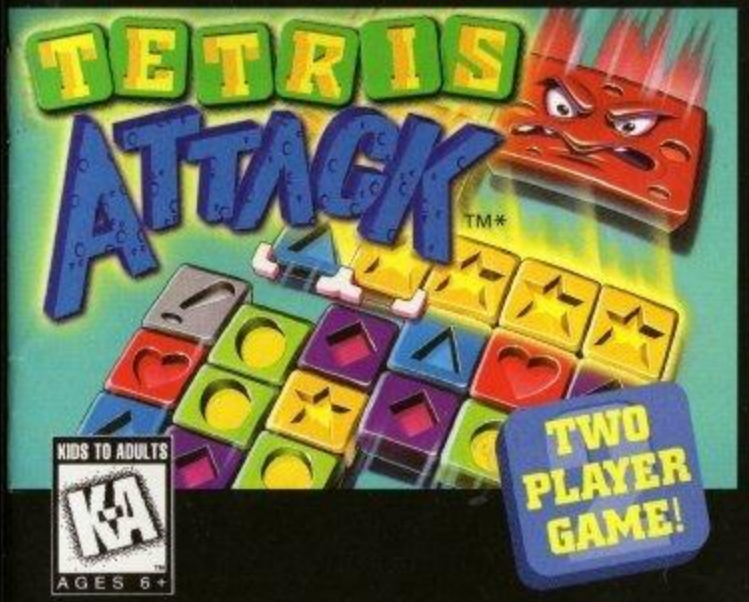

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

http://www.replacementdocs.com

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Official Nintendo Seal of Quality ®

Thank you for selecting the Tetris Attack™* Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

KIDS TO ADULTS K-A AGES 6+

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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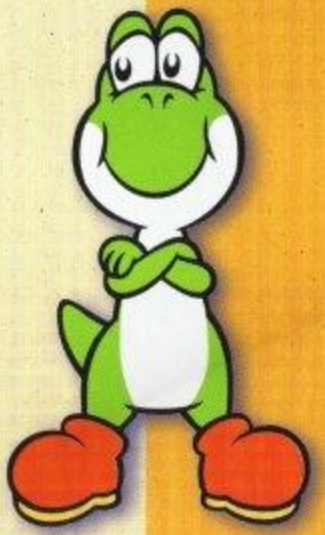


USING THE CONTROLLER

L OR R BUTTON
Raise the stack of panels

X, Y BUTTONS
Used only in puzzle mode

A BUTTON
Switch highlighted panels
Confirm menu item selection
(on Select Screen)

+ CONTROL PAD
Move cursor
Select menu items
(on Select Screen)

START
Start the game
Pause

B BUTTON
Switch highlighted panels
Cancel item
(on Select Screen)

** As time progresses, panels are automatically added to the bottom and the stack will rise. Should you clear every play on the screen, you can manually add a row of panels by pressing the L or R Button.*

** This rule is common for all games in Tetris Attack.*

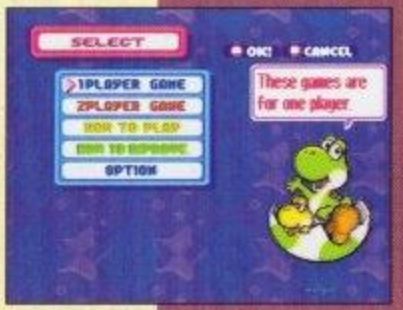
BEFORE STARTING THE GAME

Insert the Game Pak into the Super NES Control Deck and turn the POWER switch to the ON position. When the title screen appears, press START to begin. If you do not press START, an instructional demo will begin. Press any button to return to the title screen. On the title screen, if you press any button, the Select Screen will be displayed.

THE SELECT SCREEN OPTIONS

1 PLAYER GAME

There are five modes that can be played by one player. For details regarding each, see "1 PLAYER GAME Modes" on page 6.



2 PLAYER GAME

There are two modes for play by two players. For details, please see "2 PLAYER GAME Modes" on page 16.

HOW TO PLAY

Various lessons, all teaching the basics of Tetris Attack.

HOW TO IMPROVE

More lessons, detailing advanced techniques, such as Chain Reactions and Combos.

HOW TO PLAY

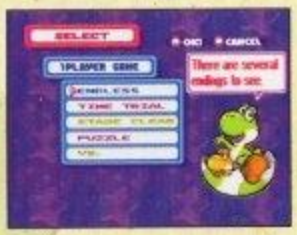
Tetris Attack is a puzzle game in which you rearrange the order of a stack of panels in order to clear them. As the stack begins rising, switch two horizontally adjacent panels. If you place at least three identical panels in a row vertically or horizontally, they will disappear. If the stack of panels touches the top, the game is over.

For example, after positioning the cursor and pressing the B Button, the panels framed by the cursor will switch places. When the three ★ panels align vertically, that row of panels disappears. Any panels left above fall into the space left by the eliminated row of panels.

Next, when half of the cursor frames an empty space, the panel and the empty space will be swapped. After switching, if there is an empty space below the panel, it will fall. Panels cannot be switched vertically, only horizontally; however, by switching them wisely with empty spaces, you can often achieve the same result.

1 PLAYER GAME MODES

To choose from any of the five different one-player game modes, select 1 PLAYER GAME on the Select Screen.



When playing ENDLESS, TIME TRIAL or VS. Game Modes, you must establish the levels before you start. (In VS. Mode, you establish GAME LV. only.)

SPEED LV.

This setting determines how fast the stack of panels will be raised.

GAME LV.

This setting will change the speed of disappearing or falling panels. In the ENDLESS Mode, it will also change the number of panels with which you begin.

ENDLESS

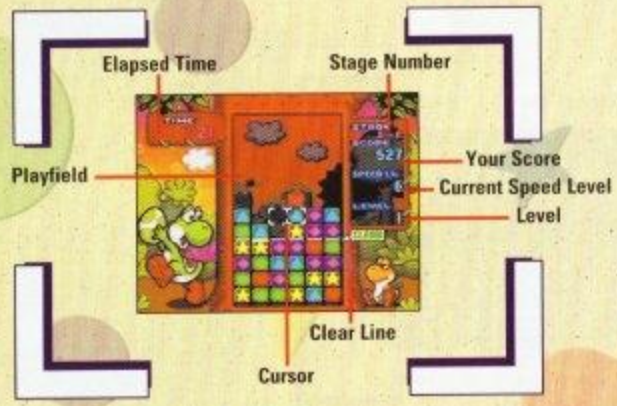
In this mode, play continues until the stack of panels reaches the top. As time progresses, the speed at which the stack rises will gradually increase. Before beginning a game, you must select a mascot. The character you select for a mascot will determine which playfield background and music you will see and hear.

TIME TRIAL

In this mode, you must try to score as many points as possible in two minutes. You can select your favorite mascot, just like in the ENDLESS Mode.

STAGE CLEAR

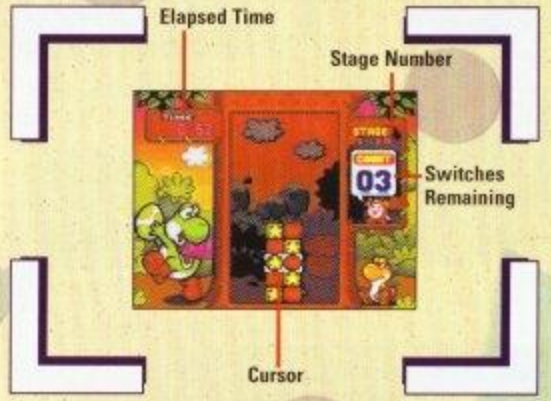
In this mode, the object is to clear all the panels above the clear line. When you begin the stage, you cannot see the clear line, but it will appear as you begin to eliminate the stack. As the stages advance, the speed at which the stack is raised will increase. After each screen is completed, a password will be displayed. If you write down your password and enter it later, you can resume your game from where you left off.



PUZZLE

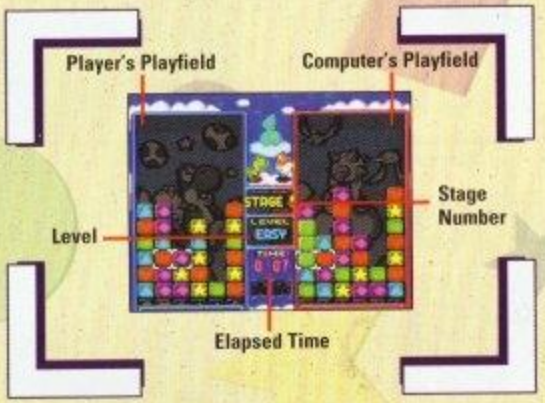
In this mode, you must clear all the panels on the screen with a limited number of switches. After each screen is completed, a password will be displayed. If you write down your password and enter it later, you can resume your game from where you left off.

If you press the X or Y Button, you can cancel your last switch. Press them simultaneously to restart the current puzzle.



PASSWORD ENTRY

Every time you clear a screen in the STAGE CLEAR, PUZZLE or VS. Modes, an eight-character password will be displayed. To resume playing at this point, select the same mode, then choose PASSWORD. When the Password Entry Screen is displayed, enter the password.



VS. (VS. COMPUTER)

The VS. game is played against an opponent. When played as a 1 PLAYER GAME, you will compete against the computer (CPU). If your opponent's stack of panels reaches the top before yours, you win.

There are three ways to attack your opponent: Clear a row of Shock Panels (indicated by the ! panels), complete Chain Reactions or complete Combos.

This is a Shock Panel

(For details, please see "About Chain Reactions and Combos" on the following page.)

Garbage Block caused by a Chain Reaction.

Garbage Block caused by doing a Combo.

Shock Block caused by clearing Shock Panels.

When you complete Chain Reactions or Combos, Garbage Blocks will fall onto your opponent's playfield.

ABOUT CHAIN REACTIONS AND COMBOS

It only takes three like panels placed together to make them disappear. However, should you place four or more together or should one clear cause another clear to occur, there are great advantages.

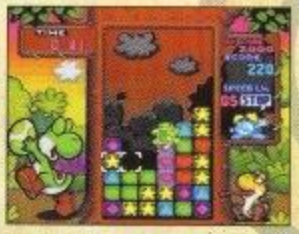
CHAIN REACTIONS

A Chain (chain reaction clear) happens when the panels sitting on top of a cleared row fall and are themselves cleared.

Example of a x3 Chain Reaction.

1 Switch ★ and ▲ ...

2 and ▲ will disappear.



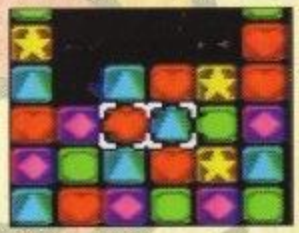
3 Then, ◆ falls and disappears.

4 When the ● falls, it too disappears.

COMBOS

Combos (combination clears) occur when you simultaneously clear four or more panels. The rows cleared can either be all the same or multiple types of panels.

Example of clearing six panels simultaneously.



1 Switch ▲ and ❤ ...

2 and the two rows of ❤ and ◆ will disappear simultaneously.

DEALING WITH GARBAGE BLOCKS

You can neither clear nor move Garbage Blocks. You can only lower them by clearing or removing the panels on which these rest.

So, how can you deal with Garbage Blocks?

Simple, all you must do is to clear a row of panels on which the Garbage Blocks are resting. The Garbage Block will transform to panels. Once transformed, the panels can then be cleared like normal.

1 The Garbage Block rests on the ◆.

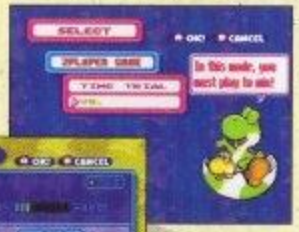
** When you clear a Garbage Block, if a like-colored Garbage Block touches it, they will be transformed together; however, if it is a different color, it will be unaffected. Also, for those blocks that have two or more layers (widths), only the lower layer will transform. Repeat the process to transform each layer until the entire block is gone.*

2 Clear the row of ◆.

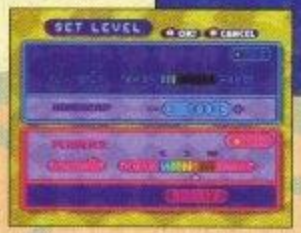
3 The Garbage Block transforms to panels.

2 PLAYER GAME MODES

If you select 2 PLAYER GAME on the Select Screen, you will have two modes to choose from.



After you select the game mode, you must set the levels for both players. Each player's settings can be set separately. This is useful for handicapping two players of differing abilities.

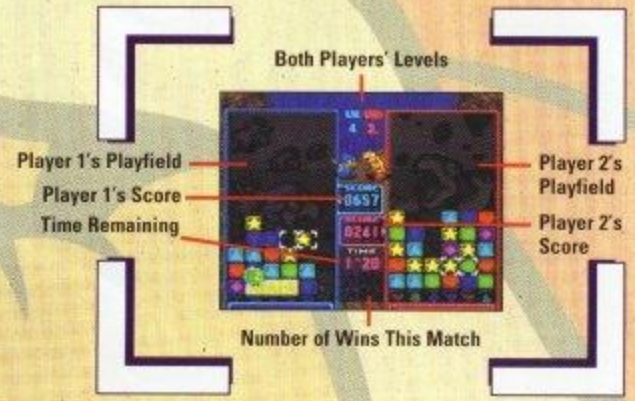


LV. (SETTING LEVEL)

The setting changes the speed at which the panels fall and rise. It also affects the number of panels you begin with.

HANDICAP

To further allow handicapping for the TIME TRIAL Mode only, the points selected here will be added to the player's score at the end of each game.

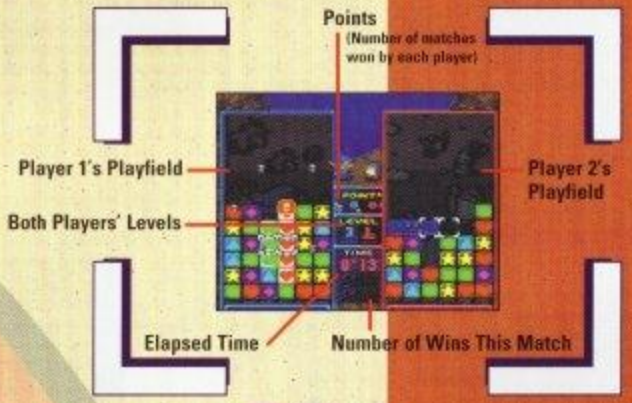


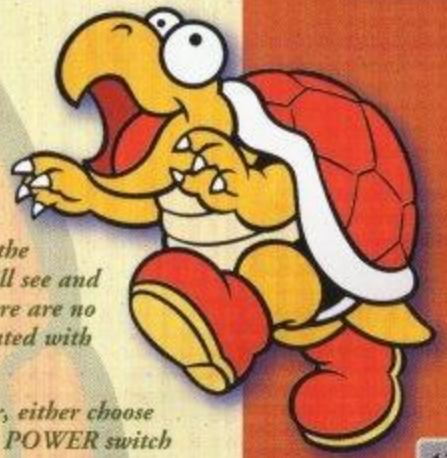
TIME TRIAL

This game is played the same as the 1 PLAYER GAME. In this mode, both players will compete to see who scores the highest in two minutes. No Garbage Blocks will drop in the TIME TRIAL Mode.

VS. (VS. 2 PLAYER)

In the VS. 2 PLAYER Mode, you will attack your opponent using Shock Panels, Chain Reactions or Combos. The game is played the same as the VS. 1 PLAYER Mode game. In the VS. 2 PLAYER Mode, the first player to win two games wins the match.





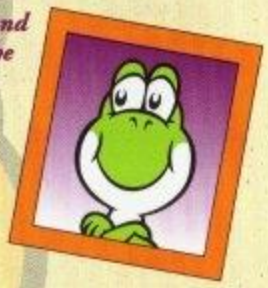
** The character you select for a mascot will determine the playfield background you will see and the music you will hear. There are no benefits or handicaps associated with any of the mascots.*

** To clear the Points counter, either choose a different mode or turn the POWER switch to the OFF position.*

HOW TO PLAY AND HOW TO IMPROVE

Select either of these modes on the Select Screen, and I will teach you how to play. My lessons include the basics of How-To-Play, Chain Reactions, Combos and other advanced techniques.

I'm a very thorough teacher, so if you pay attention, you can really improve your skills!



OPTION MODE

Using the Option Mode, you can change several options. After making any changes, press the B Button to return to the Select Screen.

TEXT TYPE

The Text Type switch has two settings, ENG and JPN. The setting ENG will display English text. Change the setting to JPN, and Japanese text will be displayed.

MATCH POINTS

This switch allows you to select how many games must be won to decide a VS. Mode match. Set this to either one point or two.

SOUND TEST AND MUSIC TEST

Both of these options operate similarly. Use ◀ and ▶ on the + Control Pad to select the sound effect or music track you want to listen to, then press the A Button to start it.

CHARACTER

Using this option, you can view the biographies for each of the game's characters. Use ◀ and ▶ on the + Control Pad to select a number, then press the A Button to view it.

CPU SWITCH

After selecting this option, the screen pictured below will appear. You can choose to turn on the CPU player for either player or both. The CPU player skill level can also be selected. Choose from eight levels, numbered zero through seven. The higher the number, the quicker and more skillful the CPU player will be.

MARK

When the Mark switch is ON, a transparency effect makes the mark less visible.

Mark ON

Mark OFF

IMPORTANT:

REV-B

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REV-I

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