

The relentless building block video puzzle.

# TETRIS



Nintendo

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SYSTEM™

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**Nintendo**  
Seal of Quality

REV-A

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## Tetris Basics

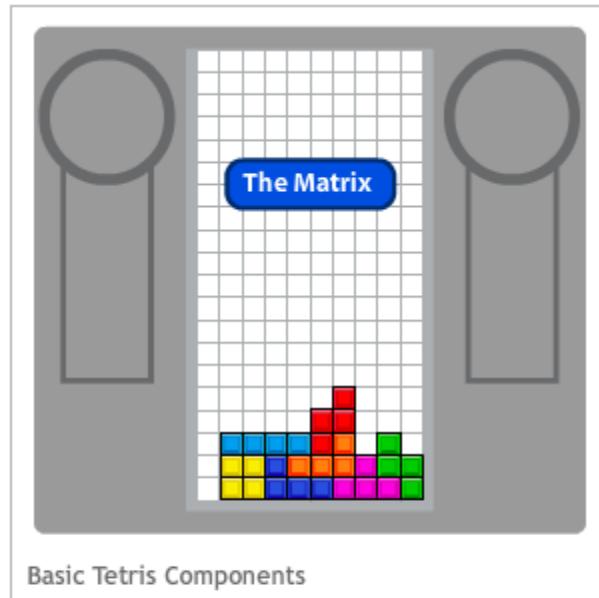
Tetris is a fairly simple game to play. There are a minimal amount of moves required to play Tetris which will allow any user to enjoy playing in almost zero time. This tutorial is designed to teach you the basics of playing Tetris so you can begin ASAP!

## The Matrix and Tetriminos

Tetris is played on a 10 by 20 grid called the **Matrix**. Shapes called **Tetriminos** fall from the top of the **Matrix** and come to rest at the bottom. Only one Tetrimino falls at a time. At first the Tetriminos fall rather slowly; as the game progresses they will fall faster and faster.



**Tip:** There are seven shapes of Tetriminos, each made up of four small squares called Minos. Check out the diagram below for the appearance of each Tetrimino.



Basic Tetris Components



## Moving the Tetriminos

Using the arrow keys, you can adjust where and how the **Tetriminos** will fall in the **Matrix**. By using the **LEFT** and **RIGHT** arrow keys you can slide the Tetrimino side to side. Tetriminos cannot move past the side of the **Matrix**. If you press the **UP** arrow key the **Tetrimino** will rotate 90 degrees clockwise. You can continue to move the **Tetrimino** even after it has hit the bottom. After not moving the Tetrimino for a fraction of a second while it is at the bottom the Tetrimino will lock into place and the next **Tetrimino** will begin to fall.

## Hard Drop and Soft Drop

As you get better at Tetris you may find that you need the **Tetriminos** to fall faster than they are. You have two ways of speeding up the fall – the **Soft Drop** and the **Hard Drop**.

The **Soft Drop** is performed by pressing the **DOWN** arrow key and it will move the **Tetrimino** down one block. Holding this button down will cause the **Tetrimino** to descend at a steady pace, its pace will resume when the key is released.

The **Hard Drop** is performed by pressing the **UP** arrow key and it will move the **Tetrimino** down to the bottom of the board instantly. If you look at the ghost piece at the bottom of the board it will show you where and what position your piece will be in after you **Hard Drop** your **Tetrimino**.

## Clearing Lines

The primary way to earn points and reach your goal is by clearing lines. Do this by manipulating the **Tetriminos** to form a gapless horizontal line across the **Matrix**. When a line is complete with no gaps the blocks on that line will disappear and the blocks above it will fall down to take its place. The larger amount of lines you clear using a single block, the more points you will earn. For example, the largest amount of blocks you can clear with one piece is four, using the **I Tetrimino**.

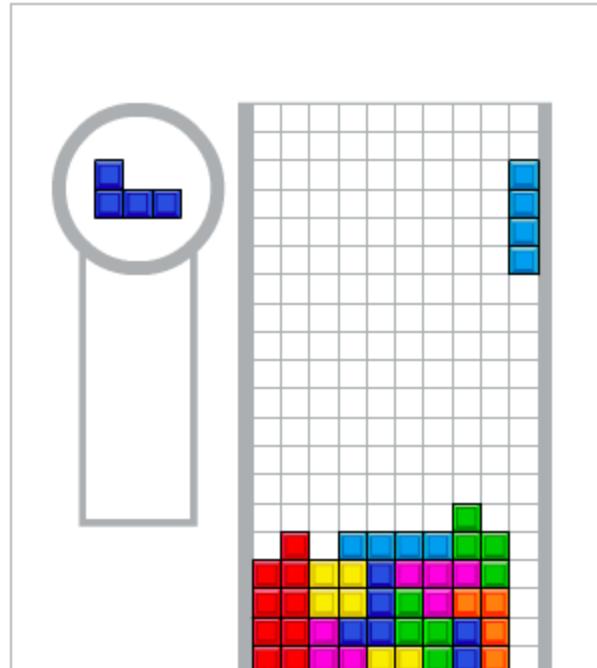
## The Hold Queue

Ever get a Tetrimino that you just don't know what to do with? Take care of the problem by using the Hold Queue—the place to stash a Tetrimino that you can't find a good place for. The Hold Queue is the circle next to the upper-left corner of the Matrix. When you begin a game, the Hold Queue is empty; to put a Tetrimino into it, press the **SHIFT** key. That piece will jump into the Hold Queue and the next Tetrimino in the Next Queue will begin to fall. The next time you hit the **SHIFT** key, the piece that is falling currently will be replaced by the piece in the Hold Queue.

When the action gets really fast, you can also use the Hold Queue to buy yourself a little time. If you can't find a place for the Tetrimino that's falling, wait until it falls most of the way down, then swap it out for the Tetrimino in the Hold Queue, which will begin its descent at the top of the Matrix.



**Tip:** Be careful: if you swap the piece out from the Hold Queue, you have to use it right away—you can't swap it back! Using the Hold Queue correctly is one of the keys to becoming a great Tetris player—practice using it a lot and watch your scores go up and up.



Using the Hold Queue

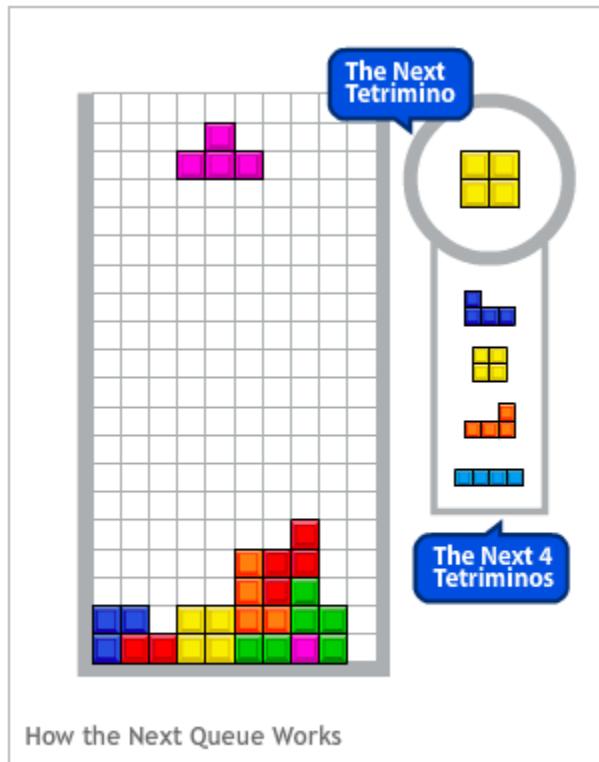
## The Next Queue

The concept of the Next Queue is simple enough: as you play, you can see the next five Tetriminos that will fall. But with so much else to pay attention to, the hard part is actually putting the Next Queue to good use.

There are two basic ways to get value out of the Next Queue. The first is to see which Tetrimino immediately follows the one that is currently falling. Knowing that, you can make better decisions about where to drop the current one. Or, you may see that the Tetrimino in the Hold Queue would work better with the next Tetrimino to drop.



**Tip:** The other way to make use of the Next Queue is to watch it for critical pieces, such as I-Tetriminos for Tetrises and T-Tetriminos for T-Spins. If you've set up a big point-getter such as one of these, you need to know how many Tetriminos will fall before you can perform the payoff move.



## Troubleshooting

If any errors occur it may be because you do not have an updated version of Java. Try re-downloading Java and running it again. Also if you are not running from the JAR file and instead used the source code. Try checking if all the resources for the sprites are in the proper locations with proper names. If you are pressing buttons and the game does not seem to be doing anything the window may not be in focus. Try clicking on the game window to restore focus. If this does not work check to make sure that your keyboard is plugged in. If everything listed above still fails to work try rebooting your computer.



Diagrams courtesy of [www.tetrisfriends.com](http://www.tetrisfriends.com)  
For further tutorials please visit <http://www.tetrisfriends.com/help/tips.php>