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Tetris Friends

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All the Rest

From terminology to basic controls, here you'll find important information about the game of Tetris in all its forms.

Select a Category

• Tetris Terminology

Tetris has a vocabulary all to its own. If you're looking for the difference between a **Hold Queue** and a **T-Spin**, you've come to the right place!

• Controls

Tetris can be played either with the arrow keys and a few select keys on the left side of the keyboard or entirely via a number pad. You can modify the keyboard layout from the Options Menu in Tetris Friends for each particular game.

• Frequently Asked Questions

Have you been playing Tetris a while and you still have unanswered questions? Look here for answers to the most common Tetris conundrums.

• Scoring Charts

Check out how points are awarded in Tetris.

• Multiplayer Ranking System

Learn about how to earn stars and gain rank in multiplayer games such as Sprint 5P and Battle 2P.

Tetris Terminology

Select a Tetris Term. or return to Appendix menu

Mino	Tetrimino
Matrix	Hold
Hold Queue	Next Queue
Lock Down	Soft Drop
Hard Drop	Line Clear
Tetris	T-Slot
T-Spin	Back-to-Back
Combo	Block Out
Lock Out	

Mino
Mino: n. A single square-shaped building block of a shape called a Tetrimino. Four Minos arranged into any of their various connected patterns is known as a Tetrimino.
return to Tetris Terminology

Tetrimino
Tetrimino: n. A geometric Tetris® shape formed by four Minos connected along their sides.
A total of 7 possible Tetriminos can be made using four Mino, each represented by a unique color:

The O-Tetrimino: Yellow. A square shape.
The I-Tetrimino: Light Blue. Similar in shape to a capital 'I'.
The T-Tetrimino: Purple. Similar in shape to a fat capital 'T'.
The L-Tetrimino: Orange. Similar in shape to a capital 'L'.
The J-Tetrimino: Dark Blue. Similar in shape to a capital 'J'.
The S-Tetrimino: Green. Similar in shape to an 'S'.
The Z-Tetrimino: Red. Similar in shape to a 'Z'.

return to Tetris Terminology

Matrix
Matrix: n. The rectangular arrangement of cells that create the active game area, usually 10 columns wide by 20 rows high. Tetriminos fall from the top-middle just above the top of the matrix (off-screen) to the bottom.

Learn more about the Matrix

return to Tetris Terminology

Hold
Hold: v. This action removes the Tetrimino in play and places it into the Hold Queue. If there was a Tetrimino in the Hold Queue already, it will start to fall from the top of the Matrix, beginning from its originating position and orientation. You must Lock Down the swapped out Tetrimino before you can perform a Hold again.
return to Tetris Terminology

Hold Queue
Hold Queue: n. The storage place where players can hold any falling Tetrimino for use later. When called for, the held Tetrimino swaps places with the currently falling Tetrimino, and begins falling from the top of the Matrix.

Learn more about the Hold Queue

return to Tetris Terminology

Next Queue
Next Queue: n. The Next Queue shows the player what the next five Tetriminos will be. The top Tetrimino in the Next Queue (inside the circle) will begin to fall once the previous Tetrimino locks down.

Learn more about the Next Queue

return to Tetris Terminology

Lock Down
Lock Down: n. Condition after landing when a Tetrimino can no longer move. (There is a brief period once a Tetrimino lands in the Matrix where it can still be moved.)
return to Tetris Terminology

Soft Drop
Soft Drop: v. An action that causes the Tetrimino to drop at an accelerated rate (about 20 times the normal speed) from its current location.

Learn more about the Soft Drop

return to Tetris Terminology

Hard Drop
Hard Drop: v. An action that causes the Tetrimino in play to drop straight down instantly from its current location and Lock Down on the first surface it lands on. Once performed, the player cannot further manipulate the Tetrimino.

Learn more about the Hard Drop

return to Tetris Terminology

Line Clear

Line Clear: n. The result of when a horizontal row is completely filled with blocks and removed from the Matrix. All pieces above the Line Clear shift down to fill the space. Most Tetris variations award scoring or other bonuses for the number of lines cleared at one time. These are known as "Line Clear Bonuses."

Learn more about Line Clears
Learn more about Scoring

return to Tetris Terminology

Tetris

Tetris: n. The result of using a vertical I-Tetrimino to clear four lines at the same time—the maximum possible —for a large scoring bonus. The plural form is Tetrises (for example, Back-to-Back Tetrises).

Learn more about performing a Tetris

return to Tetris Terminology

T-Slot

T-Slot: n. Any Block formation such that when a T-Tetrimino is spun into it, any three of the four cells diagonally adjacent to the center of the T-Tetrimino are occupied by existing Blocks.
return to Tetris Terminology

T-Spin

T-Spin: n. An action achieved by first landing a T-Tetrimino, then rotating it in a T-Slot before it Locks Down.

Learn more about performing a T-Spin

return to Tetris Terminology

Back-to-Back

Back-to-Back: adj. A description of two major bonus actions, such as a Tetris and a T-Spin Double, are performed before a Single, Double or Triple Line Clear occurs.
return to Tetris Terminology

Combo

Combo: n. A chain of one or more Line Clears performed consecutively. If a Tetrimino locks down without clearing a line during a Combo, the Combo chain is broken. Longer Combo chains will yield more points resulting in a higher score.

Learn more about Combos

return to Tetris Terminology

Block Out
Block Out: n. The Game Over condition that occurs when part of a newly generated Tetrimino cannot fall due to an existing block in the Matrix.
return to Tetris Terminology

Lock Out
Lock Out: n. The Game Over Condition occurring when a Tetrimino Locks Down completely above the top of the Matrix.
return to Tetris Terminology

Controls

Default Tetris Friends controls. or return to Appendix menu

Game Action	Keyboard	Numpad
Move Left	LEFT Arrow	Numpad 4
Move Right	RIGHT Arrow	Numpad 6
Hard Drop	Space Bar	Numpad 8
Soft Drop	DOWN Arrow	Numpad 2
Rotate Right	UP Arrow, X	Numpad 1, 5, 9
Rotate Left	Control, Z	Numpad 3, 7
Hold	SHIFT, C	Numpad 0
Pause	ESC, F1, P	

Frequently Asked Questions

Having trouble? Get answers here. or return to Appendix menu

What kind of T-Spins can I perform?

What's next for Tetris Friends?

What are the minimum system requirements to play this game?

Q: What kind of T-Spins can I perform?
A: There are quite a few ways to perform T-Spins, moves that involve maneuvering the T-Tetrimino into narrow spots. In addition to the standard T-Spin, this version of Tetris also recognizes virtually all other T-Spin variations, including T-Spin Minis and T-Spin Triples. In addition, the scoring system has been updated to recognize these feats.
return to Questions

Q: What's next for Tetris Friends?
A: Check back to Tetris Friends often, as we have big plans to add new modes and features in the future.
return to Questions

Q: What are the minimum system requirements to play this game?
A:

- **Windows® Operating System**
  Adobe Flash Player 9
  Firefox or Internet Explorer with JavaScript enabled
- **Mac OS X 10.3+**
  Adobe Flash Player 9
  Firefox or Safari with JavaScript enabled
- **Linux**
  Adobe Flash Player 9
  Firefox or comparable browser with JavaScript enabled

Note: In order to install these components, you will need to be logged into an account with Administrative privileges.

On most standard computers, this will be the default "Owner" or "Admin" that was created at the time the computer was set up originally.

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Scoring Chart

Check out the Score Values of moves, Line Clear values, and Combo Scores. or return to Appendix menu

Scoring Values Of Each Move
The scoring system in Tetris rewards advanced moves—a double line clear is worth more than two single line clears, for example. Also, you'll earn more points per move depending on your level.

Action	Awarded Points
Single	100 x Level
Double	300 x Level
Triple	500 x Level
Tetris	800 x Level
T-Spin	400 x Level
T-Spin Single	800 x Level
T-Spin Double	1,200 x Level
T-Spin Triple	1,600 x Level
T-Spin Mini	100 x Level
T-Spin Mini Single	200 x Level

Back-To-Back Bonus 0.5 x Action Total *
Soft Drop   1 x n **
Hard Drop   2 x m ***

* *Action Total equals the number of performed sequential moves.*
** *n equals the number of lines you allow the Tetrimino to Soft Drop.*
*** *m equals the total distance of the Hard Drop.*

Line Clear Value Of Each Move
To advance a level, you must clear five times the number of lines of your current level. For example, to advance past level one you must clear five lines, and to advance past level three you must clear 15 lines. However, certain moves are worth more than the raw number of lines they clear: A T-Spin Single, despite only clearing one line, will count toward level advancement as if you had cleared eight lines, for example.

Action	Awarded Line Clears
Single	1
Double	3
T-Spin	4
Triple	5
T-Spin Mini	1
T-Spin Mini Single	2
Tetris / T-Spin Single	8
T-Spin Double	12
T-Spin Triple	16
Back-to-Back Bonus	0.5 x Total Line Clears

Combo Scoring Chart
You'll earn combo bonuses for clearing lines on Back-to-Back Tetriminos. The value of the bonus depends on how long the combo is. For example, you'll earn 400 points on the ninth line clear in a combo.

Length of Combo	Bonus Points
0 Combo	0
1 Combo	50 x Level
2 Combo	100 x Level
3 Combo	150 x Level
4 Combo	200 x Level
5 Combo	250 x Level
6 Combo	300 x Level
7 Combo	350 x Level
8 Combo	400 x Level
9 Combo	450 x Level
10 Combo	500 x Level
11 Combo	550 x Level
12 Combo	600 x Level
13 Combo	650 x Level

14 Combo	700 x Level
15 Combo	750 x Level
16 Combo	800 x Level
17 Combo	850 x Level
18 Combo	900 x Level
19 Combo	950 x Level
20 Combo	1,000 x Level

N-Blox Scoring System

The scoring system in N-Blox is simple: You earn points depending on how many lines get cleared, and for every line a Tetrimino falls.

Action	Score
Single Line Clear	40 points x Level
Double Line Clear	100 points x Level
Triple Line Clear	300 points x Level
Tetris	1200 points x Level
Tetrimino Falling	1 point per line

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Multiplayer Ranking System

The multiplayer-style games in Tetris Friends such as Sprint 5P and Battle 2P all use a **ranking system** to determine the level of competition you'll face when you play. There are 20 total ranks; the higher the rank, the better foes you'll face. If you manage to make it to level 20, consider yourself a Tetris Master!

All players begin at Rank 1: Newbie. To advance in rank, you'll need to play well and earn stars: the stars you earn will fill your Star Meter, depending on how you well you placed: if you win you'll gain a full star; finish second to earn a half star, finish third to remain unchanged, finish fourth to lose a half star, and finish fifth to lose a full star.

Each rank has five stars that you need to fill before you'll move up to the next rank. When you change rank, the number of stars you have will begin at 2 stars. If you lose all of your stars, you'll drop down a rank.

There is an exception to this rule: if you play an extraordinarilly good game, you'll have the option to move up several ranks at once! If you manage to set a record for a game four ranks higher than your current rank, you'll have the chance to leapfrog several ranks at once. The flipside is true, too–have a terrible game and you'll be given the option to jump down several ranks.

Medal	Rank Number	Rank Name
	Rank 1	Newbie
	Rank 2	Novice

	Rank 3	Trainee
	Rank 4	Rookie
	Rank 5	Apprentice
	Rank 6	Journeyman
	Rank 7	Hobbyist
	Rank 8	Practitioner
	Rank 9	Achiever
	Rank 10	Specialist
	Rank 11	Professional
	Rank 12	Veteran
	Rank 13	Expert
	Rank 14	Elite
	Rank 15	Champion
	Rank 16	Genius
	Rank 17	Prodigy
	Rank 18	Guru
	Rank 19	Master
	Rank 20	Grand Master

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