



List of *Tetris* variants

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Tetris-like games have been created on a large variety of platforms, including [TI-83 series](#) graphical calculators.

This is a **list of variants of the game *Tetris***. It includes officially licensed *Tetris* sequels, as well as unofficial [clones](#).

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Official games

Title	Year	Platform	Publisher	Description
Tetris	1989	Game Boy	Bullet Proof Software	Bundled in the North American and European releases of the Game Boy itself and the first game compatible with the Game Link Cable, a

Title	Year	Platform	Publisher	Description
<i>Welltris</i>	1989	PC	Spectrum HoloByte	<p>pack-in accessory that allowed two Game Boys to link together for multiplayer purposes.</p> <p>Designed by Alexey Pajitnov and developed by Doka. Pieces (including tetrominoes and occasionally pentominoes) slide down one of four wall surfaces in a well, the "well" being an 8x8 square. When a piece lands while fully or partially sticking outside of the well, the wall is temporarily blocked. The game ends when four walls are no longer accessible.</p> <p>Other versions:</p> <ul style="list-style-type: none"> • Amiga, Mac OS (1990, Infogrames [Europe], Spectrum HoloByte [US]) • ZX Spectrum, CPC, C64 (1991, Infogrames) • Arcade (1991, Video System)
<i>Hatris</i>	1990	NES , Game Boy	Bullet Proof Software	<p>Designed by Alexey Pajitnov. A variety of hats must be made to fall into stacks of five identical hats. Other versions:</p> <ul style="list-style-type: none"> • Arcade (1990, Video System) • PC-Engine (1991, Microcabin)
<i>Faces... Tris III</i> [1]	1991	Amiga , MS-DOS	Spectrum HoloByte	<p>Winner of the 1991 Software Publishers Association Excellence in Software Award for Best Action/Arcade Program.[2] Alexey Pajitnov's fourth and final official game in the "Tris" series. Developed by Sphere, Inc.</p> <p>The player must arrange falling pieces to form a complete face, which include famous historical figures. Features 10 themed difficulty levels and a head-to-head mode.</p>
<i>Super Tetris</i> [3]	1991	MS-DOS , Amiga , Mac OS	Spectrum HoloByte	<p>Developed by Sphere, Inc. Added bombs, new special block types, and two-player co-operative and competitive modes.[4] Bombs appear in some blocks, which explode when the row is filled and removed.</p>
<i>Tetris 2 & Bombliss</i> [5]	1991	Famicom	Bullet-Proof Software	<p>One mode, "Bombliss", features bomb blocks that destroy surrounding blocks when a line is completed. Bombliss uses the gravity algorithm to re-arrange the stage after an</p>

Title	Year	Platform	Publisher	Description
				<p>explosion has destroyed some blocks. A "Tetris C" mode automatically raises the playfield one level after a certain number of blocks are used.</p> <p>Other versions:</p> <ul style="list-style-type: none"> • <i>Super Tetris 2 & Bombliss</i> (1992, Super Famicom, Bullet Proof Software) • <i>Super Tetris 2 & Bombliss Limited</i> (1994, Super Famicom, Bullet Proof Software) • <i>All Japan Super Bombliss Cup '95</i> (1995, Super Famicom, Bullet Proof Software) • <i>Satellaview</i> (1995, Blue Planet Software)
Tetris 2	1993	NES and Game Boy	Nintendo	<p>Uses disconnected colored tetrominos instead of adjacent type tetrominoes, the goal of <i>Tetris 2</i> is to clear all the bombs by making the blocks of the same color stick together. Released as <i>Tetris Flash</i> in Japan. Other Versions:</p> <ul style="list-style-type: none"> • Super NES (1994, Nintendo)
Tetris Battle Gaiden	1993	Super Famicom	Bullet-Proof Software	<p>Similar to Puyo Puyo in use of competitive mode, characters, and humorous storyline. Different characters can also unleash special moves that affect the opponent in some way. Also includes a Rensa mode, in which gravity takes a bigger part. Came to the attention of European gamers by way of a review in Issue 18 (April 1994) of Super Play magazine.</p>
Tetris & Dr. Mario	1994	Super NES	Nintendo	<p>Compilation of <i>Tetris</i> and Dr. Mario with enhanced graphics and sound.</p>
Super Tetris 3 ^[6]	1994	Super Famicom	Blue Planet Software	<ul style="list-style-type: none"> • <i>Sparkliss</i> is similar to Bombliss, but the bombs have orthogonal explosions. Some blocks need to be hit more than once by explosions before they are destroyed. • <i>Magicaliss</i> has pieces that may also be one of four colors. Making a full line with one color destroys all the blocks

Title	Year	Platform	Publisher	Description
				<p>of that color in the stage. The remaining blocks fall in place.</p> <ul style="list-style-type: none"> • <i>Familiss</i> is a four-player multiplayer <i>Tetris</i>. <p>V-Tetris (V-テトリス <i>V-Tetorisu</i>) is Japanese-exclusive. It is not to be confused with the similar Virtual Boy title 3D Tetris, as the two games are entirely different. <i>V-Tetris</i> is mostly the same as the original Tetris games, the only difference being the cylindrical puzzle mode in which blocks could be placed in a 3-D spiral. By using the L and R buttons, or the right D-pad, the screen shifts a block left or right respectively.</p>
V-Tetris [7]	1995	Virtual Boy	Bullet Proof	
Tetris III [8]	1996	MSX2 , MSX2+ , MSX turbo R	Renegade, Artic Soft, MicroTec	
Tetris Blast	1996	Game Boy	Nintendo / Bullet Proof [9]	<p>Known in Japan as <i>Super Bombliss</i>, Tetris Blast was developed by Bulletproof, and published by Nintendo.[10] It was released for the Game Boy in Japan on March 17, 1995, in North America on January 1996. It is the same as the Bombliss mode in <i>Super Tetris 2 & Bombliss</i>. In an added "Fight" mode, there are creatures that traverse the constantly changing 'terrain' of the play field and try to hinder the player from clearing the screen of blocks. Players can battle others by using a link cable. [11]</p>
Tetris Attack	1996	Super NES and Game Boy	Nintendo, Intelligent Systems	<p>A version of the Japanese game Panel de Pon with redone art made to resemble Super Mario World 2: Yoshi's Island. Has no relation to <i>Tetris</i> other than name and genre. Also spawned Pokémon Puzzle League for the N64, Pokémon Puzzle Challenge for the Game Boy Color, Puzzle League for the Game Boy Advance, and Planet Puzzle League for the Nintendo DS.</p>
3D Tetris	1996	Virtual Boy	Nintendo	Released only in the United States. Different from the version (V-Tetris) released in Japan
Tetris Plus	1995 1996 1997	Arcade PlayStation, Saturn Game Boy	Jaleco Jaleco Nintendo	<p>Added to the classic <i>Tetris</i> is the new Puzzle Mode. Each level begins with a character (the professor) standing on a different pattern of blocks. This is somewhat similar to Welltris. The goal is to clear the blocks out from under</p>

Title	Year	Platform	Publisher	Description
<i>Tetris Plus 2</i>	1997	Arcade	Jaleco	<p>him to get him to the bottom. He climbs to the top of the blocks you're stacking up and the game ends when the professor and the descending spiked ceiling collide.</p> <p>This version is an improved version of Tetris Plus.</p> <p>Uses some of the tetrominoes (as well as two 3-block piece) with different gameplay than standard <i>Tetris</i>. The object of the game is to reveal the core in the center of the sphere (which is actually a torus as seen through a fisheye perspective). To achieve this, you need to stack similarly shaped pieces on top of each other. Once three are stacked, the pieces disappear and reveal the layer below. If the player doesn't clear blocks fast enough they lose one life, and if they lose three, the game is over. Wild card pieces, power-ups and a limited ability to slide pieces over the surface of the sphere all help with this task.</p>
<i>Tetrisphere</i>	1997	Nintendo 64	Nintendo	<p>The Game Boy version of <i>Tetris</i> updated for the Game Boy Color</p>
<i>Tetris DX</i>	1998	Game Boy Color	Nintendo	
<i>Tetris 4D</i> [12]	1998	Dreamcast	Blue Planet Software	
<i>Tetris 64</i>	1998	Nintendo 64	SETA Corporation	<p>Includes Normal <i>Tetris</i>, <i>Giga Tetris</i> that has tetriminoes of different sizes, and <i>Bio Tetris</i> that adjusts itself based on feedback from a heartbeat measuring clip that attaches to the user's ear.</p> <p>Released in Japan, designed for seasoned and skilled Tetris players. At higher levels, tetriminoes begin to drop so fast that they appear immediately at the bottom, with no airborne phase at all; Players only have a split-second to slide the block into designated locations before they lock down. This distinctive style is called "20G". Subsequent entries in the Grand Master series continued the high-speed trend.</p>
<i>Tetris: The Grand Master</i>	1998	Arcade	Arika / Capcom	<p>Tetrominoes start out with two blocks and increase with further lines. Circus, Firehouse, Haunted House and Laboratory stages have different graphical effects with each cleared level. Includes printing option.</p>
<i>Kids Tetris</i> [13]	1999	PC	Hasbro Interactive	<p><i>Tetris</i> with a new feature: when a 16-block (4 by 4) square is made, the tetrominos used to</p>
<i>The New Tetris</i>	1999	Nintendo 64	Nintendo	

Title	Year	Platform	Publisher	Description
				form the square are merged as 16-block squares. A square formed using different types of tetrominos is called a combo square or multisquare, and it appears silver. A square formed using four of the same piece is called a pure square or monosquare, and it appears gold. All pieces but the S and Z can form monosquares.
<i>The Next Tetris</i>	1999 2000 2001	PlayStation, PC Dreamcast Nuon	Hasbro Interactive Crave Entertainment	The Next Tetris was a version of the game with an emphasis on the cascade mode.
Magical Tetris Challenge	1999 2000	Nintendo 64, PlayStation Game Boy Color	Capcom Activision SCEE	Story mode with Disney characters. The game implements a new <i>Tetris</i> deviation of combos, where consecutive cleared lines give those clears greater value. Non-story variations include magical, updown, and endless mode with other mdes which can be unlocked in the story mode.
<i>Sega Tetris</i> [14]	2000	Dreamcast	WOW Entertainment	
Tetris: The Absolute - The Grand Master 2 [citation needed]	2000	Arcade	Arika / Psikyo	Sequel to <i>Tetris: The Grand Master</i> , featured faster gameplay than its predecessor. A later upgrade, <i>Tetris: The Absolute - The Grand Master 2 Plus</i> , featured several new modes including the "Death Mode" where tetriminoes fall furiously fast right from the beginning.
<i>Tetris With Cardcaptor Sakura: Eternal Heart</i> [15]	2000	PlayStation	Arika	Released in Russia , a Cardcaptor Sakura -themed Tetris game. It presents puzzles in which the player (as Sakura Kinomoto) has to transform the Clow Cards into Sakura Cards by defeating Eriol 's Tetris style Puzzles. The game also features player vs CPU and contains hidden extras based on the anime series.
Tetris Worlds	2001	PC	THQ	Includes <i>Tetris</i> , <i>Square Tetris</i> , <i>Cascade Tetris</i> , <i>Sticky Tetris</i> (originally in <i>The New Tetris</i>), <i>Hot-Line Tetris</i> , and <i>Fusion Tetris</i> .

Other versions:

- [PS2](#) (2002, Blue Planet Software)
- Nintendo GameCube and Xbox (2002, Radical Ent.)

Title	Year	Platform	Publisher	Description
				<ul style="list-style-type: none"> Game Boy Advance (2002, 3d6 Games)
Pokémon Tetris	2002	Pokémon mini		Released only in Japan and Europe , a tiny keychain Tetris game with a Pokémon theme. Includes classic <i>Tetris</i> and five variations: Stratosphere, which features meteors that can either help or hurt in eliminating rows; Earthquake, where tremors shake the falling shapes and move them around; Tempest, a double <i>Tetris</i> game where players are switched back and forth between screens; Ice, which has falling icicles that will knock into the falling shapes and make them crash down; and Fire, where heat can cause a chain reaction and melt multiple rows.
<i>Tetris Elements</i> [16]	2004	Windows, Mac OS	ImaginEngine	Sequel to Tetris: The Absolute - The Grand Master 2 Plus with several changes in game mechanics and a "Shirase" mode, analogous to Death Mode but with a drastic speed increase.
Tetris: The Grand Master 3 - Terror Instinct [17]	2005	Arcade	Arika / Taito	First console version in the <i>Grand Master</i> series, one of the launch titles for the Japanese launch of the Xbox 360.
Tetris: The Grand Master Ace	2005	Xbox 360	Arika / AQ Entertainment	<i>Cascade Tetris</i> , <i>Sticky Tetris</i> and <i>Fusion Tetris</i> , all previously in Tetris Worlds.
<i>Tetris Mania</i>	2006	Mobile Phones	Electronic Arts	First version for Nintendo DS. Includes local multiplayer and online multiplayer support. All based around the NES era of games.
Tetris DS	2006	Nintendo DS	Nintendo	
<i>iPod Tetris</i> [18]	2006	iPod	Electronic Arts	
<i>Tetris Evolution</i> [19]	2007	Xbox 360	THQ	First seventh generation <i>Tetris</i> game to be released in the United States . Includes play over Xbox Live .
Tetris Zone [20]	2007	Windows and Mac OS	Blue Planet Software	Features four game modes and the Combo system. Includes online Leaderboards and game playback.
Tetris Splash	2007	Xbox 360	Tetris Online	First Xbox Live Arcade title for <i>Tetris</i> . It is also the first game published under The Tetris Company 's new third party Tetris Online.
<i>Tetris Online Japan</i>	2007	PC	GungHo Online Entertainment	Official online game for Japanese region . [citation needed]
Tetris Friends [21]	2008	Facebook	Tetris Online	Features ten game modes, including Marathon, Ultra, Sprint, N-Blox, Sprint 5-Player, 1989, Survival, Battle 2-Player, Battle 6-Player, and Rally 8-Player. Leaderboards

Title	Year	Platform	Publisher	Description
<i>Tetris Party</i>	2008	Wii	Tetris Online / Hudson Soft	can be based on Facebook friends, encouraging the "friends" aspect. A WiiWare title released on 20 October 2008; there are 18 modes, including one which involves building a tower that a tiny person on the stack can climb, and one using the Wii Balance Board .
<i>Tetris Pop</i> [22]	2008	Mobile	Electronic Arts Mobile	Features 17 mini-variations, including Ball, Circuit, Erosion, Filler, Flood, Furnace, Limbo, Meteors, Touchdown, Scanner, Split, Stacker, and Vanilla. Three game modes: Pop, Mix, Chrono. Tetris Pop to be released worldwide for mobile devices. Expected Winter 2008.
<i>Tetris Party Deluxe</i>	2010	Wii, Nintendo DS	Tetris Online / Majesco / Hudson Soft)	Sequel to <i>Tetris Party</i> . Online players can compete with <i>Tetris Party</i> players (i.e., Tetris Party for WiiWare + Tetris Party Deluxe for Wii / Tetris Party Live for DSiWare + Tetris Party Deluxe for DS).
<i>Tetris Party Live</i> [23]	2010	Nintendo DSi	Tetris Online / Hudson Soft	A DSiWare title featuring several modes (Marathon, VS, Battle, and Duel Spaces). The focus of the game is multiplayer, where players can compete with other players around the world in real-time.
<i>Tetris Battle</i> [24]	2010	Facebook	Tetris Online	Similar in design to Tetris Friends, this game features competitive Tetris modes against friends or random people. Both direct "battles" and competitive 40-line sprints are included.
<i>Tetris (EA Games)</i> [25]	2011	PlayStation 3 , PSP	Electronic Arts	Features over 10 modalities, including Original, Gravity and Laser. It's also possible to play a bonus modality named "Variant", what includes some modified variants of these modalities. It also includes new soundtracks. Available for download in the PlayStation Network as a Mini. The PS3 version features exclusive Power Ups, Shared Mode, and Team Battle.
<i>Tetris (EA Mobile)</i> [26]	2011	iOS , Android , Windows Phone , BlackBerry	Electronic Arts	Features two modalities of gameplay: the classic Marathon mode and a new mode named "Magic", what features a new gameplay style and over new 20 levels. It also includes new soundtracks. In fall 2011 the game was removed from the iOS and Android app stores. However, the Android version can actually be purchased on the Amazon

Title	Year	Platform	Publisher	Description
<i>Tetris: Axis</i>	2011	Nintendo 3DS	Nintendo	Appstore. Published in October 2, 2011. [27] It featured modes that used the 3DS's AR card functionality.
<i>Tetris Stars</i> [28]	2011	Facebook	Tetris Online	Free-to-play, this casual arcade "digging" style game features a social leaderboard with friends, mouse-based controls, and power up items.
<i>Tetris Blitz</i> [29] [30]	2013	iOS, Android, Windows Phone, Microsoft Windows	Electronic Arts	Each game completes in two minutes, Features exclusive Power Up of the Week, Bonus Blitz minigame, and online leaderboards.
<i>Tetris</i> [citation needed]	2013	iOS, Android, Windows Phone	Electronic Arts	Features two modalities: the classic Marathon mode and a new mode named "Galaxy", what features a new gameplay style and over new 50 levels. It also includes new soundtracks and the classic 8-bit theme from the original Tetris game. Not to be confused with the 2011 game.
<i>Puyo Puyo Tetris</i> [31] [32]	2014	Nintendo 3DS, Wii U, PlayStation 3, PlayStation Vita, PlayStation 4, Xbox One, Nintendo Switch (2017), Microsoft Windows	Sega	Tetris versus Puyo Puyo . The game features modes that allow for playing standalone Tetris, standalone Puyo Puyo, and a Fusion mode that combines the two.
<i>Tetris</i> [33]	2014	Amazon Fire TV	Tetris Online	Featuring 3 game modes: Marathon, Sprint, or Ultra. Also has over 40 different achievements to earn along the way, as well as global leaderboards to compare a player's progress against other GameCircle participants.
<i>Tetris Battle: Fusion</i> [34]	2014	Amazon Fire TV, Ouya	Tetris Online	A game based on Tetris Battle, the hugely popular multiplayer game on Facebook that has been played over 60 million times, this game introduces an all-new interactive adventure where players can battle their way through a series of challenging opponents and goals to become a Tetris Master, where they have to collect special Amulets that can be used to give them an added boost as they progress their way to victory. Over 50 Amulets can be collected.
<i>Tetris Ultimate</i>	2014	Nintendo 3DS,	Ubisoft	To coincide with the franchises' 30th

Title	Year	Platform	Publisher	Description
		PlayStation Vita , PlayStation 4 , Xbox One , Microsoft Windows		Anniversary and in partnership with The Tetris Company and SoMa Play.
Tetris Effect [35]	2018	PlayStation 4	Enhance	Has support for PlayStation VR and features a brand new "Zone" mechanic which allows the player to freeze time and clear more than four lines at once.
Tetris 99 [36]	2019	Nintendo Switch	Nintendo	A battle royale game exclusively for Nintendo Switch Online members where only 1 of 99 players can win.

Unofficial games

These games are not official *Tetris* products:

Title	Year	Platform	Developer	Description
EGAint [37]	1989 or earlier	PC , MS-DOS	Eric Ng	Like "Standard <i>Tetris</i> " but with options of more/less complex dropping figures. Easiest level included 1 box figures. Hardest level included figures of up to 8 boxes, including "holes".
Blockout	1989	Mega Drive/Genesis Commodore 64 Arcade Apple IIGS PC Atari Lynx	California Dreams	Object is to move and rotate polycubes falling into a well, viewed from the top, in order to make complete planes.
Tetris 2	1990	ZX Spectrum	Fuxoft	Designed by František Fuka . 8bit ZX Spectrum game for two players.
Frac4D [38]	1990		Max Tegmark	A version in which the falling pieces are tesseract s that can be rotated in four dimensions.
<i>Tetris Max</i>	1993	Mac OS Classic	Steve Chamberlin	A shareware <i>Tetris</i> game. In 1993, <i>Tetris Max</i> received an honorable mention in the MacUser shareware awards.[39][40]
<i>Quadrappel</i> (Formerly <i>Gnometris</i>)		Linux		A part of GNOME Games , and comes with the GNOME desktop environment.[41]
Wordtris		Windows Super NES Game Boy		Players try to complete words found in the dictionary file.
<i>La Bastille</i>	2000	Linux	Tech House,	A version implemented on the 10-story tall

Title	Year	Platform	Developer	Description
			Brown University	science library building at Brown University, using Linux. ^[42]
<i>Tetris Grand Master 3</i>	2008	Nintendo DS	MeRAMAN	A remake of the arcade game <i>Tetris: The Grand Master</i> with additional features such as invisible blocks. ^[43]
<i>NullpoMino</i>	2008	Windows Linux Mac OS X	NullNoname	<i>Tetris</i> fan game notable for variety of gameplay modes and customizability. <i>NullpoMino</i> gameplay videos of Mario and Luigi patterns were shown in the Yoasobi Sanshimai show. ^[44]
<i>Mino</i>	2009	iOS	Xio Interactive, Inc.	A game with the same mechanics as <i>Tetris</i> . <i>Mino</i> also featured multiplayer support for up to four players. ^[45] In a 2012 U.S. District Court ruling, <i>Mino</i> was found to have infringed on the Tetris Company 's copyrights because it had replicated a combination of visual elements from the official <i>Tetris</i> . ^[46]
<i>Bastet</i>	2009	Linux Windows	Federico Poloni	Unlike normal <i>Tetris</i> , <i>Bastet</i> does not choose your next brick at random. Instead, <i>Bastet</i> uses a special algorithm designed to choose the worst brick possible. ^[47]
<i>Tetraminos</i>	2016	PC, Xbox One, PS4, Wii U	Sanuk Games	Adds 5 non-default tetramino shapes, combos and extra point for single color lines. ^[48]

See also

- [List of puzzle video games](#)
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External links

- [Arika Co.'s Movie Download Page \(Japanese\)](#), including gameplay movies of the Tetris: The Grand Master Series

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Tetris

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Related	<ul style="list-style-type: none"> • <i>Alexey Pajitnov</i> • <i>Tetris effect</i> • <i>Tetromino</i> • <i>The Tetris Company</i> • <i>Tetris Online, Inc.</i>

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