

The New Tetris: The First Ten Years (2004-2014)

Tom Hummel¹

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¹J.D. Tawney

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Chapter 1

Preface

The following document is an exhaustive attempt at documenting all facets of The New Tetris. We attempt to cover our history with the game as well as pertinent resources from around the web. Additionally, essays on strategy and ideology referring to TNT explicitly and implicitly follow the history section. Following those, the real meat of this document is our records section - covering the entire official history of our TNT action dating back to 2004.

Part I

Official Format and Rules

Chapter 2

Basics of Play

2.1 Cube Formations

Forming 4x4 cubes is the most significant method for scoring massive line scores.

2.2 Cube Bonus Line Values

Chapter 3

Historical Changes

3.1 Lines per Minute/Second

Chapter 4

Current Format and Rules

Part II

An Oral History of The New Tetris

Chapter 5

Background and The Genesis

Chapter 6

Early Competition

Chapter 7

Spreadsheet Stats

7.1 Letter Grades

Chapter 8

Website Stats

Part III

Strategy Articles

Chapter 9

Speed of Play

9.1 Fast from the start

9.2 Slow from the start

Chapter 10

Directing Garbage

10.1 Attacking the Strong

10.2 Attacking the Weak

Chapter 11

Self Preservation at Any Cost?

11.1 Seppuku

11.2 Box or Nothing

Part IV

Philosophical Articles

Chapter 12

Essentials of Competition

Chapter 13

Data Granularity and Capture

Chapter 14

Measures of Greatness: Wins vs. Ratio

Chapter 15

Imperfection of the “Power” Metric

Part V

Records and Stats

Chapter 16

Universe Totals

Chapter 17

Career Records

17.1 Totals

[illegible]

17.2 Month

17.3 Day of Week

Chapter 18

Time Span Records

18.1 Single Month

18.2 Single Week

18.3 Single Day

Chapter 19

Match Span Records

19.1 25 Matches

19.2 20 Matches

19.3 15 Matches

19.4 10 Matches

19.5 5 Matches

19.6 3 Matches

19.7 2 Matches

Chapter 20

Match Streak Records

Chapter 21

Single Match Records

Chapter 22

The Locations

22.1 Superlatives

22.2 23C

22.3 11H

22.4 1217 Edinburgh

22.5 425 Arrow Rte

22.6 207E Burbank

22.7 14211 Dickens

22.8 Mt. Johnson

Chapter 23

The Players

23.1 J.D.

23.2 Dan

23.3 Tom

23.4 Jeran

23.5 Ben

23.6 Cameos

Chapter 24

Match Strength

Chapter 25

Oddities

Appendix A

Complete Match Transcript

Appendix B

2004 Gaming Journal Excerpts

Appendix C

Coding Journal Excerpts

Appendix D

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