# RADICA

# TETRIS® fliptop

**I7005**
**For 1 player / Ages 8 and up**
## INSTRUCTION MANUAL
P/N 823A5500   Rev.B

For 15 years, Radica has consistently produced the best portable electronic arcade games. We consistently strive to replicate the arcade experience with superior programming, graphics and realistic sound effects.

Tetris has been called "one of the most addicting games ever," and now you can join the obsession! Rotate the Tetriminos as they fall and try to complete a full line of blocks. But watch out - with each new level, the Tetriminos fall faster and faster. Good luck!

## BUTTONS AND FEATURES:
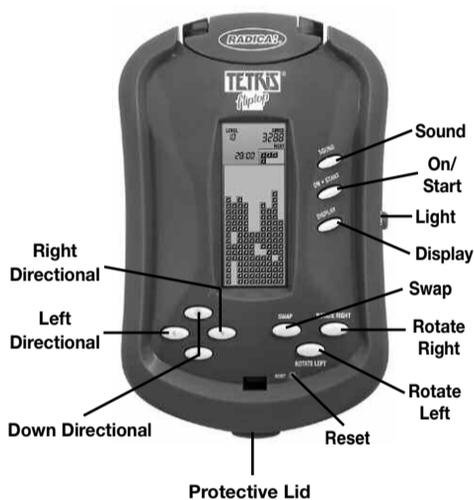


**ON/START -** Turns the unit on and starts a new game. Pressing this key also pauses the game and wakes the game from Sleep or Pause mode.

**LEFT DIRECTIONAL KEY -** Press this key to move a Tetrimino to the left.

**RIGHT DIRECTIONAL KEY -** Press this key to move a Tetrimino to the right.

**DISPLAY -** Press this key to show or hide the next Tetrimino.

**DOWN DIRECTIONAL KEYS -**
Top: Press this button to "Hard Drop" a Tetrimino.
Bottom: Press this button to "Soft Drop" a Tetrimino.

**ROTATE RIGHT -** Press this key to rotate a Tetrimino clockwise.

**ROTATE LEFT-** Press this key to rotate a Tetrimino counter clockwise.

**SWAP BUTTON -** This button will allow you to swap the active Tetrimino with the next displayed Tetrimino.

**SOUND -** Press this key to toggle between melody/tone and sound off.

**LIGHT -** Slide the button to the left to turn the light on and to the right to turn it off. *Remember to turn off the light after playing to save the battery.*

**PROTECTIVE LID -** Press the bottom button and the Fliptop lid will release and open. Once in the open position, flip or rotate the lid and secure it into the back of the unit. To close the lid, press the bottom button and the Fliptop lid will release and open. Rotate the lid in the forward position and close or secure the lid by latching it into the front of the unit.

**RESET -** When a blunt point is inserted, this button RESETS the game to its original settings.

## BASIC GAME RULES
In Tetris®, you must arrange a sequence of small shapes, called Tetriminos, into complete lines. As each line is completed, it will disappear from the screen.

Tetriminos fall from the top of the playing field to the bottom.

Each Tetrimino is made up of four blocks, arranged into seven different patterns.

You must rotate the Tetriminos as they fall and fit them together to create lines.

If you cannot complete a line, the blocks will eventually rise to the top of the playing field and the game will end.

## GAME LEVELS
As you advance to each level, the speed at which the Tetriminos drop will increase. Tetris® will automatically advance to the next game level each time you clear ten lines.

## SCORING
During game play, the total score will appear in the Score/Line Count indicator at the top right-hand corner of the screen. When you complete a line or multiple lines, the Score/Line Count indicator will show your total line count, for two seconds. It will then return to your total.

Points are awarded for clearing each completed line of Tetriminos as follows, multiplied by the current level.

| Single | 100 x Game Level | 1 line of Blocks cleared |
|---|---|---|
| Double | 300 x Game Level | 2 lines of Blocks cleared |
| Triple | 500 x Game Level | 3 lines of Blocks cleared |
| Tetris | 800 x Game Level | 4 lines of Blocks cleared |
| Back-to-Back Bonus | .5 x Tetris score | Bonus for consecutive Tetris (4 lines cleared) |
| Soft Drop | 1 x Row Height | Row Height - The height of the Tetrimino when Soft Dropped |
| Hard Drop | 2 x Row Height | Row Height - The height of the Tetrimino when Hard Dropped |

**Note:** Game starts at level "00." The "point multiply" will start by 2 at level "01."

In the event that you score more points than can be displayed, a "Roll Over" will occur and the score display will restart at zero. A Roll Over is indicated by dashes in front of the score.

## HIGH SCORES
The highest score of the game will be displayed in the Score and Line Count indicator at the end of the game.

## GAME MODES
Tetris® has three game modes: Marathon Tetris (Game One), Ultra Tetris (Game Two), and Race Tetris (Game Three).

## MARATHON TETRIS
In Marathon Tetris, you will compete for points/lines and continue to play until you "Top Out."

**NOTE:** "Topping Out" occurs when any cell for the starting position of a new Tetrimino is filled.

## ULTRA TETRIS
In Ultra Tetris, your objective is to score as many points/lines as possible within a specific time period.

At start-up, you will select a 2, 3 or 5-minute game by pressing the **Rotate Right** or **Rotate Left** button. This is the number of times needed to reach your time limit choice. The time limit you have selected will appear on the screen. You will play until you reach the time goal or until you "Top Out."

## RACE TETRIS
In Race Tetris, you will attempt to clear a certain number of lines within the shortest period of time.

At start-up, you will select a 25 or 40 line goal by pressing the **Rotate Right** or **Rotate Left**, the number of lines you have selected will appear on the screen. You will play until you "Top Out" or when you clear the number of lines you have selected.

If you reach your line goal with the placement of the last Tetrimino before the time limit, you will be awarded all of the points scored, including points for lines completed over the goal.

## GETTING STARTED
Press the **On/Start** key to begin a new game. You will see the Game Mode screen.

To scroll through the game modes, press the **Down Directional Keys**. There are three game modes: Game One (Marathon Tetris), Game Two (Ultra Tetris) and Game Three (Race Tetris).

To select a game level, press the **Right** or **Left Directional Keys**. There are ten game levels, each increasing in difficulty. The game level icon is located in the top left-hand corner of the screen.

When you have selected the desired game mode and game level, press the **On/Start** key to begin your game.

## TETRIMINO CONTROL
As the Tetriminos fall, you will need to rotate them to fit into the lines below.

You can move a Tetrimino to the left or to the right as it is falling by pressing the **Left** and **Right Directional Keys.**

A Tetrimino will come to rest when it hits the bottom line of the playing field or when it is blocked by another Tetrimino.

After a Tetrimino has come into contact with the blocks beneath it, you can slide it to the left or the right for one second before "Lock Down" by pressing the **Left and Right Directional Keys.**

To rotate a Tetrimino, press the **Rocker Arm Rotation Key** until the Tetrimino is in the desired position.

## HARD DROP
To accelerate the speed at which a Tetrimino falls, press the upper **Down Directional Key**. The Tetrimino will "Lock Down" immediately upon contact.

**Note:** Once the Hard Drop button is pushed, you can no longer rotate or manipulate the Tetrimino.

## SOFT DROP

To accelerate the speed at which a Tetrimino falls, press and hold the lower **Down Directional Key**. The Tetrimino will "Lock Down" immediately upon contact.

**Note:** Once the Soft Drop button is pushed, you can no longer rotate or manipulate the Tetrimino. If you release the Soft Drop button before the Tetrimino "Lock Down", the Tetrimino will resume its normal fall speed and you can again manipulate the Tetrimino until "Lock Down."

## PAUSING A GAME

To pause a game during gameplay, press the **On/Start** key. Press this key again to return to the game in progress.

## GAME OVER

A game is over when any cell for the starting position of a new Tetrimino is filled. This is called "Topping Out." The words "Game Over" will scroll across the screen.

At the end of the game, the Score and Line Count Indicator will display your line count, score, high line count, and high score.

## SLEEP MODE

After one (1) minute of inactivity, Tetris® will go to sleep. To wake the unit, press the **On/Start** key.

## RESETTING THE GAME

To reset the game, insert a small, blunt object into the small "Reset" hole on the front of the unit and press down gently. This will start a new game and erase all previously stored scores.

## BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) size batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) size batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

## CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

## MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

**Please retain this for future reference.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

## RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelie-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

## 90-DAY LIMITED WARRANTY

**(This product warranty is valid in the United States and Canada only)**

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

**IMPORTANT:** Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.