RADICA

TETRIS®

MODEL 76069
Tetris®
For 1 Player / Ages 8 and up
INSTRUCTION MANUAL
P/N 823A2700   Rev.A

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

Back Light

Left & Right Directional

Down Directional

Reset

Game

Start

Rotation 1

Rotation 2

Sound
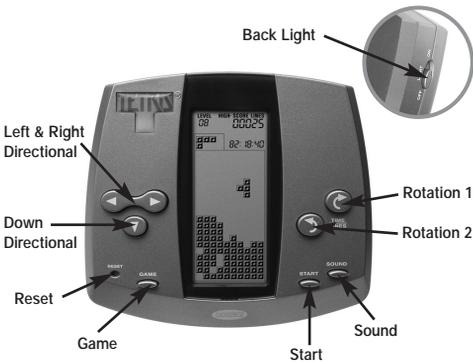
BUTTON FUNCTIONS

Start - Turns the unit on and starts a new game. Pressing this button also pauses the game and wakes the game from Sleep or Pause mode.

Game Button - Once the unit is turned on, press this button to toggle through the three game modes (1 - MARATHON, 2 - ULTRA, 3 - RACE.) During game play, this button will also turn On or Off "Next Tetrimino."

Left Directional Button - During game play, this button will move a Tetrimino to the left. Before you start a game, pressing the Left or Right Directional Buttons will allow you to toggle through the skill levels.

Right Directional Button - During game play, this button will move a Tetrimino to the right. Before you start a game, pressing the Left or Right Directional Buttons will allow you to toggle through the skill levels.

Down Directional Button - "Soft drops" the Tetramino.

Rotation Button 1 - Rotates Tetramino clockwise.

Rotation Button 2 - Rotates Tetramino counterclockwise.

Sound - Toggle between melody/tone and sound off.

Reset - Resets the game.

Back Light - Turns the play field back light on and off.

BASIC GAME RULES

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

Tetraminos fall from the top of the play field to the bottom.

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

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

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

GAME LEVELS

As you advance to each level, the speed at which the Tetraminos drop will increase. Tetris® will automatically advance to the next game level each time the player clears ten lines.

SCORING

During game play, the total Line Count 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 score, for two seconds. It will then return to your total Line Count.

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

> Single: 10 points: One line is cleared.
>
> Double: 30 points: Two lines are cleared at the same time.
>
> Triple: 50 points: Three lines are cleared at the same time.
>
> Tetris®: 80 points: Four lines are cleared at the same time.

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".

At start-up, you will select a "1" to play MARATHON Tetris.

NOTE: "Topping Out" occurs when any cell for the starting position of a new Tetramino 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" to play ULTRA Tetris. Press either **Rotation Buttons** to select a 3 or 5 minute game. 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 "3" to play RACE Tetris. Press either Rotation Buttons to select a 25 or 40 line goal. The number of lines you have selected will appear on the screen.

You will keep playing until you "Top Out" or when you clear the number of lines you have selected.

If you exceed the time goal with the placement of the last Tetramino, you will be awarded all of the points scored, including points for lines completed over the goal.

GETTING STARTED

Press the **Start** button to begin a new game. You will see the Game Mode screen.

To scroll through the game modes, press the **Game Button**. There are three game modes: Game One (MARATHON Tetris), Game Two (ULTRA Tetris) and Game Three (RACE Tetris).

To select a game level from which to start, press the **Right and Left Directional Button**. There are nine 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 **Start** button to begin your game.

TETRAMINO CONTROL

As the Tetraminos fall, you will need to rotate them to fit into the lines below.

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

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

After a Tetramino 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 Tetramino clockwise, press **Rotation Button 1** until the Tetramino is in the desired position.

To rotate a Tetramino counter-clockwise, press **Rotation Button 2** until the Tetramino is in the desired position.

SOFT DROP

To accelerate the speed at which a Tetramino falls, press the **Down Directional Button**. The Tetramino will "Lock Down" immediately upon contact with placed Tetraminos when using Soft Drop.

PAUSING A GAME

To pause a game during gameplay, press the Start button. Press this button again to return to the game in progress.

GAME OVER

A game is over when any cell for the starting position of a new Tetramino 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 **Start** button.

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 batteries. The battery compartment is located on the bottom of the game.

• Using a screwdriver, loosen the screw until the battery compartment door can be removed.

• Insert two (2) AAA batteries (we recommended 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.**

• **Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.**

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.

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.