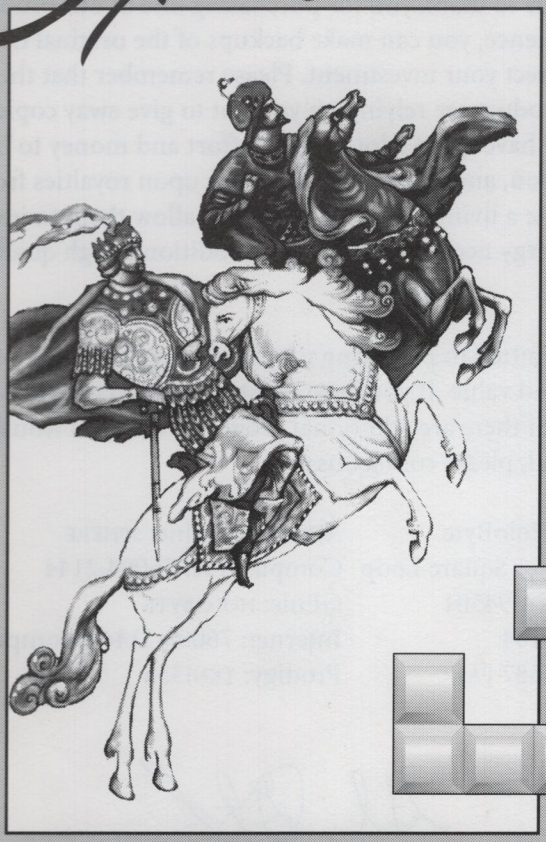
TETRIS Classic



WINDOWS Version

Spectrum HoloByte



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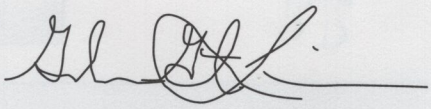

Gilman G. Louie, CEO
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INTRODUCTION

TETRIS was invented by a Soviet researcher named Alexey Pajitnov who worked at the Computer Centre of the former USSR Academy of Sciences, which licensed the commercial rights to Electronorgtechnica (Elorg) in Moscow. The original programmer was Vadim Gerasimov, a student studying Computer Informatics at Moscow University.

TETRIS came into being through the joint efforts of Alexey, *Elorg* (Moscow) and *Spectrum HoloByte* (USA). It rapidly became one of the most popular computer games ever developed and began a whole line of popular sequels: WELLTRIS, FACES...TRIS III, WORDTRIS and SUPER TETRIS.

Simple to learn and infinitely variable, TETRIS has challenged people by the hundreds of thousands. And now it will challenge you to a game of speed and maneuvering. As the four-square pieces tumble from the top of the screen into an empty pit, it's up to you to rotate them into a position which leaves no gaps in the layers at the bottom. Once aligned, you can drop the pieces into place and increase your score.

The tension escalates as you close the gaps in a layer across the bottom of the pit and the line disappears. But the more successful you are, the harder the game becomes; when a set number of lines disappear, the four-square pieces fall at a faster rate! There are ten levels to continually challenge your mastery of this perplexing game.

TETRIS is different every time you play. We know you'll find it provocative, fun and absolutely addictive, as so many thousands have done before you. And now, TETRIS CLASSIC brings new improvements to the world's favorite computer game.

Who was tsar when Pushkin was born in 1799?

Paul I, assassinated when Pushkin was less than two years old.

In what Russian city was Pushkin born?

Moscow, one of the artistic centers of the nation (but not the capital in those days).

What ancestor of Pushkin's served Peter the Great?

Abraham Hannibal, born an Abyssinian prince, was acquired as a servant by Peter the Great and eventually became a military engineer.

WHY DID WE CHANGE SOMETHING SO GREAT?

In part, we changed it because computers themselves changed. In the short time since TETRIS first appeared, PC users have gotten access to better graphics, better sound systems, better pointing devices, better networks and faster processors. We naturally wanted to upgrade our game to take advantage of all these wonderful things.

In part, too, we changed it because our customers wanted us to. Our Customer Support staff received many helpful suggestions: "I love TETRIS, but it would sure be nice if it had this feature as well." We listened, and the result is TETRIS CLASSIC.

HOW COULD WE POSSIBLY MAKE TETRIS ANY BETTER?

For one thing, we've changed the look and sound of the game. TETRIS CLASSIC now has 16-color or 256-color artwork as well as sound effects and background music. (We'll do anything to distract you from those little falling pieces!)

For another thing, we've increased your playing options. A single player can still play until the pit fills up, but now you can also choose to play a timed game as well. You also have the choice of sharing the game with another player—either playing competitively or cooperatively. You can move pieces diagonally as they fall, and you can rotate them either clockwise or counterclockwise. You will also have a "soft drop" option for pieces that you want to drop into place before they would fall naturally.

What we didn't change is the challenge and the fun of TETRIS. You'll find this new version is exactly the same, only better.

RUSLAN AND LUDMILA

The illustrations on the game screens, in a style reminiscent of the beautiful Russian lacquerwork boxes, depict the story of Ruslan and Ludmila from the epic poem by Aleksandr Sergeyevich Pushkin. This poem, based on old Russian fairy tales and completed when Pushkin was only 20 years old, is considered a turning point in Russian literature. The theme music as you load the game is based on the overture to the opera *Ruslan and Ludmila* written by Mikhail Ivanovich Glinka, considered by many to be the father of Russian classical music.

Princess Ludmila of Kiev has four suitors, of whom she has chosen to marry brave young Ruslan (Level 1 screen). On their wedding night, however, she is magically spirited away by an unseen force (Level 2 screen). The four suitors decide to rescue her and split up to go off on their quests (Level 3 screen). Ruslan comes to a cave where he meets a mystic hermit (Level 4 screen) who tells him Ludmila was spirited off by Chernomor, an evil dwarf wizard who makes a habit of kidnaping young maidens in the area. The hermit assures Ruslan that Ludmila will outwit the dwarf and will retain her purity until Ruslan rescues her. He also warns Ruslan that a witch named Nahina (whom the hermit had once wooed in his youth) will try to do him harm.

Rogdai, one of the suitors, treacherously decides to kill Ruslan and have Ludmila for himself. The witch Nahina tells him where to find Ruslan, but when the two knights meet it is Rogdai who is killed.

Ludmila, meanwhile, finds herself in Chernomor's enchanted castle with three handmaidens to wait on her and a beautiful garden to wander through. That evening the dwarf comes to visit her, complete with servants carrying his long beard on a pillow before him so he doesn't trip over it. Ludmila bravely attacks the wizard, knocking his hat off and and chasing him away.

The witch Nahina comes to visit the dwarf (Level 5 screen), and the pair congratulate one another on all the evil they've done to the two lovers. But after the witch leaves, Chernomor looks all over the palace

Who was Pushkin's nanny as a child?

Arina Rodionovna Yakovlevna, who filled young Aleksandr's head with colorful Russian folktales, some of which became the basis for *Ruslan and Ludmila.*

Where was Pushkin's first professional poem published?

European Herald. Pushkin was 14 years old at the time.

and can't find Ludmila. The heroine has discovered that the wizard's hat has magical properties, enabling her to become invisible (Level 6 screen). For the next month, while Ruslan is slaying giants, witches and other knights on his way to finding her, Ludmila has the run of Chernomor's castle, becoming invisible at will and taunting the dwarf's servants who try to capture her.

On his way to the dwarf's castle, Ruslan comes across an ancient battlefield with bones and armor scattered all over it. Since he lost his own gear in his fight with Rogdai, he picks up new armor here—but as for weapons, none of the swords here is good enough for him, so he just picks up a lance as a weapon. Ruslan rides further and finds a gigantic sleeping head, whom he awakens by tickling its nose with his lance. After nearly being sneezed to death, Ruslan defeats the head in battle (Level 7 screen). The head turns out to be Chernomor's brother, who was betrayed by the dwarf and set here on top of an enchanted sword, the only one capable of defeating Chernomor.

Back at the enchanted castle, Chernomor comes up with a plan to catch the elusive, invisible Ludmila. He makes a magical image of a wounded Ruslan. When Ludmila goes to comfort her beloved, crying out to him, the dwarf drops a net on her and puts her in a trance. Just then, the real Ruslan shows up (Level 8 screen) and engages the dwarf in battle.

After two days of fighting, Ruslan manages to cut off Chernomor's beard with his magic sword, thus stripping the dwarf of his magical powers (Level 9 screen). The warrior ties the beard around his helmet as a trophy, stuffs the dwarf into a sack and finds Ludmila, who is in an enchanted sleep from which she can't be roused. Ruslan decides to take her back to Kiev, hoping they'll know what to do there (Level 10 screen).

On his travels he encounters Ratmir, another of the suitors for Ludmila's hand. Ratmir, in his travels, had come across a castle of beautiful, willing women, but after spending some time with them he

realized how shallow the court life was. Ratmir has since renounced his noble titles and become a humble fisherman married to a lovely shepherdess. He has found all the happiness he needs.

The third of Ludmila's other suitors, Farlaf, has meanwhile made a bargain with Nahina. He sneaks up on Ruslan while he's asleep and stabs him to death. The cowardly suitor then takes the sleeping Ludmila back to her father's court, but doesn't know how to wake her up. At that moment, the marauding Pechenegs, ancient enemies of Ludmila's people, lay siege to Kiev. No one can defeat them.

Meanwhile, the hermit wizard resurrects Ruslan using the magic water of life, and gives the young warrior a magic ring that will wake Ludmila with its touch. Ruslan rides to the court, single-handedly defeats the Pechenegs, and wakes Ludmila up. He is so happy to see her alive that, quite generously, he forgives Farlaf for murdering him. The dwarf Chernomor, stripped of his magical powers, becomes a servant in the Kiev court. No one knows or cares what happened to Nahina. Ludmila and Ruslan live happily ever after (High Scores screen).

What feature did Pushkin let grow to remarkable length?

Fingernails, which he had cut like claws. He protected the longest with a little golden sheath.

To what secret society did Pushkin belong?

Green Lamp, which was a symbol of hope. Its members liked to spend their nights drinking, gambling, womanizing and talking radical politics.

SYSTEM REQUIREMENTS

TETRIS CLASSIC operates on any IBM PC compatible computer running Windows 3.0 or later. In addition, the program requires:

- 2MB RAM
- One 1.2MB 5¼" or one 1.44MB 3½" disk drive
- Hard drive with 2.7MB space free (for 16-color graphics), 4.9MB space free (for 256-color graphics), or 7.3MB space free (if you decide to install both kinds of graphics)
- VGA or Super VGA graphics card

Optional hardware:

- Microsoft compatible mouse
- Supports Ad Lib, Sound Blaster, Sound Blaster Pro, Thunder Board, Pro Audio Spectrum and Roland sound cards

LAST MINUTE NEWS

You can find out about any last minute changes to the game by using the Windows Notepad utility to open the text file `readme.txt` on Disk 1. You can also print out a copy of this file using Notepad.

INSTALLATION

The very first thing you should do is make backup copies of your TETRIS CLASSIC program disks and store your original program disks in a safe place. See your DOS or Windows manual for instructions on how to copy disks. Because the TETRIS CLASSIC program must be run from a hard drive, you cannot run TETRIS CLASSIC from floppy disks.

To install the program onto your hard drive:

1. Start Windows as you normally do.
2. Insert TETRIS CLASSIC Disk 1 into your floppy drive.
3. From the Program Manager's File menu, choose "Run."

4. In the Command Line box, type **a:setup** if you are installing from drive A or **b:setup** if you are installing from drive B.
5. Press the Enter key.
6. Follow the onscreen instructions. The installer program will propose installing the game in a directory called **C:\TETRISC**. If you wish to install the game to a different directory, type the new directory name in the space below. Press the **OK** button to continue with the installation.
7. Next, the installer program will determine whether your Windows system is running in 256-color or 16-color mode. If your system is in 16-color mode, only 16-color graphics will be installed automatically. If your system is in 256-color mode, the installer will ask you if you want to install "256-color images," "16-color images" or "Both." Choose one of the options and press the **OK** button.
8. Depending on your computer's configuration, it may take as long as half an hour to install the game on your hard disk. This may be caused by converting the 256-color graphics to run on your monitor. Spectrum HoloByte apologizes for the delay. You can use the extra time to read the rest of this manual.
9. When the installation is finished, the TETRIS CLASSIC icon will automatically be placed in your Games program group.

What was Pushkin's nickname among his literary friends?

Cricket.

Where was Pushkin first exiled for writing subversive poetry?

Yekaterinoslav (now Dnepropetrovsk), a small town in southern Russia, in 1820.

What was the literary language of Russia before Pushkin?

French. All cultured people in Russia read and wrote French, usually better than they did Russian. Pushkin made the native language an acceptable one for literature.

LOADING TETRIS CLASSIC

To run TETRIS CLASSIC, open the Games program group in the Program Manager. Use the normal Windows procedures to select the TETRIS CLASSIC icon and press Enter, or double-click the TETRIS CLASSIC icon if you have a mouse. You will soon see the introductory sequence and the TETRIS CLASSIC title screen.

The first time you open the program, the computer will present you with a list of possible choices for sound drivers. Click on the button of the sound driver you wish to use as your default. From now on, every time you load TETRIS CLASSIC the computer will use this sound driver. (You can change the default at any time from the Configuration screen, as explained below.)

Please note that TETRIS CLASSIC will only run under the Standard or 386 Enhanced modes of Windows 3.0 or higher. You can check to see which Windows mode you are running by selecting "About Program Manager" from the Help menu while in the Program Manager. If you are running in Real mode, TETRIS CLASSIC will not load.

TRIVIA QUESTION

After the introduction, a trivia question about *Ruslan and Ludmila*, Pushkin or Glinka will appear. You have two chances to type in the correct answer so that the game will continue. Simply turn to the page number of this manual that is shown onscreen. Read the trivia fact in the margins of the manual and type in the answer. You only need to type in the first four characters and press Enter.

You only have to answer a trivia question the first time the game is played. After that, you will only need to answer a question if you move the game to another drive or directory.

MEMORY REQUIREMENTS AND SCREEN RESOLUTIONS

TETRIS CLASSIC will run under three different possible screen resolutions: 1024x768, 800x600 and 640x480. When you load the program, it will automatically load in at the highest possible resolution your Windows Setup will allow unless you give it other instructions. In general, the higher the resolution is, the more memory the program will take, and using 256-color mode requires more memory than 16-color mode.

There may be times, however, when you want the program to run at less than maximum (for instance, if you want to conserve memory for other programs). You can override TETRIS CLASSIC's default graphics mode by using the following command line parameters:

To force the game to run in:	Use the command line parameter:
16 colors	-V16
256 colors	-V256
1024x768	-R1024
800x600	-R800
640x480	-R640

There are two different ways to use the command line parameters, depending on whether you'd like the command to be temporary or regular:

If you want the command to be for this instance only: Go to the File menu in the Program Manager and choose the "Run..." command. Type in the path to the command, just as you would normally do, then a space, and then the appropriate command line parameter(s). For instance, if you have the game program installed in the directory TETRISC on drive C and you wanted to run in 16 colors at a resolution of 800x600, you would type **`c:\tetrisc\tc.exe -V16 -R800`** and then choose the **OK** button. For more information on using the "Run..." command, see your Windows manual.

Who abducted the beautiful Ludmila on her wedding night?

Chernomor, an evil dwarf wizard. He held her imprisoned in his enchanted castle.

Where was Chernomor's magical power stored?

Beard. When Ruslan cut off the beard with a magical sword, the dwarf became weak and powerless.

If you want this to be your normal configuration: Select the TETRIS CLASSIC icon, then go to the File menu and choose the "Properties..." command. At the end of the Command Line field, type a space and then the appropriate command line parameter(s). Select the **OK** button when you're finished. From now on, every time you choose the TETRIS CLASSIC icon, it will run in the configuration you just specified. For more information on using the "Properties..." command, see your Windows manual.

TETRIS CLASSIC will not run if your command line parameter specifies a higher resolution or color mode than your Windows display allows. For more information about Windows Setup, see your Windows manual.

TERMS YOU NEED TO KNOW

Square Basic unit of a TETRIS CLASSIC piece.

Pit Playing area where pieces fall, 20 squares deep, 10 squares wide (16 squares wide in competitive and cooperative modes).

Piece Made up of four squares, the piece falls from the top of the pit towards the bottom and is manipulated by the user.

Line Horizontal row of squares. Pieces are fitted together when they fall into the pit, and a line is formed when a row is filled by squares. The line indicator in the score box shows the number of lines completed.

Next Piece The next piece that will fall. It is displayed in a window next to the pit.

Drop By pressing the Drop key, a piece immediately falls to its lowest possible position and the next piece starts to fall.

Soft Drop Alters the Drop key so that the piece falls at an accelerated rate rather than instantaneously. When the Drop key is released, the piece returns to falling at its previous rate.

Same Pieces Two players play with the same exact sequence of pieces.

Send Rocks Players in a two-player game can sabotage one another by sending randomly filled rows into the other player's pit by completing multiple rows in their own.

Level A measure of play difficulty. The higher the level, the faster the pieces drop in the pit.

Drop Rate The speed at which pieces fall in the pit. The speed is based on the current level.

Statistics The frequency table for piece occurrence, as calculated over the course of the game.

GAME CONFIGURATION

The Configuration screen allows you to choose the type of game you want to play. Choose your options by pressing the Tab key to move from section to section and then using the arrow keys to choose the appropriate button within that section. If you have a mouse, you may simply click the left mouse button on the appropriate screen buttons. TETRIS CLASSIC remembers these settings and will use them as defaults the next time you load the game from the Program Manager.

Which of the unsuccessful suitors treacherously attacked Ruslan during the search for Ludmila?

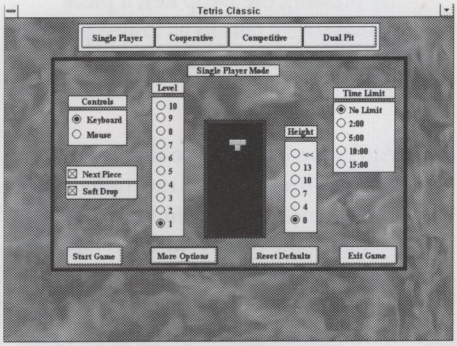
Rogdai. Ruslan slew him in honorable battle and cast his body into the sea.

Which of the unsuccessful suitors decided to renounce his nobility to become a simple fisherman?

Ratmir. After spending some time in a castle of beautiful and willing women, he grew disillusioned with glamour and settled down with a beautiful shepherdess.

Which of the unsuccessful suitors murdered Ruslan in his sleep and returned Ludmila to Kiev?

Farlaf, who couldn't figure out how to wake Ludmila from her enchanted sleep.



SELECT A GAME MODE

There are four basic modes for playing TETRIS CLASSIC: *Single Player*, *Cooperative*, *Competitive* and *Dual Pit*. Choose the mode you prefer from the buttons across the top of the screen. If you have a mouse, point and click on the appropriate button. If you don't have a mouse, press Alt F6 to take you up to the mode choices, then cycle through the choices using the Tab key. When you've highlighted the mode you want, press Enter to confirm the selection and return you to the rest of the Configuration screen.

Within *Single Player* there are five more mode choices for timed games: *No Limit*, *2:00*, *5:00*, *10:00* and *15:00*. Select one by choosing the appropriate radio button in the box on the right-hand side of the screen. We suggest you start with a *Single Player No Limit* game to get a feel for TETRIS CLASSIC before you try the other game modes. Playing and scoring in a *Single Player* game are explained in the **Playing TETRIS CLASSIC** section later in this manual. The other game modes are explained in their own chapters.

SELECT A DIFFICULTY LEVEL

There is a column of buttons numbered from 1 through 10 along the left-hand side of the sample pit on the Configuration screen. The higher the number, the faster the pieces fall, as you can see from clicking on different numbers and watching the results on the falling piece in the same pit. Select

your level by choosing the appropriate radio button. We suggest you start with *Level 1* to get a feel for TETRIS CLASSIC before you try your skill at other difficulty levels.

In *Dual Pit* mode, each pit has its own level control. The levels in the two pits can be set independently of one another.

What was the name of the witch who tried to have Ruslan killed?

Nahina. She first encouraged Rogdai and later Farlaf to kill Ruslan.

SELECT A HEIGHT

There is a column of buttons along the right-hand side of the sample pit with the figures 0, 4, 7, 10, 13 and <<. This allows you to choose the initial height of the pile within the pit. The default is 0, which means an empty pit. To increase the challenge, you can raise the height from the bottom by selecting another number from this column. For instance, if you select 7, the game will start with seven randomly filled layers, as you can see in the sample pit when you make the selection. The << (rewind) symbol will give the same block placement as in the previous game.

In *Dual Pit* mode, each pit has its own height control. The two pits can be set independently of one another.

SELECT A CONTROL METHOD

Players have a choice of two methods for controlling their falling pieces in TETRIS CLASSIC: *Keyboard* or *Mouse*. In *Single Player* mode there is a box labeled *Controls* that lets you choose which of these methods you want. Use the arrow keys when you're in this dialog to highlight the control method, or else click on the desired button with the mouse. In *Cooperative*, *Competitive* and *Dual Pit* modes, each player can choose his or her own preferred method. Only one player can have *Mouse* selected at any time. If your computer doesn't have a mouse, this option will be dimmed out.

SELECT NEXT PIECE OPTION

In *Single Player* mode there is a button labeled *Next Piece* on the left-hand side of the screen. If you want the screen to display which piece will fall after the

What power did Chernomor's magical hat give Ludmila?

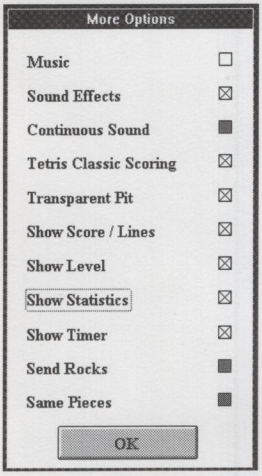
Invisibility. The dwarf's servants could hear her but not see her, and thus she eluded their clutches.

current one, toggle this option *On*, either by pressing Spacebar when the area is selected or by clicking on it with the left mouse button. In *Cooperative*, *Competitive* and *Dual Pit* modes, each player can make his or her own choice independently. The game is more challenging if you don't know what is coming next and you will score more points for successful play. We suggest, though, that you learn TETRIS CLASSIC with this option turned *On*.

SELECT SOFT DROP OPTION

If the *Soft Drop* option is *Off*, the falling piece will immediately go to its lowest possible position when the Drop key is pressed. If *Soft Drop* is *On*, the piece's fall will speed up as long as you hold down the Drop key, and it will return to normal when you let go. This enables you to control more precisely the speed at which a piece falls.

In *Single Player* mode there is a button on the left-hand side of the screen labeled "Soft Drop"; this button lets you choose whether *Soft Drop* is *On* or *Off*. You may toggle this option either by pressing Spacebar when the area is selected or by clicking on it with the left mouse button. In *Cooperative*, *Competitive* and *Dual Pit* modes, each player can make his or her own choice independently.



SELECT MORE OPTIONS

If you choose the More Options button at the bottom of the Configuration screen, it will bring up a list of other options available in the game. If an option is turned on, its box has an "X" in it. Options that are not available have a grayed out box in the right-hand column. To turn an option *On* or *Off*, use the ↑ and ↓ keys to select the name of an option and toggle it *On* or *Off*, using the Spacebar, or else click the mouse in the appropriate check box. When you've set all the options the way you want them, press Enter or click on the **OK** button at the bottom.

Music

If you have a supported sound system and want to listen to our stirring score while you play, make sure the *Music* option is *On.* If the music distracts you—or other people around you—turn the option *Off.*

Sound Effects

If you want to hear sound effects when things happen on your screen, turn the *Sound Effects* option *On.* These sound effects will only occur when the theme music is not playing. If you find them a nuisance, turn the option *Off.*

Continuous Sound FX

This option will let you hear sound effects during the game even while the theme music is playing. If the *Music* option is *Off,* this option will be grayed out.

Tetris Classic Scoring

There are two different methods of scoring for TETRIS CLASSIC, the method used in the original game and the Tetris Classic method (explained on p. 21). If you want the Tetris Classic method, turn the option *On.* If you prefer the original method (for instance, to compare your new scores with others that were made under the old system), turn this option *Off.*

Transparent Pit

If you choose this option, the pit will be somewhat transparent, revealing the background art behind it; otherwise, the pit will be totally black behind the falling pieces, which may be less distracting during play. This option is available only in Single Player mode.

Show Score/Lines

If this is selected, there will be a box showing the high score for this particular mode and a box showing the current score for this game and the number of lines you have so far removed. If this option is *Off,* neither the High Score window nor the current score box will be displayed, showing you more of

What oversized body part did Ruslan battle during his quest?

Head. The gigantic head was all that was left of the evil dwarf's brother, and it guarded the only sword that could defeat him.

What is considered Pushkin's greatest verse novel?

Eugene Onegin, the story of a city dandy who scorns the love of a country girl, then realizes what he's lost only after she marries another man.

the artwork. In two-player games, each player's score will be displayed if the option is *On*.

Show Level

If this option is *On*, there will be a box beside the pit showing the level you're currently playing on. If the option is *Off*, there will be no such box.

Show Statistics

If this option is *On*, there will be a box beside the pit showing the relative frequency at which the different shapes have fallen so far in the game. If the option is *Off*, the box will not be displayed.

Show Timer

In timed games only, this will place a box on the screen displaying the amount of time left in the game. If the option is *Off*, the timer will not be displayed.

Send Rocks

This option is only available in *Dual Pit* mode. If it is turned *On*, every time you complete two or more rows with a single piece, one or more rows with random pieces will be added to the bottom of your opponent's pit, bringing him or her that much closer to the top (and losing). The number of extra rows your opponent gets depends on how many rows you complete with a single piece.

If you complete:	Your opponent gets:
2 rows	1 random row
3 rows	2 random rows
4 rows	4 random rows

The same thing happens to you, of course, when your opponent completes some rows. If the option is turned *Off*, the two players do not sabotage one another.

Same Pieces

This option is only available in *Dual Pit* mode. If it is turned *On*, each player will get exactly the same shaped pieces in the same order. If the option is turned *Off*, each player may get different pieces.

RESET DEFAULTS

Choosing this button lets you reset the default sound configuration you will have whenever you restart the game. Use the arrow keys or your mouse to select the button of the setting that matches your computer's system. The "Reset Defaults" button will also automatically set all other options on the Configuration screen to their original settings.

AND...GO!

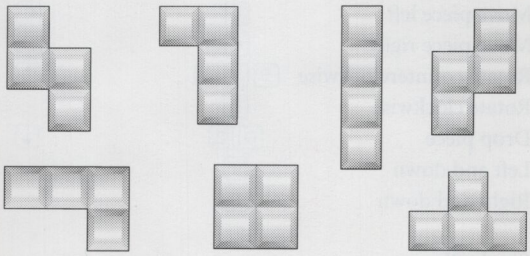
Select *Start Game* to begin a brand-new game. This activates all the choices you made on the Configuration screen and starts the game. Selecting *Exit Game* returns you to the desktop. You can also press Alt F4 to exit TETRIS CLASSIC.

PLAYING TETRIS CLASSIC

TETRIS CLASSIC starts on whichever level you selected on the Configuration screen. Each level in *Single Player* mode shows the pit in the center surrounded by a scene from Aleksandr Pushkin's epic poem, *Ruslan and Ludmila.*

PIECES

TETRIS CLASSIC pieces come in seven different shapes, as follows:



Pieces drop randomly one at a time from the top of the pit and fall until they land either on the bottom of the pit or on another piece. You must position the pieces as they fall, trying to fit them together at the bottom like a jigsaw puzzle. When a horizontal

Which historical play by Pushkin is considered his greatest?

Boris Godunov, about a usurper of the Russian throne. Although Pushkin finished it when he was 26, it was never produced on stage in his lifetime.

For what revolutionary event did the tsar personally interrogate Pushkin?

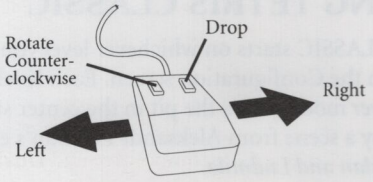
Decembrist Uprising, 1825. Nicholas I gave Pushkin a personal audience and forgave him for prior inflammatory poems, even though Pushkin told the tsar he would probably have joined the uprising if he'd been in St. Petersburg when it happened.

line of boxes is formed completely across the pit, with no gaps, that line disappears and all the squares above it drop down one row. A non-timed game ends when pieces stack up to the top of the pit.

When you complete 10 lines on a given level, you automatically move up to the next level. At each higher level, the pieces fall faster than they did on the previous one. The longer you play, the harder the game becomes.

MOVING PIECES

As pieces fall into the pit, you can move them left or right, rotate them clockwise or counterclockwise, or make them fall more quickly, using the control method you chose on the Configuration screen. You can move pieces using a mouse as shown:



The following table lists the keys that control the movement of the pieces:

Single Player

Move piece left	4	←
Move piece right	6	→
Rotate counterclockwise	5 7 8	↑
Rotate clockwise	9	
Drop piece	0 2	↓
Left and down	1	
Right and down	3	

Single Player

Move piece left	A	J
Move piece right	D	L
Rotate counterclockwise	S Q W	K U I
Rotate clockwise	E	O

Drop piece	X Spacebar	, Spacebar
Left and down	Z	M
Right and down	C	.

Left Player: Cooperative, Competitive and Dual Pit

Move piece left	A
Move piece right	D
Rotate counterclockwise	S Q W
Rotate clockwise	E
Drop piece	X Spacebar
Left and down	Z
Right and down	C

Right Player: Cooperative, Competitive and Dual Pit

Move piece left	4	←
Move piece right	6	→
Rotate counterclockwise	5 7 8	↑
Rotate clockwise	9	
Drop piece	0 2	↓
Left and down	1	
Right and down	3	

Right Player: Cooperative, Competitive and Dual Pit

Move piece left	J
Move piece right	L
Rotate counterclockwise	K U I
Rotate clockwise	O
Drop piece	,
Left and down	M
Right and down	.

MENU BAR

The game screen also has a menu bar across the top which you can use to change your options and perform other activities while the game is in progress. Use the Alt key to activate the menu bar and select your commands the way you usually do for Windows, or use the mouse to select the pull-down menus and click on the desired command. If you choose not to make any changes to the settings, just press the Alt key again or click the mouse anywhere outside the menus to resume the game.

Who did Pushkin marry?

Natalya Nikolayevna Goncharova, whose mother kept Pushkin waiting for years before the wedding could take place.

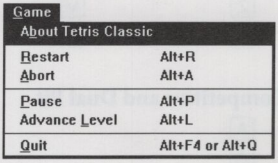
How did Pushkin die?

Duel. At age 37 he was shot in a duel with Georges-Charles d'Anthès, a Frenchman and adopted son of the Dutch ambassador. D'Anthès had been courting Pushkin's wife for months. After the duel, d'Anthès went on to have a long, successful career in French politics.

Who was the first Russian composer to win international recognition?

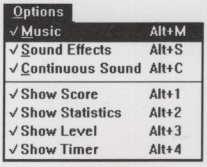
Mikhail Ivanovich Glinka, the acknowledged founder of the Russian nationalist school. He is sometimes known as the "Father of Russian Music."

Game Menu



About Tetris Classic		Credits screen
Restart	Alt R	Aborts the current game and starts a new one with the same configuration
Abort	Alt A	Aborts current game and returns to the Configuration screen
Pause	Alt P	Pauses the game. Pressing Alt P a second time continues the game
Advance Level	Alt L	Increases the difficulty to the next highest level, even if you haven't completed 10 lines on this one
Quit	Alt F4 or Alt Q	Quits to the desktop

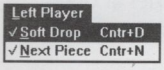
Options Menu



Music	Alt M	Toggles the music On/Off
Sound Effects	Alt S	Toggles the sound effects On/Off
Continuous Sound	Alt C	Plays the sound effects even when the music is running
Show Score	Alt 1	Toggles the scores On/Off
Show Statistics	Alt 2	Toggles the statistics On/Off
Show Level	Alt 3	Toggles the level On/Off

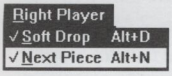
SHOW TIMER	Alt 4	Toggles the timer On/Off (in games with a time limit)

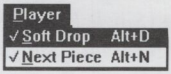
LEFT PLAYER MENU



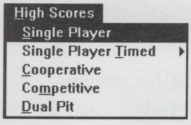
SOFT DROP	Ctrl D	Toggles Soft Drop On/Off
NEXT PIECE	Ctrl N	Toggles Next Piece On/Off

RIGHT PLAYER MENU
(OR PLAYER IN SINGLE PLAYER MODE)





SOFT DROP	Alt D	Toggles Soft Drop On/Off
NEXT PIECE	Alt N	Toggles Next Piece On/Of



HIGH SCORES MENU	Allows you to go to the High Scores screens for the various different modes listed

SCORING

You may choose from two different scoring methods. In the original Tetris method, the higher the level you're playing on, the more each piece is worth. You will also receive more points if a piece drops in place faster than it normally would, which should encourage you to use the Drop key as soon

Where was Glinka born?

Novospasskoye, Russia, in 1804. He was almost exactly five years younger than Pushkin. There is no indication that the two men ever met.

as you're sure you know where the piece is going to fall. You will also receive bonus points if the *Next Piece* option is *Off*.

In the Tetris Classic method, there is an additional factor weighted in: points for completing lines. If a single piece completes two or more lines at once, there is a bonus. This can give you significantly higher scores.

If you are competing against scores made in original Tetris, turn *Off* the Tetris Classic Scoring option. If you want to set new, higher standards, leave the option *On*.

What was Glinka's first opera?

Life for the Tsar, produced at St. Petersburg in 1836 in the tsar's presence. During the Communist regime, the opera's name was changed to *Ivan Susanin.*

HIGH SCORES

When you reach the end of the current game, you move to the High Scores screen for the game mode you chose (*Single Player*, *Single Player 2 Minute*, *Single Player 5 Minute*, *Single Player 10 Minute*, *Single Player 15 Minute*, *Cooperative*, *Competitive* or *Dual Pit*). Whether or not your score is among the top ten scores, it appears below the High Scores list. If your score does rank among the High Scores, a dialog box appears. Type in your name, then hit Enter or click **OK** to record your score, which will then appear on the list. (Games played under the original TETRIS scoring rules will appear in a different color than scores under the TETRIS CLASSIC method.)

What renowned composer conducted excerpts from Glinka's operas in Paris in 1845?

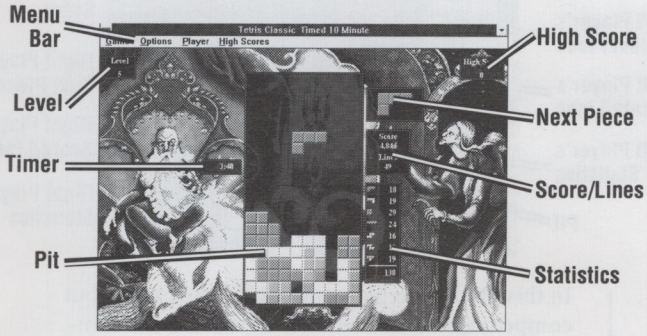
Berlioz. This was the first performance of serious Russian music in the West.

Click **OK** to return to the Configuration screen. Click *Erase* to erase all the current High Scores for all the game modes and return to the Configuration screen.

You can check out the high scores in the middle of a game, even if you initially had the *Scores* option turned *Off*. One way is to go to the menu bar and choose the *Options* menu and the *Show Scores* option. This will show you the highest score for that particular mode. If you want to see the High Scores screen, choose the *High Scores* menu from the menu bar and select the appropriate mode. When you leave the High Scores screen this time, it will return you to the game you were playing at exactly the point where you left off.

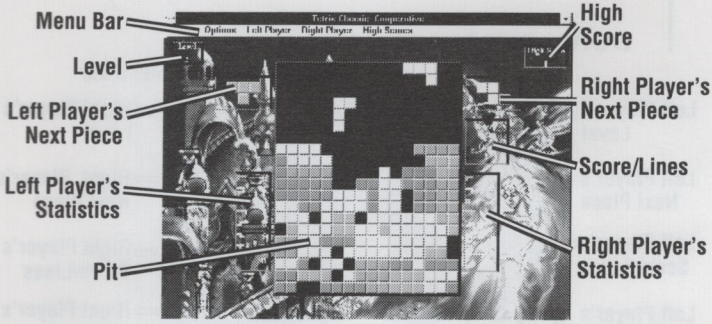
GAME VARIATIONS

TIMED GAMES



In these forms of TETRIS CLASSIC, you play with a predetermined time limit: *2 Minutes*, *5 Minutes*, *10 Minutes* or *15 Minutes*—trying for the highest score in the time allotted. During the last 10 seconds of the game, you will hear a series of beeps one second apart if you have *Sound Effects* turned *On*.

COOPERATIVE MODE

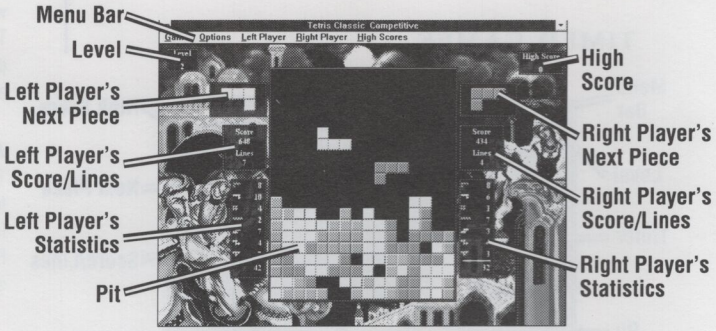


In this mode, two players work in the same pit (16 squares wide instead of 10), trying to help one another complete rows. They may each have a different shaped piece, but they share a level and both pieces fall at the same rate (unless one player uses his or her Drop key). The players share a common score. The game is over when one of the players "dies."

Which of Glinka's works did Tchaikovsky particularly admire?

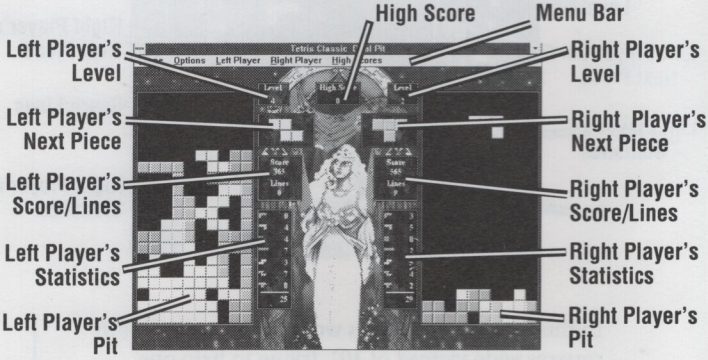
Kamarinskaya. Tchaikovsky said it formed the foundation of later Russian symphonic music.

COMPETITIVE MODE



In this mode, two players work in the same pit but compete against one another to see who can complete rows faster. The pit is wider (16 boxes wide instead of 10 for a single pit), and each player controls one falling piece at a time. A player gets points for the total number of pieces he or she drops. The player who drops a piece that completes a row gets credit for that line. Advancement to the next level of play is based on the total number of lines completed, no matter which player completed them. The game is over when one of the players "dies," and the one with the higher score wins.

DUAL PIT MODE



In this mode, two players compete against each other to get the highest score, each working in his or her own pit. Players can decide whether they'll get the same pieces in the same order to even things

out, and they can choose whether to sabotage one another by "sending rocks" (that is, one or more extra rows, randomly filled) into the other player's pit when they complete multiple lines in their own. Each player can work on his or her own level. The "Height" control can be used to handicap a player who might normally be better than his opponent. The game is over when one of the players "dies," and the one with the higher score wins.

STRATEGY

TETRIS CLASSIC, like the original Tetris, is both so simple and so addictive that you're bound to develop your own strategies, but here are a few simple ideas to start you off:

- Since you only have seven shapes to work with, try to avoid forming empty areas where no piece can possibly fit.
- If you get a run of pieces that you can't use to complete lines, try to stack them together on one side of the pit, leaving as much open space as possible for later pieces to fill in.
- Be sure not to create holes on both sides of the pit, or else you'll have to fill in both holes to complete lines.
- Use the diagonal keys to move a piece into an oddly shaped hole that you couldn't ordinarily fill with just a straight drop.
- Try not to stack pieces over holes because you will eventually have to get a piece into those holes.
- If you're a bit unsure of your abilities or spatial perception, using the *Soft Drop* option is the easier, more forgiving choice. If you're confident of your abilities and want to score the maximum possible points, turn the *Soft Drop* option *Off*.

CHEATERS TAKE NOTE:

Those of you with a certain crafty turn of mind will notice that, since you score points for every piece you drop, it is possible to defeat an opponent in *Competitive* and *Dual Pit* modes by simply using the Drop key very rapidly to stack your pieces to the top without even trying to complete any rows. This is because we didn't want to penalize anyone, particularly a beginner, who works hard but is unable to complete a row. Please be advised that using this Drop key strategy: a) is unsportsmanlike; b) will not get you a very high score; and c) will discourage other people from playing with you after a while. You have been warned.

BROWSING THROUGH THE ARTWORK

If you want a chance just to study the artwork, start the game at one level with the *Transparent Pit* option turned *On* and the *Show Score/Lines*, *Show Level*, *Show Statistics*, and *Show Timer* options turned *Off*. Press Alt P to pause the game. When you're finished, press Alt P again to continue. To go from screen to screen, use Alt L to advance the level to the next one upward. You can pause the game to study that picture, then repeat the process over again.

CUSTOMER SUPPORT

If you have any questions about TETRIS CLASSIC or any of our other products, please contact Spectrum HoloByte Customer Support at:



Spectrum HoloByte
2490 Mariner Square Loop
Alameda, California 94501
Attn: Customer Support



(510) 522-1164
9:00 AM to 5:00 PM Pacific Time
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Internet: You can send electronic mail to Customer Support at 76004.2144@compuserve.com.

Prodigy: You can post and read messages in the "Other Games" bulletin board. You can also send electronic mail to Customer Support at TKNJ33A.

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