

### Getting started

After loading (see instructions below), select your starting level of difficulty. The higher the number, the greater the rewards, but the harder the task.

### Playing Tetris

A variety of differently shaped blocks fall, one by one, from the top of the screen, or playfield. You can manipulate these shapes left/right and rotate them before they land at the bottom of the playfield.

The idea is to create complete horizontal lines of blocks across the playfield. When one of these unbroken lines is completed it disappears, and any blocks above fall into the now vacant area.

### Objective

Your aim is to create as many complete lines as possible. If you leave gaps, the playfield will fill up rapidly, leaving you less room to manoeuvre. Should the pile of blocks reach the top of the screen, the game ends.

The show key displays the shape of the block that will fall after the current block has landed — useful for formulating your optimum strategy.

The rate at which the blocks fall speeds up automatically as your score increases.

### Spectrum

(H)	High Score
(O)	Options
Space	Play
(J)	Joystick
(Q)	Quit
(S)	Show Next
(I)	Left
(P)	Right
(O)	Rotate
Space	Drop
(Y)	Speed up

### Amstrad

Loading	
PCW: Boot CP/M. At A>, type Tetris.	
CPC: (S) Sound (J) Joystick	
Type Run Tetris.	
(1)	Show Next
(4)/Space	Drop
(6)	Speed Up
(7)	Left
(8)	Rotate
(9)	Right
Numeric keypad or keys	

### Commodore 64 (and C128 in 64 mode)

Joystick only. Up = pause  
Down = drop  
Fire = rotate

### BBC

Loading  
Press Shift and Break keys

(<)	Left
(>)	Right
Space	Rotate
(X)	Show next
(A)	Speed up
(Z)	Drop
(S)	Sound

### MSX

Load "Cas:", R  
Control keys as BBC version

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# TETRIS.



From the blasted plains beyond the Urals comes the most remarkable computer game yet. The same minds that produce chess champions have developed a cunning game that deceives through its simplicity.

**Tetris** a new world from Russia

**Tetris** a totally original concept in gaming

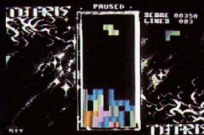
**Tetris** addiction is just a game away

**Play Tetris**

*"What we have is one of the all-time computer classics... Tetris is addictive-unbelievably addictive - and it holds your attention and keeps you coming back for more... I can't quite put my finger on what makes it so incredibly addictive, but one thing's for sure - its perfectly simple and simply perfect." Zzap 64*

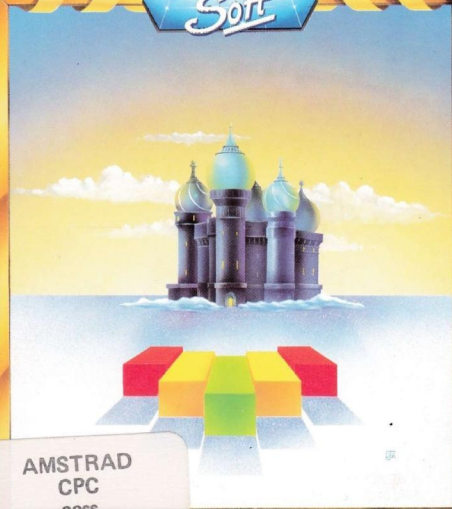
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**AMSTRAD  
CPC  
cass**