

Playing Tetris

Object of the game

Obtain the highest possible score before the game is over.

Playing the game

Tetris Classic starts with a clear playfield (20 cells high by 10 cells wide) and shapes (called Tetraminos) randomly falling one at a time from the top of the playfield.

Tetraminos are made of four adjacent blocks arranged into seven different patterns.

Player must arrange the falling Tetraminos to complete horizontal lines within the playfield.

Player may affect the falling Tetraminos by moving them left or right or rotating them clockwise or counterclockwise within the playfield while they are still falling.

When a complete line is formed, that line is eliminated from the playfield, and player scores points.

The Tetraminos come to rest when they either hit the bottom line of the playfield, or when their movement is blocked by other Tetraminos that have already come to rest in the playfield.

If player cannot complete lines, the Tetraminos eventually build upon each other and reach the top of the playfield, thus ending the game.

Note: Although the order in which the different Tetraminos fall is random, the next Tetramino set to appear is shown in the upper right hand corner in the box labeled "Next Piece".

How to move Tetraminos

Player controls the falling Tetraminos by using the Application buttons on his smartphone:

- Date Book: Left
- Address List: Right
- To Do List - Rotate counterclockwise
- Memo List - Rotate clockwise
- Page Down - Moves Tetramino down more quickly
- Page Up - Pauses the game

Note: In the Keys menu, you can chose how the buttons are assigned.

Any filled cell of the playfield is an obstacle for the current Tetramino moving around the field. Movement of the Tetramino is allowed only when all individual cells needed to accommodate the move are completely empty.

A Tetramino cannot be moved or rotated if part of the piece falls outside the playfield in its new position.

Levels

The game advances to the next level each time the player clears 10 lines.

The higher the level, the more quickly the Tetraminos fall.

Scoring

Points are awarded for clearing lines as follows:

- Single:10 points
- Double:30 points
- Triple:50 points
- Tetris (four lines): 80 points

The points for clearing lines and scoring are multiplied by the current level plus one. For example, clearing one line of blocks on level 2 earns 30 points ($10*(2+1)$).

MH82-K5032-2, Rev 001