

**Nintendo**  
**GAME BOY**®

DMG-ATEA-USA

**TETRIS**  
**DX**™

**INSTRUCTION BOOKLET**

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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\* Tetris © 1987 Elorg. Original Tetris concept, design and program by Alexey Pajitnov. Tetris © licensed to The Tetris Company and Tetris DX © sublicensed to Nintendo. Tetris DX © 1998 Elorg.

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Thank you for selecting the  
**Tetris DX™\* Game Pak** for  
your Nintendo® Game Boy®  
systems.

Please read this instruction  
booklet thoroughly to ensure  
maximum enjoyment of your  
new game. Then save this  
booklet for future reference.

This game is compatible with  
the Game Boy®, Game Boy®  
pocket and Game Boy® Color  
systems.

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# CONTROLLER INFORMATION

To reset the game,  
press **SELECT**, **START**  
and the **A** and **B**  
Buttons  
simultaneously.

## + Control Pad

Press ↓ to make a block fall faster

Press ← to move a block to the left

Press → to move a block to the right

## SELECT

Choose whether or not you see the next  
falling block

Change the name on the Guest File



## **B Button**

Rotate block counter-clockwise  
Cancel selection and return to  
the previous screen

## **A Button**

Rotate block clockwise  
Confirm selection

## **START**

Pause

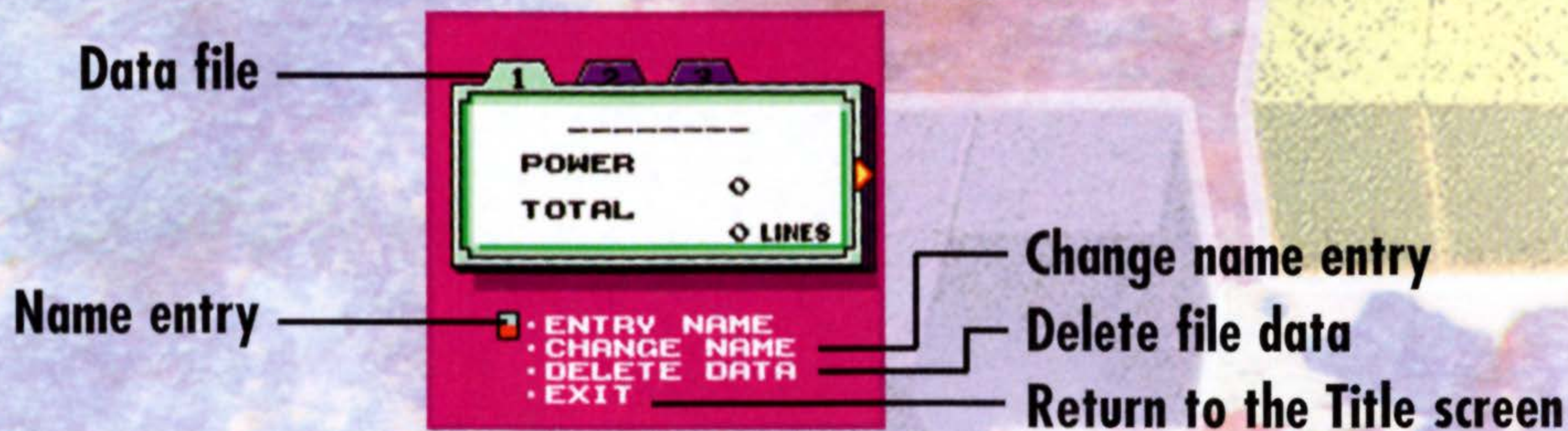
# STARTING THE GAME



Correctly insert the Tetris DX Game Pak into the Game Boy system and move the **POWER** switch to the **ON** position. If you are playing for the first time, you will need to select **ENTRY** and register your name.

## ***File Select Screen***

Select a one- or two-player game and the File Select screen will appear. To select a file, press **←** and **→** on the + Control Pad and press the **A Button** to confirm. If you select a **GUEST** file, game play information will not be saved.



## Register Name

Once you select **NAME ENTRY** on the File Select screen, you will need to enter your name. Use the + Control Pad to move the cursor and select a letter. Press the **A Button** to confirm. To skip a letter or go back and make a change, select the arrows in the bottom-right corner. Select **END** when you are finished. Your name is entered!

## Register Name

To change a registered name, select **CHANGE NAME**.

## Delete File Data

Use this option to delete saved data. Select the desired file and "**Delete Data?**" will appear. Press ← and → on the + Control Pad, select **YES** and press the **A Button**. Remember, once data is erased, it cannot be restored!

## Power

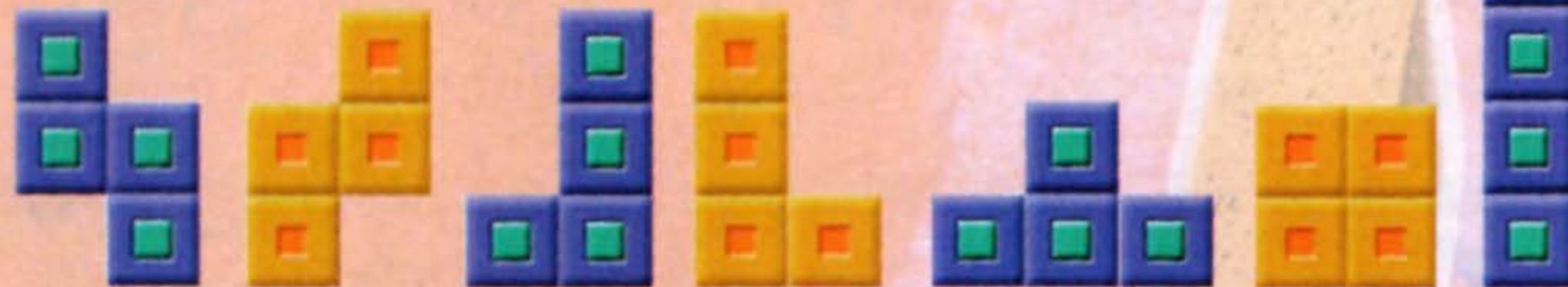
Tetris DX saves game data as **POWER**. The saved data can be exchanged in two-player mode (see page 16 for more info).



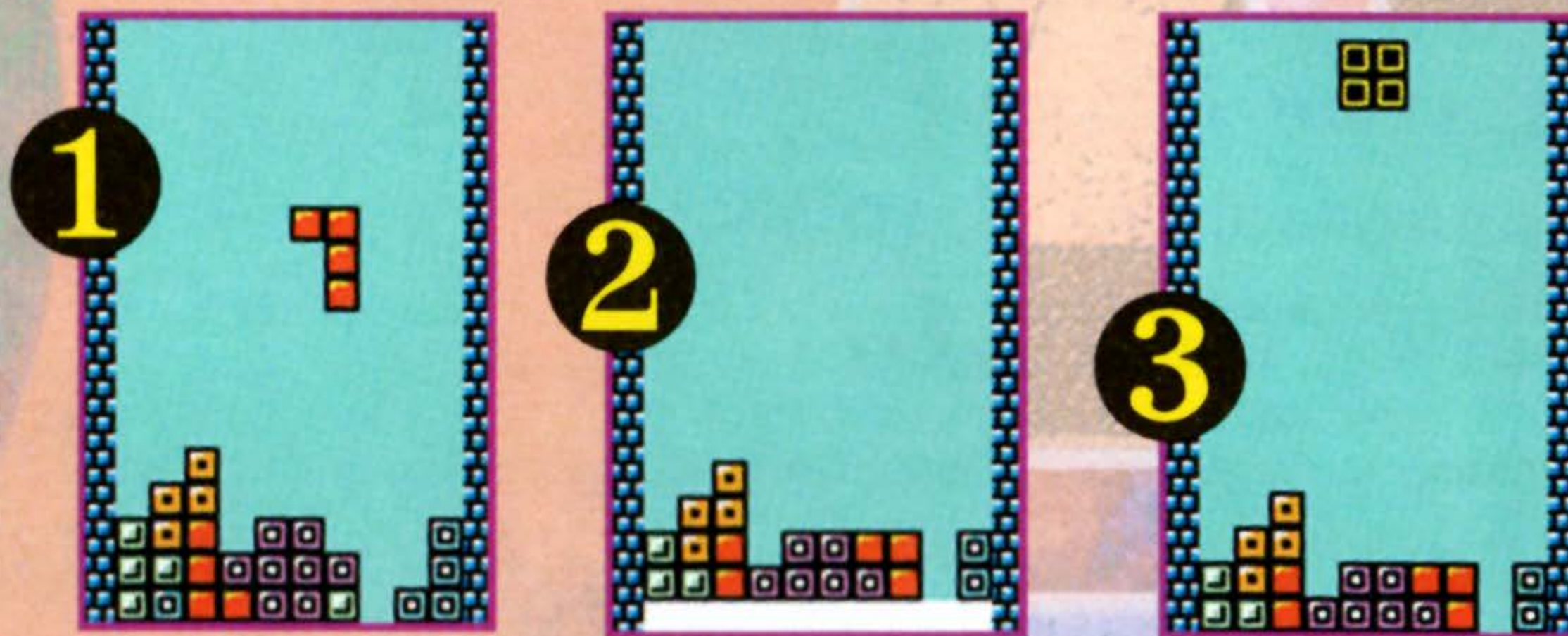
# HOW TO PLAY

**Manipulate the blocks** as they fall, fill in the gaps and erase them!

The blocks come in seven different shapes:



**How to erase blocks:**



1. Completely fill in one horizontal line.
2. When the blocks are put in one horizontal line, the blocks in that line will disappear.
3. All remaining blocks will drop down.

## Resume Function

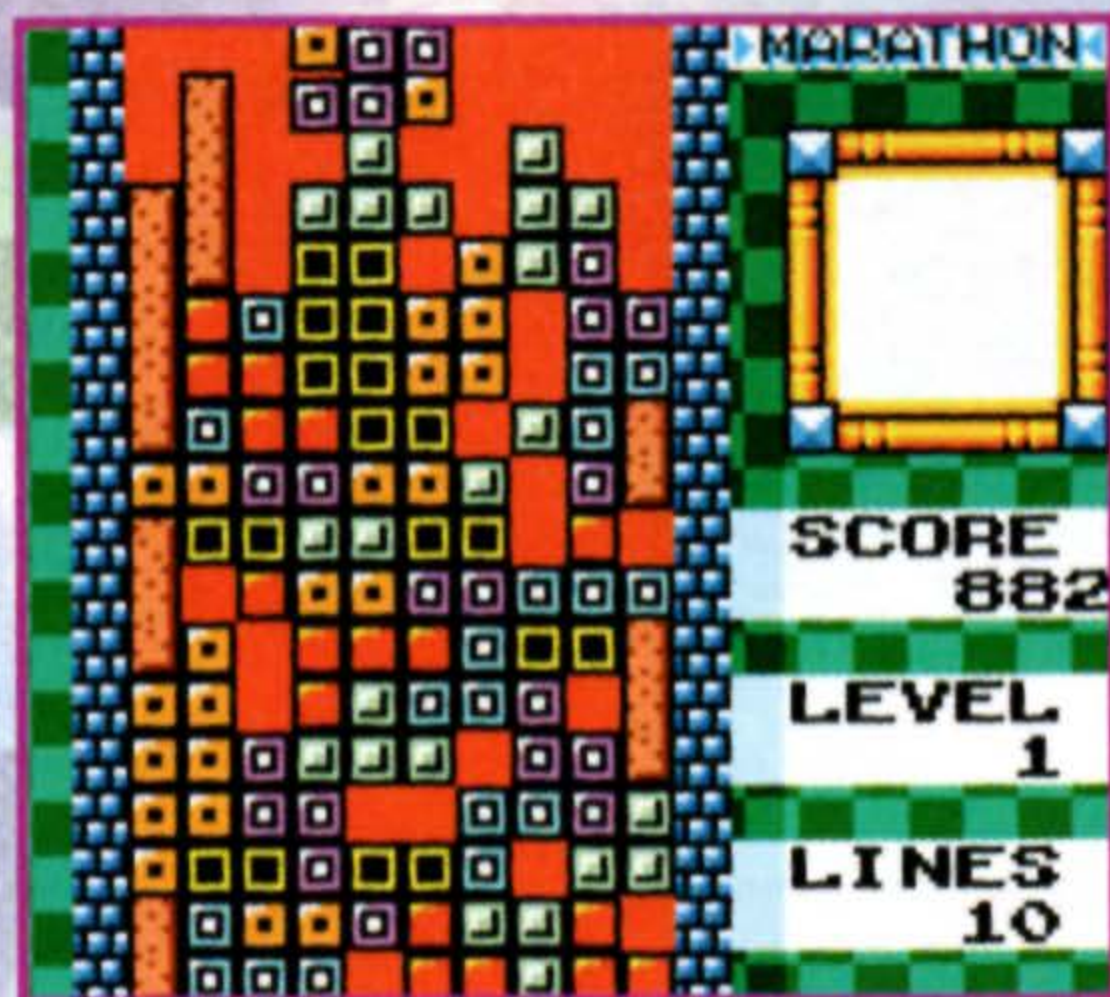
**Tetris DX** has a **resume function** that will allow you to save your game and continue at a later time.

To **activate the resume function**, simply pause the game and turn the power **OFF**. When you power on, "**CONTINUE?**" will appear. If you select **YES**, game play will resume. If you select **NO**, saved data will be erased. Keep in mind that you can only save one game at a time.

## Game Over

If the blocks pile up to the top of the game field, the game is over.

When the game is over, you will have the option to try again. Press any button to return to the Setup screen.

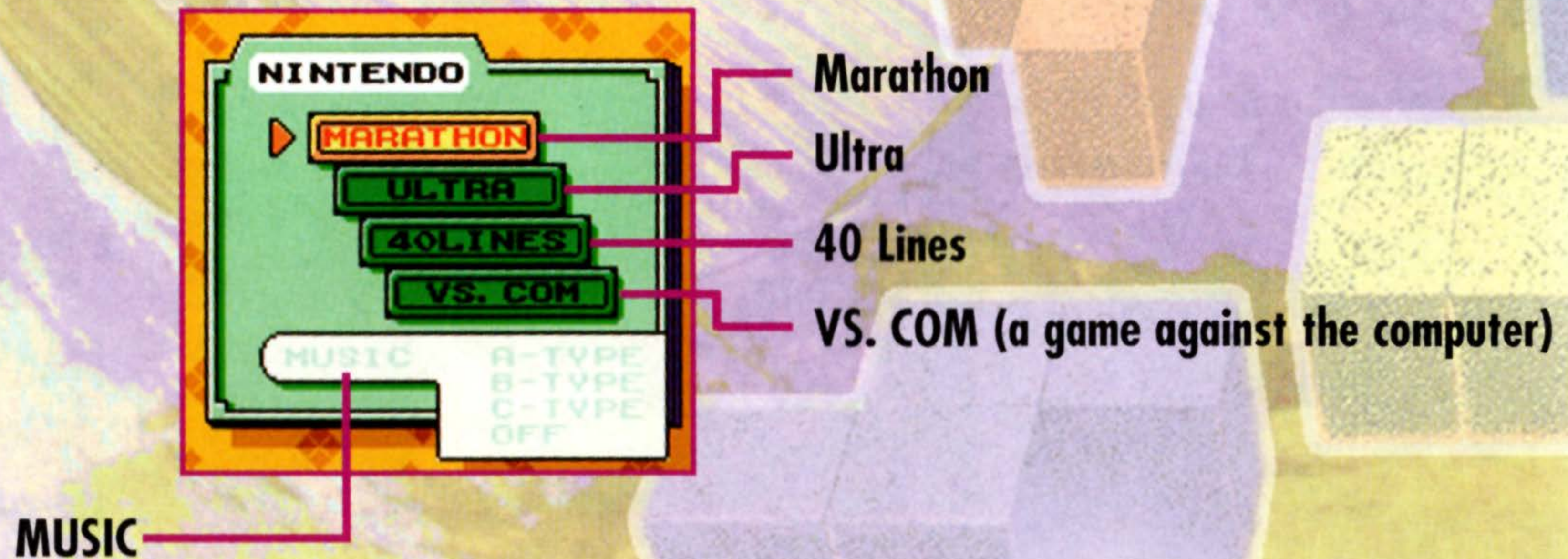


# GAME MODES

## 1-Player Games...

When a one-player game is selected, the Select Mode screen will appear (after a file is selected). Select the desired mode by pressing  $\uparrow$  and  $\downarrow$  on the + Control Pad and press the **A Button** to confirm. Once you have selected the desired background music, the game will begin.

## Select Mode Screen



# Marathon



This is the standard Tetris game. Keep playing until the blocks reach the top of the screen. The rate at which the blocks fall depends on the level you select.

## Setup Screen

When you select **MARATHON**, the Level Setup screen will appear. Press ← and → on the + Control Pad to select the desired difficulty level, press the **A Button**, and the game will begin.



Mode

Level setup

High scores

## Game Screen

Game field



Mode

Next block

Current score

Current level

Number of lines erased

# Ultra

Get the highest score you can in three minutes!

## Setup Screen

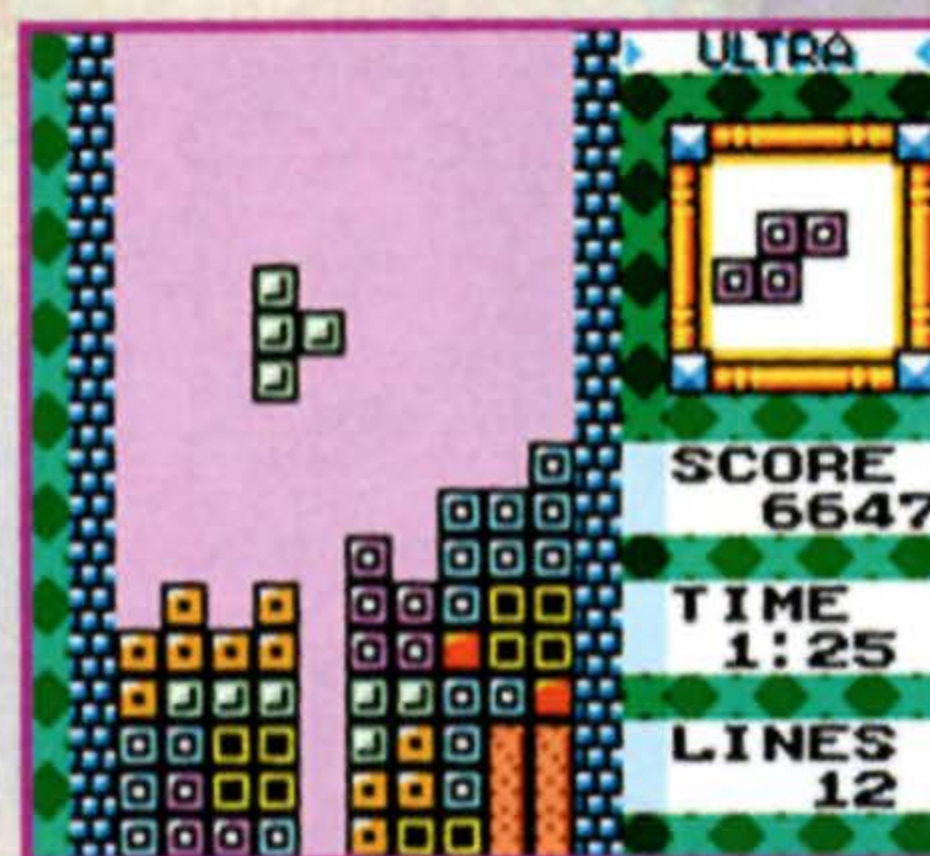
When you select **ULTRA**, the Level Setup screen will appear. Press **←** and **→** on the + Control Pad to select the desired difficulty level, press the **A Button**, and the game will begin.



Mode  
Level setup  
High scores

## Game Screen

Game field



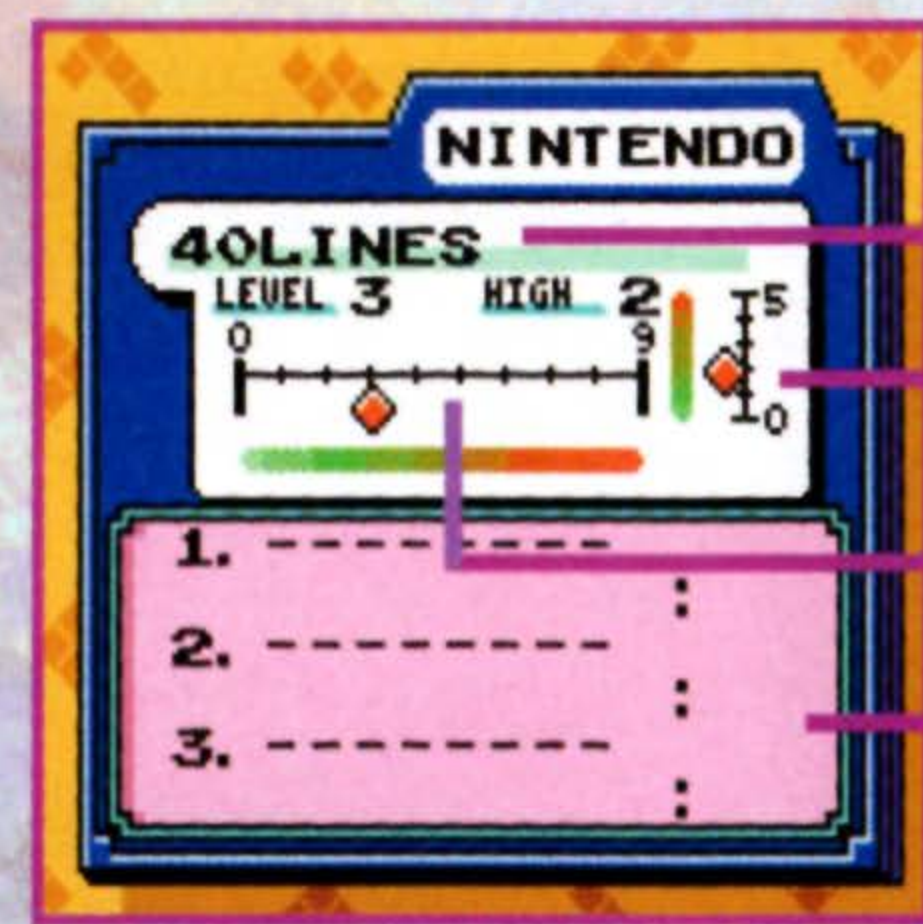
Mode  
Next block  
Current score  
Time remaining  
Number of lines erased

# 40 Lines

See how quickly you can get rid of 40 lines!

## Setup Screen

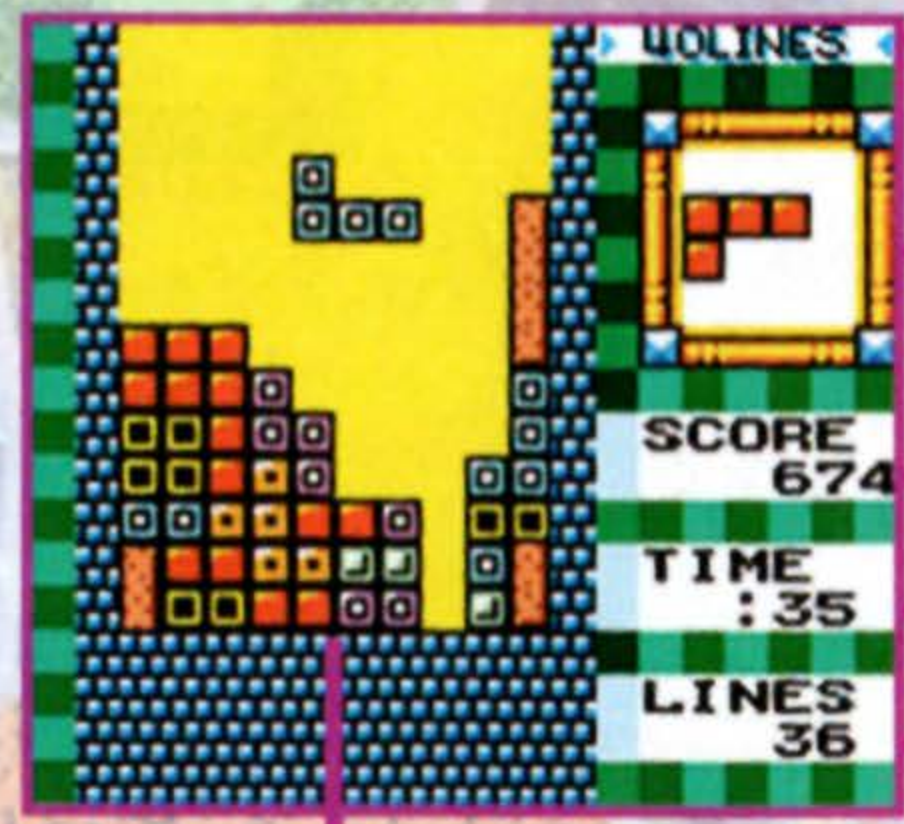
When you select **40 LINES**, the Level Setup screen will appear. Press **←** and **→** on the + Control Pad to select the desired difficulty level. Press **↑** and **↓** on the + Control Pad to select the desired game height (the size of the game field will decrease as the height increases). Press the **A Button**, and the game will begin.



- Mode
- Game height
- Level
- Elapsed time

## Game Screen

Game field



- Mode
- Next block
- Current score
- Elapsed time
- Number of lines remaining

# Vs. Com

## Play a game against the computer!

There are three difficulty levels: **EASY**, **NORMAL** and **HARD**.

With the Game Link cable (sold separately), you can play against a friend! Please see page 17 for more information.

## Setup Screen

When you select **VS. COM**, the Level Setup screen will appear. Press **←** and **→** on the + Control Pad to select the desired difficulty level and press the **A Button**.

A screen will appear that displays the names of both you and your opponent along with the number of wins. Press **←** and **→** on the + Control Pad to change the difficulty level, then press **START** or the **A Button** and the game will begin.

The number of wins and losses will disappear if you quit this mode.



Mode

Match level

# of wins/losses

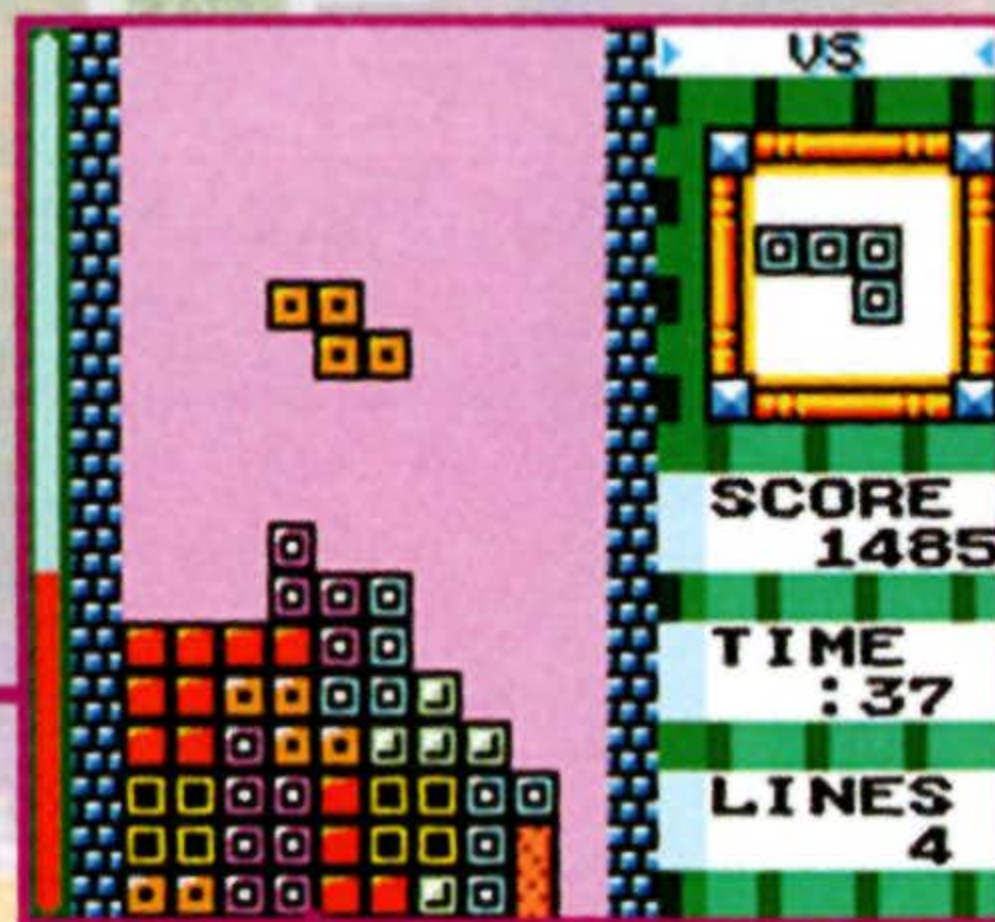


## Game Screen

### Rival's height

This represents your opponent's block level.

### Game field



Mode

Next block

Current score

Elapsed time

Number of lines erased

The CPU will learn the patterns of its opponent!

## Winning and Losing

Whoever wins the game will receive a star mark. The first player to receive three star marks wins the match.

When the match is over, you can either retry by pressing **START** or quit by press the **B Button**.



# Two-Player Game

Setup for a Two-player Game is the same as a VS. COM Game.

To play a two-player game, you will need the following:

- Two Game Boy systems
- Two Tetris DX Game Paks
- One Game Link cable

## Using the Game Link Cable

It is possible to exchange information with a friend.

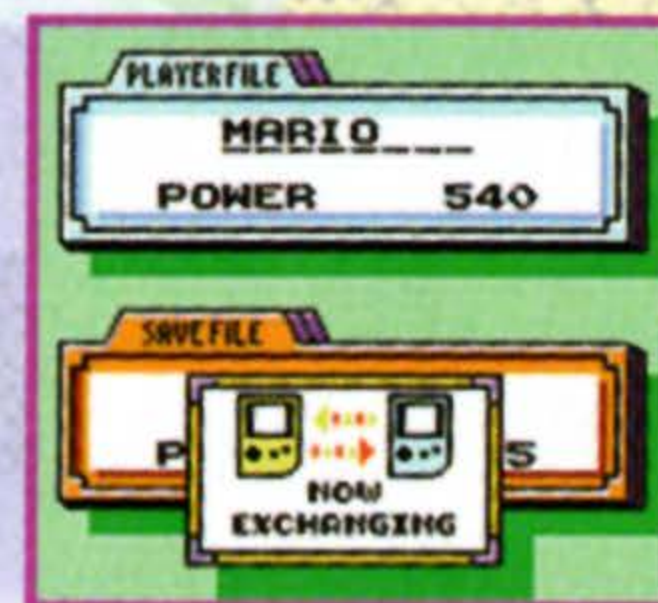
The Game Link cable may vary depending on which Game Boy system you are using. For more information, please consult your Game Boy instruction booklet.

**How to connect:** Insert the Game Pak into a Game Boy system with the POWER switch in the **OFF** position. Connect the two systems with the Game Link cable. Turn the systems **ON**.

The top file is always selected to send to an opponent. To change files, press **↑** on the + Control Pad and select the desired file.

## Communication Screen

When sending saved data, the following screen will appear. When the exchange is finished, press the **B Button** to return to the previous screen.



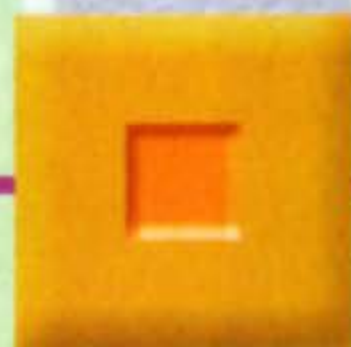
# HINTS



1

Dropping blocks from a higher position will earn you a higher score.

When a piece is in place, don't wait.  
Drop it!



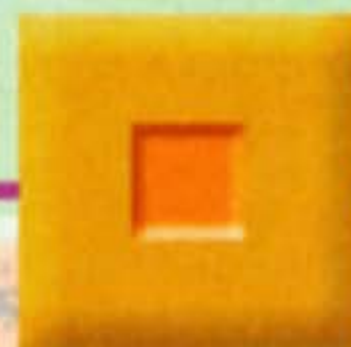
2

Another way to earn points is by erasing two, three or four (Tetris) lines at a time.



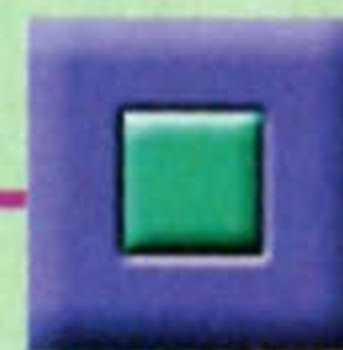
3

When setting up a game, try changing the difficulty level to even out a match against a skilled opponent.



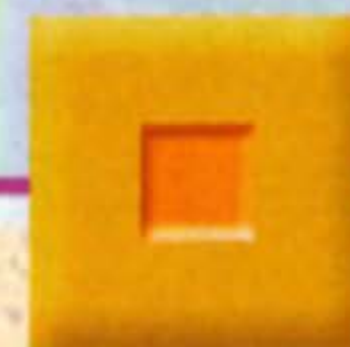
4

When an opponent clears two or more rows of blocks, your playing field will fill up fast. Erase the blocks quickly and try for a Tetris!



5

When a block falls to the bottom, it flashes. You can still move the block while it is flashing.



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Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
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