GAME BOY ADVANCE

AGB-ATWE-USA

TETRIS®

WORLDS™

INSTRUCTION BOOKLET

THQ

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

NOTE: To play multi-player Tetris, each player needs a copy of Tetris Worlds™. See page 22 for details.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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TETRIS GLOSSARY

The classic game of Tetris has inherited several terms throughout the years. To help you become better acquainted to the world of Tetris, some of the terms are listed below.

Matrix _____ The game board or grid where all the pieces move around.

Tetrion _____ The device that contains the Matrix.

Tetriminos _____ The seven shapes formed by the joining of four blocks.

Block _____ A quarter of a Tetrimino, it takes four Blocks to create a Tetrimino.

Minos _____ Your mascot character throughout the game.

Hard Drop _____ The Tetrimino drops immediately to the bottom.

Soft Drop _____ The Tetrimino drops faster than normal, but slower than a Hard Drop.

Tetris The action of clearing four lines at once.

Garbage Any Blocks in the Matrix at the beginning of a game. Garbage can be added to the bottom of the Matrix of a multi-player game.

Multiminos Tetriminos that contain blocks of more than one color.

Sticky Blocks Blocks that glue together when next to the same color.

Polyminos Shapes formed by the joining together of Sticky Blocks.

Critical Mass An event when a Polymino contains 25 or more Sticky Blocks.

Lock Down The moment at which the Tetrimino can no longer be moved.

Gravity The condition where blocks can fall after Lock Down.

Cascades Multiple Line Clears caused by Gravity.

Line Clear _____ The event when 10 Blocks are aligned together in a row.

T-Spin _____ The action of rotating the "T" Tetrimino into a tight space.

Hot-Line _____ A specially marked row of cells in the Matrix.

Fusion _____ When one or more Atom Blocks connect to and become Fusion Blocks.

Pure Square ____ A 4 x 4 square formed by joining four identical Tetriminos.

Combo Square ___ A 4 x 4 square formed by joining two or more different Tetriminos.

Avalanche _____ The event when Tetriminos turn into Blocks and collapse.

Hold Piece _____ A Tetrimino that can be used once every turn.

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

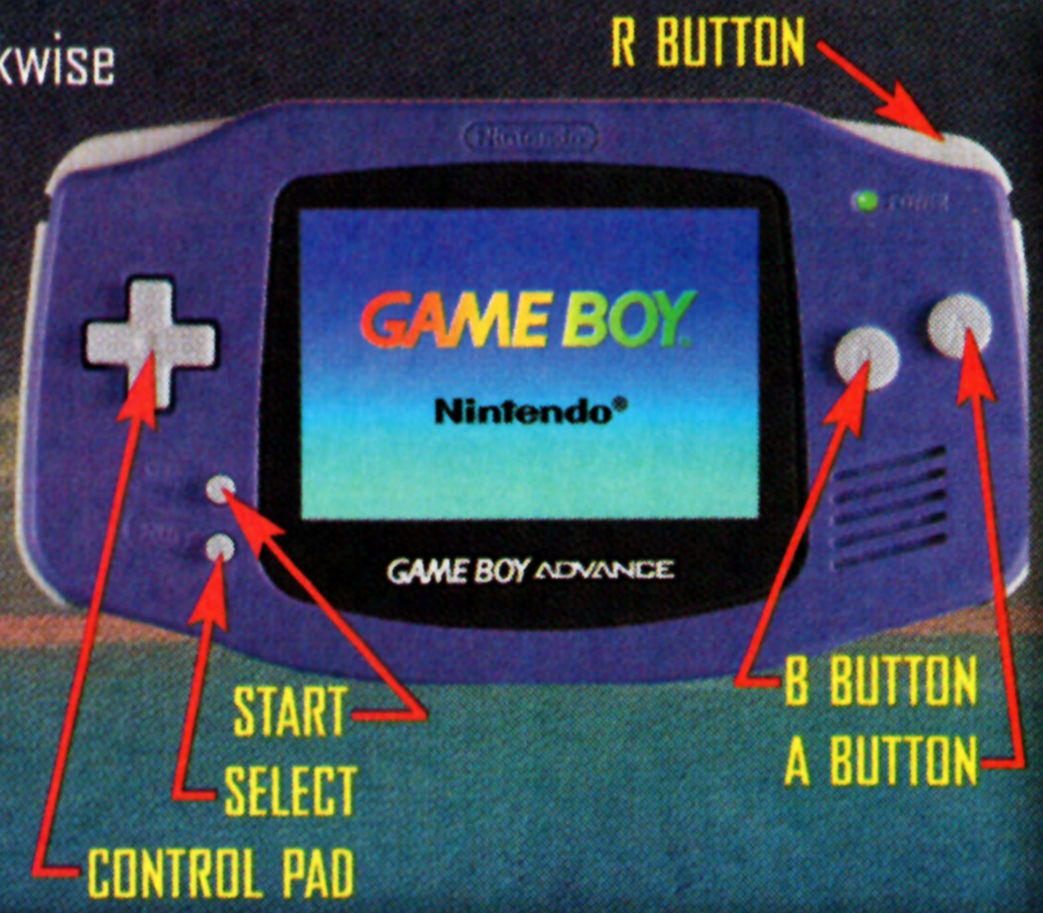
2. Insert the Game Pak of Tetris Worlds™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

Button Command	Action
A Button	Rotate clockwise
B Button	Rotate counter-clockwise
Control Pad UP	Hard drop
Control Pad DOWN	Soft drop
Control Pad LEFT	Move piece left
Control Pad RIGHT	Move piece right
R Button	Hold piece
START	Pause game



MAIN MENU

Use the Control Pad to highlight an option, then press the A Button to confirm.

Marathon _____ Play a game of Tetris until the Tetriminos reach the top and the game is over.

Ultra _____ Complete specific objectives within a limited amount of time.

Skill Level _____ Use the Control Pad LEFT/RIGHT to select a difficulty from Easy (1) to Hard (15).



Options _____ Customize Tetris Worlds™. See the next section for more information.

VS. Tetris _____ Two players can compete against each other by using the Game Boy® Advance Game Link® cable! See page 22.

OPTIONS

Sound _ Adjust the sound options in the game. Select a song, increase/decrease volume for music or sound effects, and turn music or sound effects ON or OFF.

World _____ Select a world to begin gameplay or select Default to allow the game to choose for you.

Next Piece___ Choose ON to view the next three available Tetriminos. Select OFF to not see any of the upcoming pieces, making the game more difficult.



Ghost Piece___ Select ON or OFF. When ON, an outline of the current Tetrimino will appear on the bottom of the screen, helping you see where to drop it.

Hold_____ When ON, you can press the R Button to move the current Tetrimino to the side. When you want to use the piece, press the R Button to bring it back to the game screen. Select OFF to disable this option. Select Default to allow the game to choose for you.

PLAYING A GAME

Game Style

Choose either MARATHON or ULTRA from the Main Menu to begin a new game.

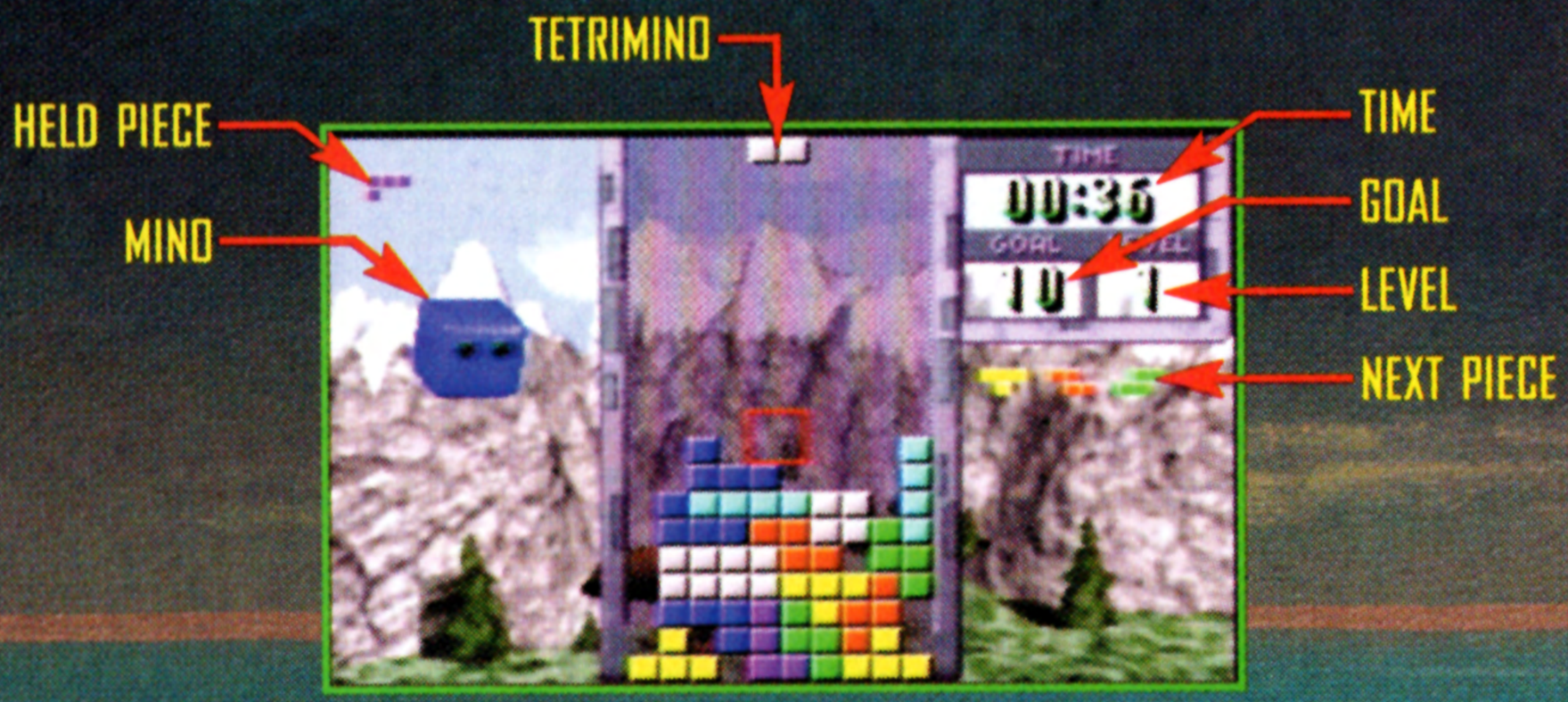
- **Marathon** – Play until you lose. You lose when the Tetriminos reach the top!
- **Ultra** – Try and beat your best time while limited to 2 minutes per round.



Select Game Menu

Now select a game mode to begin play. See GAME MODES on pages 13 – 21 for descriptions of each game available in Tetris Worlds™.

The Game Screen



Aside from showing the Tetrion (the game board where the Tetriminos move around in) the game screen also displays important information about the current game.

Tetrimino A Tetrimino is the current game piece you are able to control before it rests on the bottom of the Matrix.

Goal The number of lines that need to be cleared in order to Level Up.

Level The current Level that the player is playing at.

Level Time **(Ultra)** The remaining time left in order to achieve the Goal.

Total Time **(Marathon)** The total time that the player has been playing that level.

Next Piece Turn ON the NEXT PIECE option in the Options Menu to view the next three pieces before they enter play, shown beneath the score. This will help you plan your strategy.

Hold Piece With the HOLD option turned ON, you can remove a Tetrimino from the game screen and save it until you need it. Press the R Button to send the desired piece to the hold position, left of the game screen. When you want to use the Tetrimino, press the R Button again. The current Tetrimino will become the hold piece, and the saved Tetrimino will return to the game screen.

Minos Occasionally, your mino will appear to show you how it feels about your game decisions.

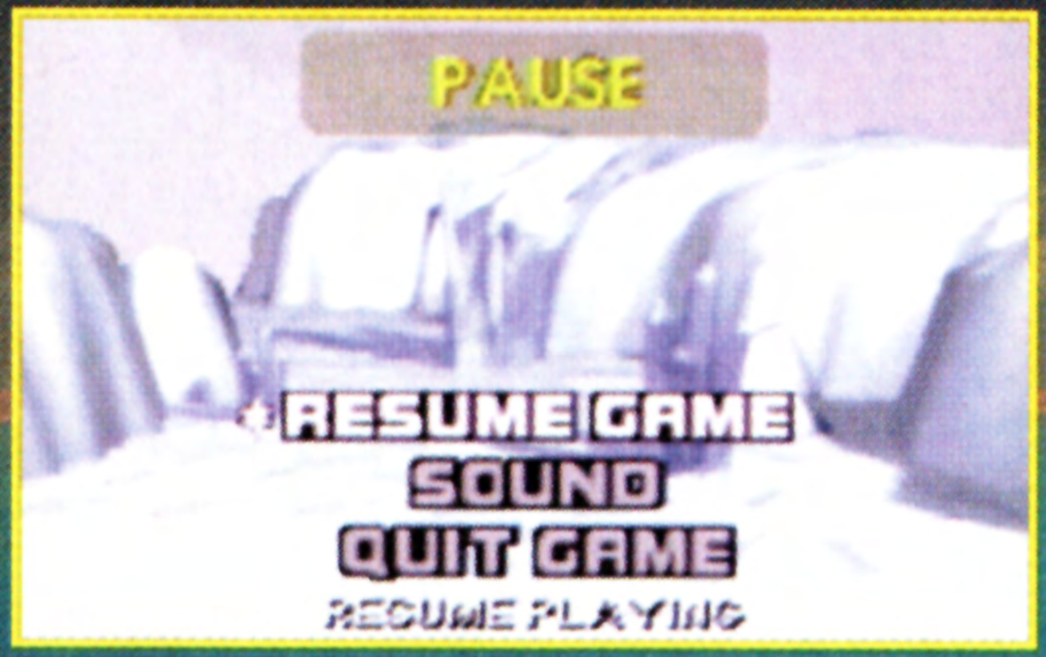
Pausing the Game

Press START at any time to pause the game and view the following options:

Resume Game ____ Press the A Button to return to the current game.

Options _____ Change the game options. See OPTIONS MENU on page 8 for more information.

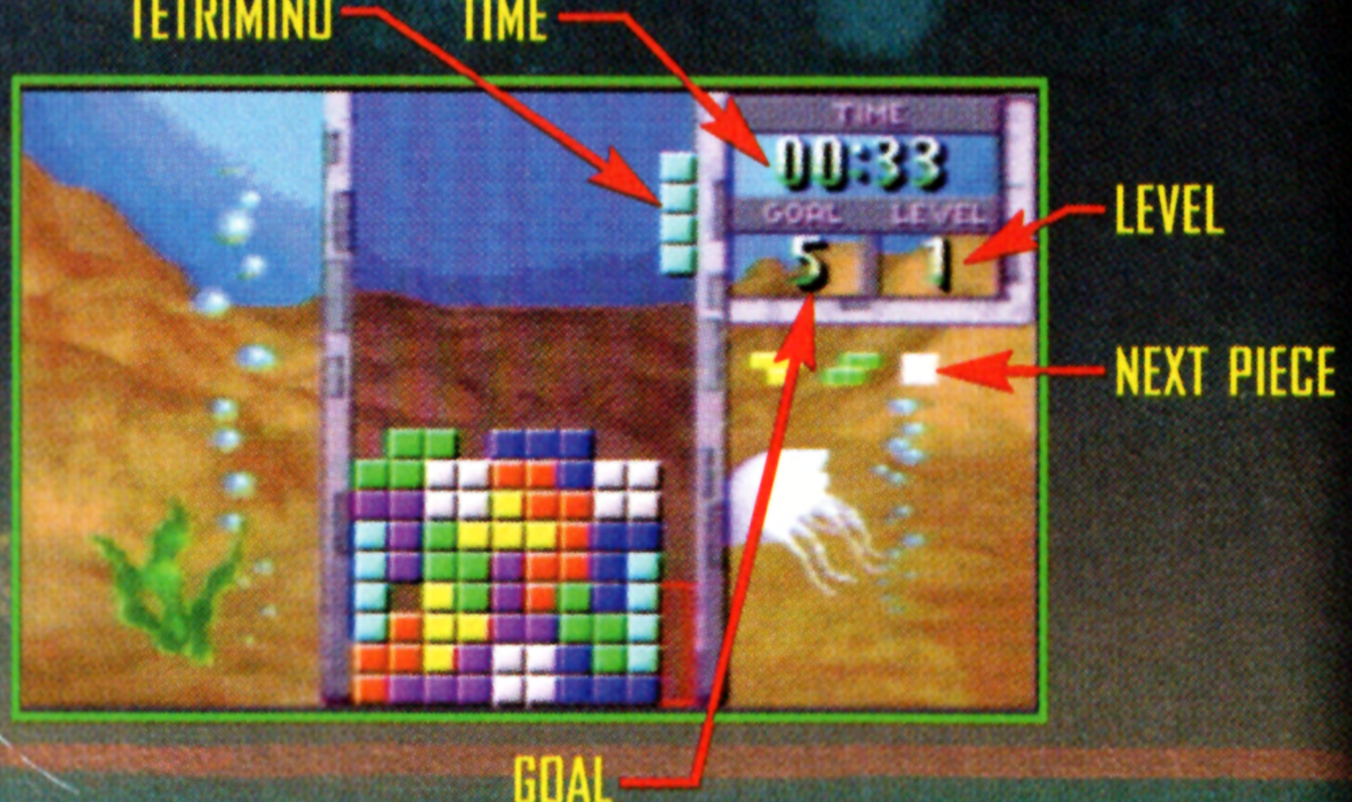
Quit Game _____ Quit the game and return to the Main Menu.



GAME MODES

Tetris

The player manipulates falling Tetriminos to form horizontal rows of Blocks, which are then cleared from the Matrix. For every line cleared, the player's Goal will go down by one. Clearing multiple lines earns bonuses toward the Goal. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The line clear bonuses are:

Double	+1
Triple	+2
Tetris	+4
Back-to-Back Tetris	+8
T-Spin +1; Clearing 1 line +3; Clearing 2 lines	+7

There are fifteen levels in Tetris. The player's Goal is to clear 5 x's the Level in lines.

Example:

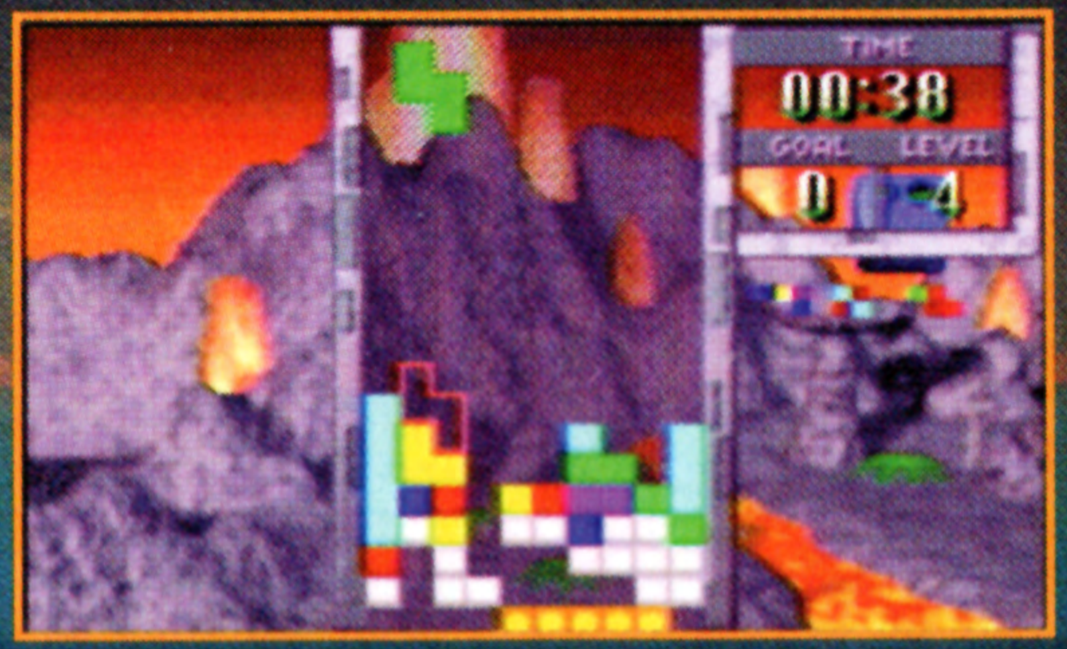
Level 1	Clear 5 lines
Level 2	Clear 10 lines
Level 3	Clear 15 lines
↓	
Level 15	Clear 75 lines

Sticky Tetris

In Sticky Tetris the player must dig through Garbage using Multiminos to clear the bottom row of Blocks. Blocks of different colors will fall when a piece is Locked Down or a line is cleared. However, if some part of the Multimino comes to rest next to a Block of the same color, they will Stick together forming a Polymino. If there are 25 blocks in the Polymino, it will become Critical Mass and will clear from the Matrix.

When no more Multiminos can fit into the Matrix the player Tops Out and the game ends.

There are 15 Levels in Sticky Tetris. For each Level, there will be that many rows of Garbage in the Matrix.



Fusion Tetris



In Fusion Tetris the player needs to connect the falling blocks, called Atom Blocks, to the Fusion Block that is buried beneath the Garbage. Clearing a line containing an Atom Block enables Gravity for the Blocks above the Line Clear. Atom Blocks involved in a Line Clear will not clear. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.

There are 15 Levels in Fusion Tetris. For each level, there will be that many rows of Garbage in the Matrix. The player's Goal is to connect 2 x's the Level of Atom Blocks to the Fusion Block.

Example:

Level 1 _____ Connect 2 Atom Blocks to the Fusion Block
Level 2 _____ Connect 4 Atom Blocks to the Fusion Block
Level 3 _____ Connect 6 Atom Blocks to the Fusion Block

↓

Level 15 _____ Connect 30 Atom Blocks to the Fusion Block

Hot-Line

In Hot-Line the player will use Tetriminos and Multiminos to clear lines on any of the six apparent lines in the Matrix. These lines are called Hot-Lines. The higher the line, the more of a bonus that will be awarded to the player. If you clear a line that is not on a Hot-Line, you will not receive anything towards the Goal. When no more Tetriminos can fit into the Matrix the player Tops Out.

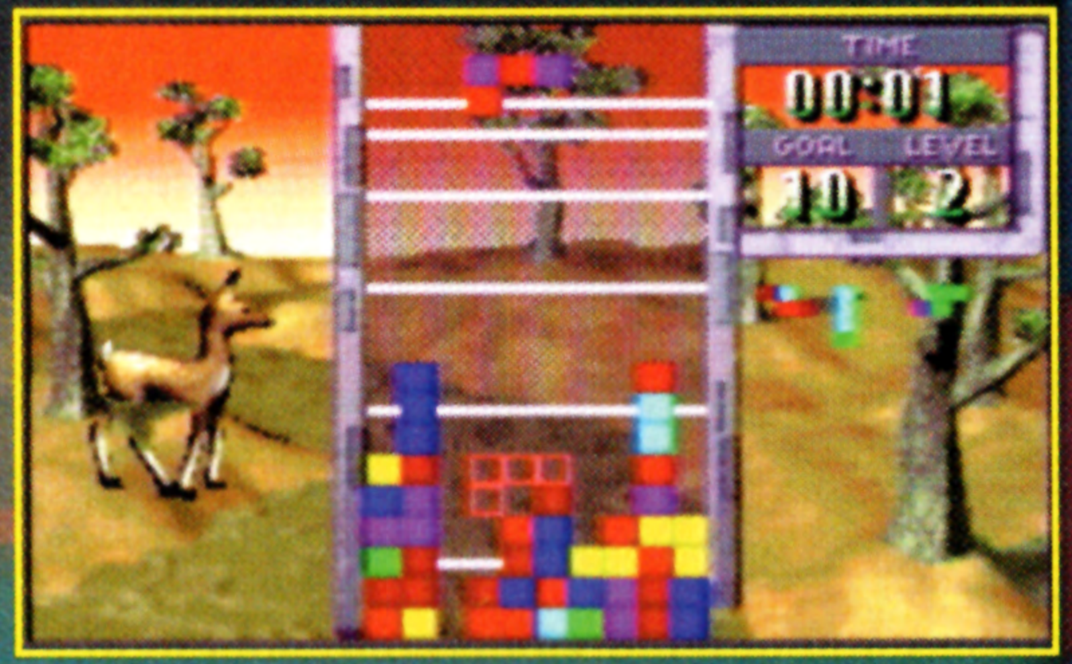
There are 15 Levels in Hot-Line. The player's Goal is to clear 5 x's the Level in Hot-Lines.

Example:

Level 1 _____ Clear 5 Hot-Lines
Level 2 _____ Clear 10 Hot-Lines
Level 3 _____ Clear 15 Hot-Lines

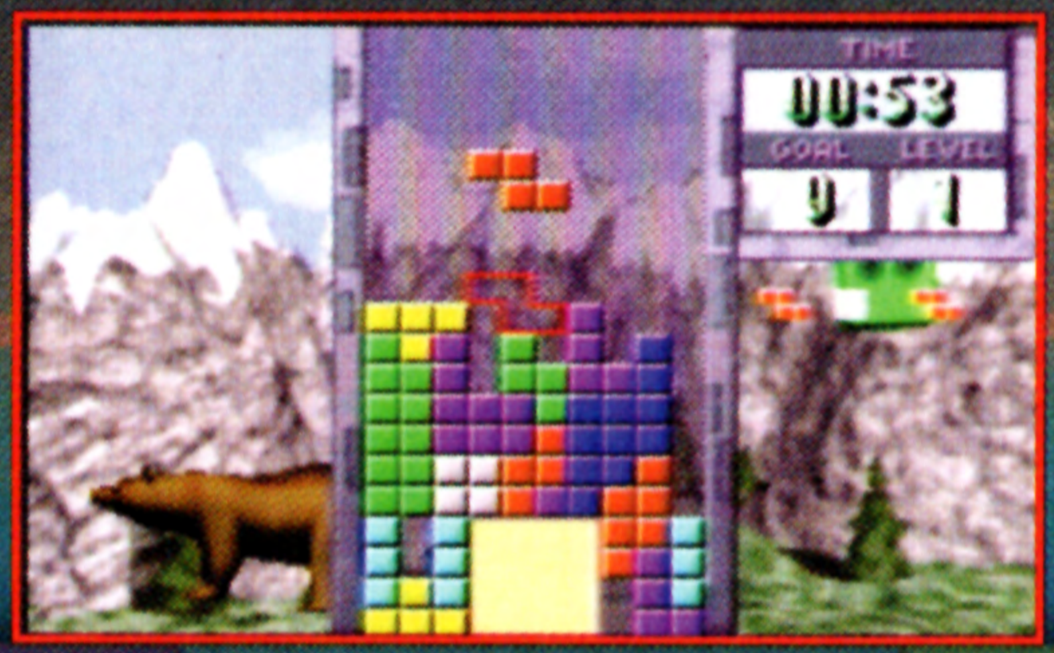
↓

Level 15 _____ Clear 75 Hot-Lines



Square Tetris

The rules for Square Tetris are the same as Tetris, clear lines to reach your Goal. In addition, the player can create Pure and Combo Squares out of the falling Tetriminos. Lines cleared that contain a piece of the 4x4 square earn big bonuses. Also, a T-spin coupled with a line clear will cause certain blocks in the Matrix to Avalanche. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The line clear bonuses are:

Double _____ +1
Triple _____ +2
Tetris _____ +4

T-Spin +1; Clearing 1 line +3; Clearing 2 lines ____ +7
Pure Square _____ +40
Combo Square _____ +20

There are 15 Levels in Square Tetris. The player's Goal is to clear 10 x's the Level in lines.

Example:

Level 1 _____ Clear 10 lines
Level 2 _____ Clear 20 lines
Level 3 _____ Clear 30 lines



Level 15 _____ Clear 150 lines

Cascade Tetris

The objective of Cascade Tetris is the same as Tetris, clear lines to reach your Goal. However, since there is Gravity in Cascade Tetris, clearing a line causes the individual Blocks of left over Tetriminos to fall into the cells below. When these falling Blocks cause another line to clear, a Cascade is achieved. The more Cascades a player can cause with one Tetrimino, the bigger the bonus will be. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The Line Clear bonuses are:

Double _____ +1
Triple _____ +2
Tetris _____ +3

The Cascade bonus is x's 2.

There are 15 Levels in Cascade Tetris. The Player's Goal is to clear 5 x's the Level in lines.

Example:

Level 1 _____ Clear 5 lines
Level 2 _____ Clear 10 lines
Level 3 _____ Clear 15 lines



Level 15 _____ Clear 75 lines

VS. TETRIS

Two players can compete head to head using the Game Link® cable. In order to play Tetris against another player, you will each need a Game Boy® Advance system and each need a copy of Tetris Worlds™. One Game Link® cable connects two systems.

VS. Tetris Setup

The player that selects LINK GAME from the Main Menu will be in control and will be the only player able to start the game.

Note: See GAME MODES on page 13 for a description of Tetris.

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hey there space cats

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