

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

EmuMovies

PRINTED IN JAPAN

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.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

* 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.

Special thanks to Henk Rogers.

TM and ® are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc.

CONTENTS

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.

Controller Information	4
Starting the Game	6
How to Play	8
Game Modes	10
Marathon	11
Ultra	12
40 Lines	13
VS. COM	14
Two-Player Game	16
Using the Game Link® Cable	16
Hints	18
Warranty & Service Info	19

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

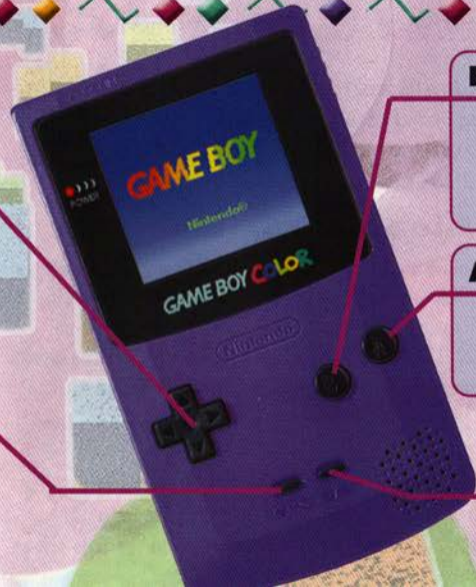
- Rotate block counter-clockwise
- Cancel selection and return to the previous screen

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).



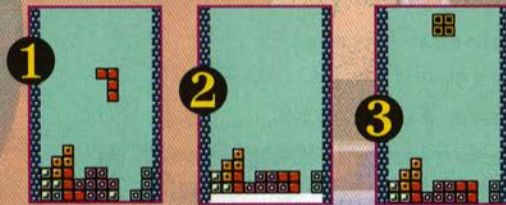
HOW TO PLAY

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.

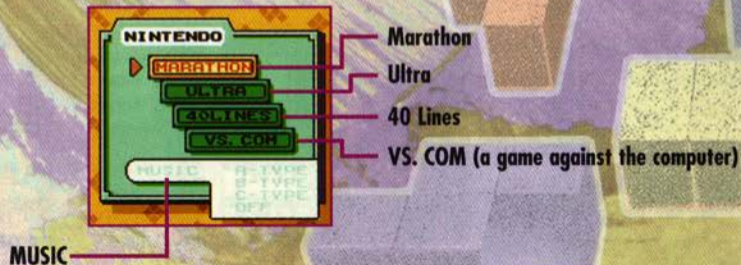


GAME MODES

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 \leftarrow and \rightarrow 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

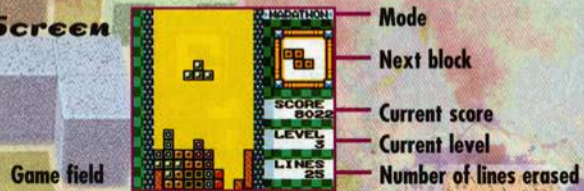
This is the standard Tetris game. Keep playing until the blocks reach the top of the screen. The rate at which the blocks fall depends on the level you select.

Setup Screen

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



Game Screen

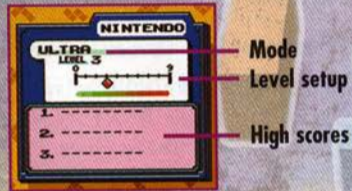


Ultra

Get the highest score you can in three minutes!

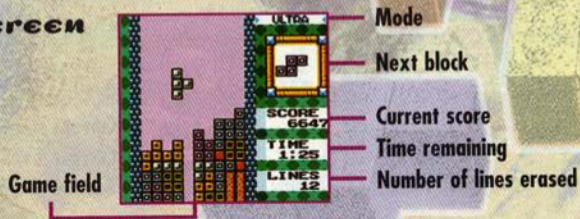
Setup Screen

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

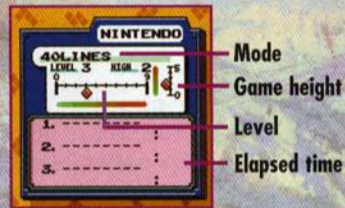


40 Lines

See how quickly you can get rid of 40 lines!

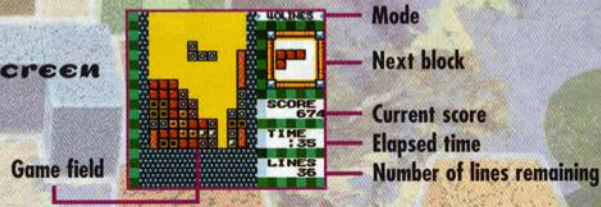
Setup Screen

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



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.



Mode

Match level

of wins/losses



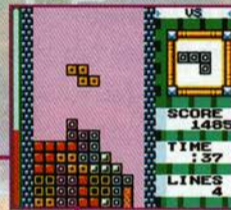
The number of wins and losses will disappear if you quit this mode.

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.



IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION:

REV-K

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO

AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.