

BATTERY INFORMATION

- Non-rechargeable batteries are not to be charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.
- Dispose of used batteries properly.
- Do not incinerate used batteries.
- Dispose of battery in accordance with your local battery recycling or disposal laws.
- You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

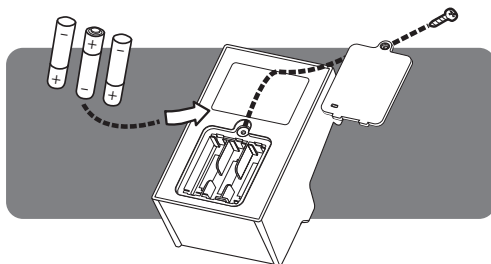
- Do not dispose or discard batteries as unsorted municipal waste, otherwise, it can leach toxic components, contaminate groundwater and spread through the food chain, impacting the environment and human health.
- Please check with your local or state solid waste authority to know how to handle the waste batteries safely.
- Do not dispose of used batteries with other household waste. Please send the used batteries to battery recyclers or local collection points. For more information, please consult your municipal collection point or national collection scheme.

CARE AND MAINTENANCE:

- Always remove batteries from the product when it is not being used for a long period of time.
- Keep the product away from direct heat. Do not submerge the product in water. This can damage the electronic assemblies.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover. Insert 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.



FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

In case of environmental electrostatic discharge, game may malfunction and lose memory/high score information. In this case, reset the game by turning off then on again, or press the reset button.

Item#
09686



Batteries or battery packs must be removed for recycling and proper disposal. When this product has reached the end of its useful life, it should not be disposed of with other household waste. EU legislation for Electrical and Electronic Equipment and Batteries, required these to be sent to local collection points or recycling centre so that they can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheeled bin" symbol means that it should be collected as "waste electrical and electronic equipment." You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

Licensed By:



Tetris™ & © 1985~2024 and Tetris trade dress are owned by Tetris Holding. Basic Fun, Inc. Boca Raton, Florida 33431, USA TEL: 1-561-997-8901
MADE IN CHINA
CAN ICES-3(B)/NMB-3(B)

K'NEX UK LTD., 200 BROOK DRIVE, GREEN PARK, READING, RG6 2UB, ENGLAND.
K'Nex/Basic Fun C/O Regional Express GmbH, Darmstadter Landstr. 116, 60598 Frankfurt, Germany.

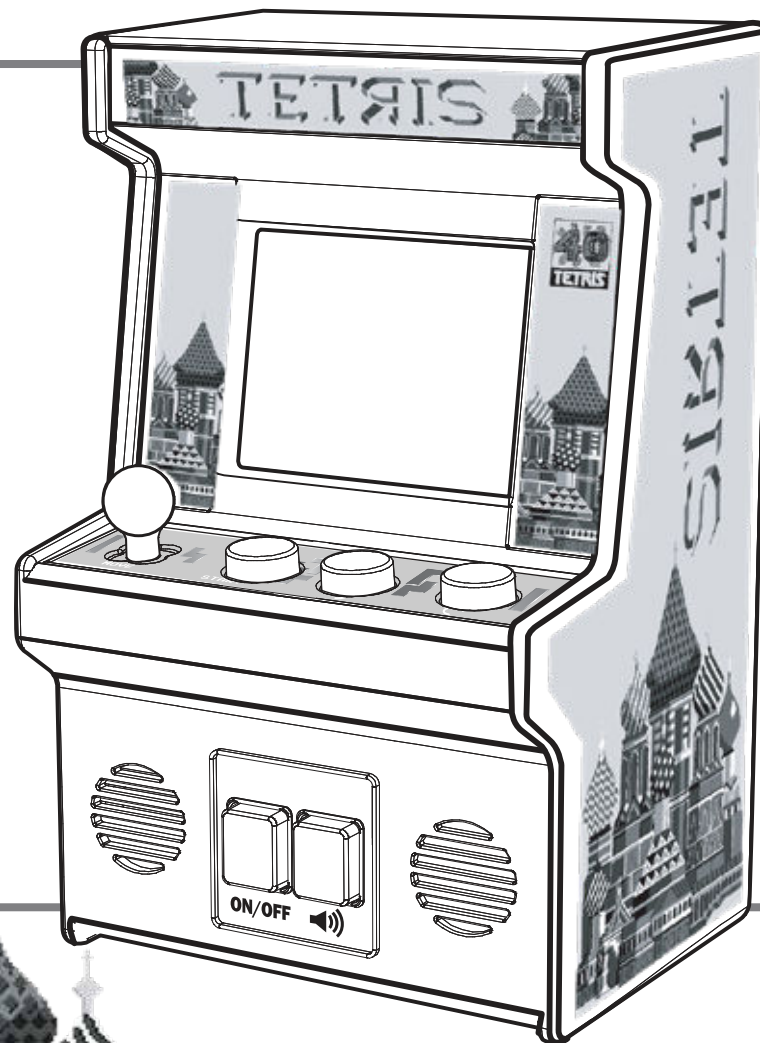


WARNING! Not suitable for children under 3 years. Small Parts. Choking hazard.

The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this instruction sheet for future reference.



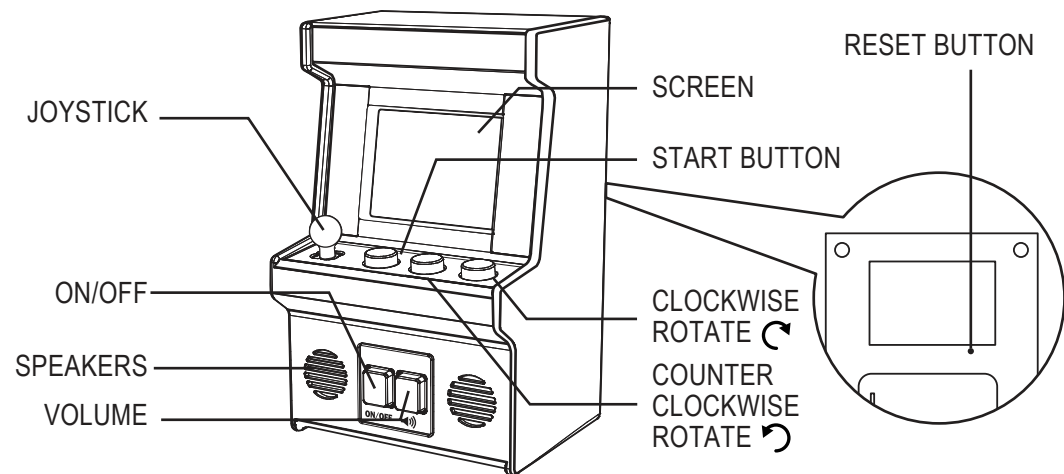
TETRIS™



INSTRUCTIONS & GAME RULES

8+

CONTROLS



SCREEN LAYOUT



GAMEPLAY

The objective of the game is to attempt to clear lines by completing rows of Tetriminos and leaving no spaces. Completely filled lines are cleared from the Matrix, but incomplete lines will remain as the Blocks stack higher and higher. If the stack reaches the top, it's game is over!



The game is set up in MARATHON mode, which goes up to 15 levels of play. You will need to clear 10 lines to pass each level. However, the levels will get progressively harder, and Tetriminos will fall at a faster rate. Try to keep up!

You can choose your starting difficulty level from 1-15. However, if you do start at a higher level, the number of lines you have to clear will be cumulative. Starting at Level 2 will have a 20

GAMEPLAY

line goal clear (Level 1's 10 lines plus Level 2's 10 lines.)

To challenge yourself, you can choose up to 15 lines for your number of starting lines.

Use the joystick to maneuver the Tetriminos to form complete rows. Press LEFT or RIGHT to move them across the screen, DOWN to do a Soft drop, UP to do a Hard drop. To rotate the Tetriminos, use one of the two rotate buttons on the control panel. The  button will turn the Tetrimino 90° clockwise, and the  will turn the Tetrimino 90° counter clockwise.

To end the "Try me" mode, remove the "Try me" pull tab in the back of the unit. If you leave the game inactive, it will go to sleep. To restart from sleep mode, press the Start button.

SCORING

Single – 100 points x Level

Double – 300 points x Level

Triple – 500 points x Level

Tetris – 800 points x Level

T-Spin – 400 points x Level

T-Spin Single – 800 points x Level

T-Spin Double – 1200 points x Level

Back-to-Back Bonus – 0.5 x Consecutive Line Clears

Soft Drop - 1 point x n amount of lines

Hard Drop - 2 point x n amount of lines

TIPS

Keep watch of the Next Queue. Knowing what's coming ahead can be valuable when figuring out how to place the current Tetrimino.

Doing consecutive line breaks or T-spins in a row can give you Combo bonus points! For every Tetrimino that drops that creates a Line Clear, you'll earn additional bonus points.

When performing combos, keep line clears to a minimum to maximize your combo time.

Try building up your Tetriminos in a way that leaves a 1 square gap -- that way, when you come up to an I - Tetrimino, you can perform a Tetris. Make sure you at least have four complete lines before then!