

INSTRUCTION MANUAL

TETRIS

®



WORLDS

™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

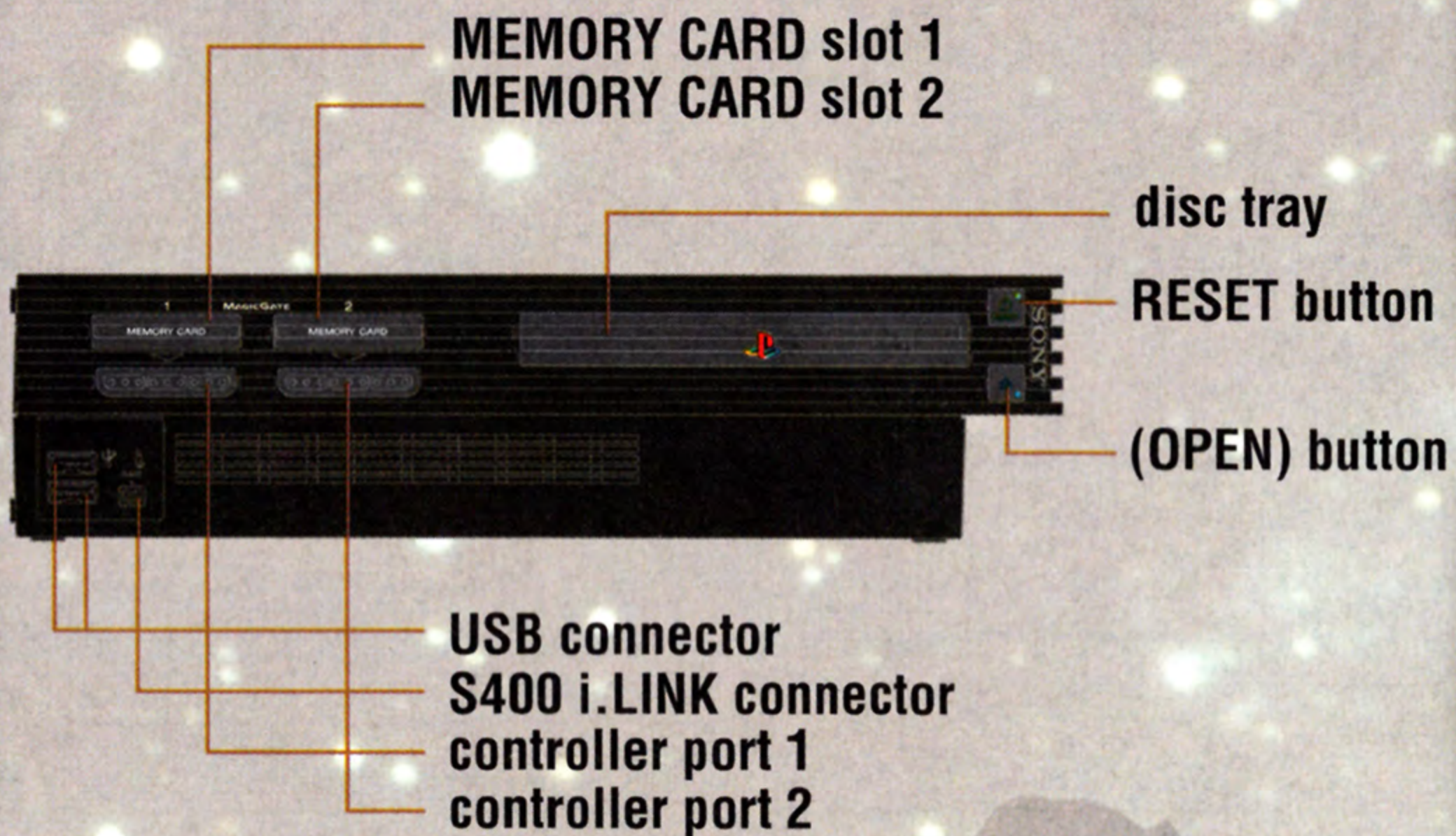
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

TETRIS[®] WORLDS[™]

Getting Started.....	2	Tetris Games.....	12
Starting Up.....	3	Tetris.....	12
Controls.....	4	Square Tetris.....	13
Introduction.....	5	Cascade Tetris.....	14
The Tetris Worlds Story....	6	Sticky Tetris.....	15
Main Menu.....	7	Hot-Line Tetris.....	16
Story Mode.....	7	Fusion Tetris.....	17
Arcade Mode.....	7	Learning Tetris.....	18
Game Screen.....	8	Credits.....	19
Tetris Glossary.....	9	Limited Warranty.....	21
Game Modes.....	11		

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **TETRIS® WORLDS™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATION



Menu Controls

Highlight Menu Options

↑ ↓ Directional buttons

Change Selection

← → Directional buttons

Confirm Selection





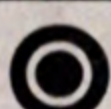
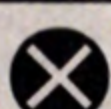
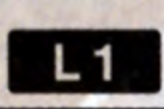
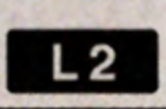

X button

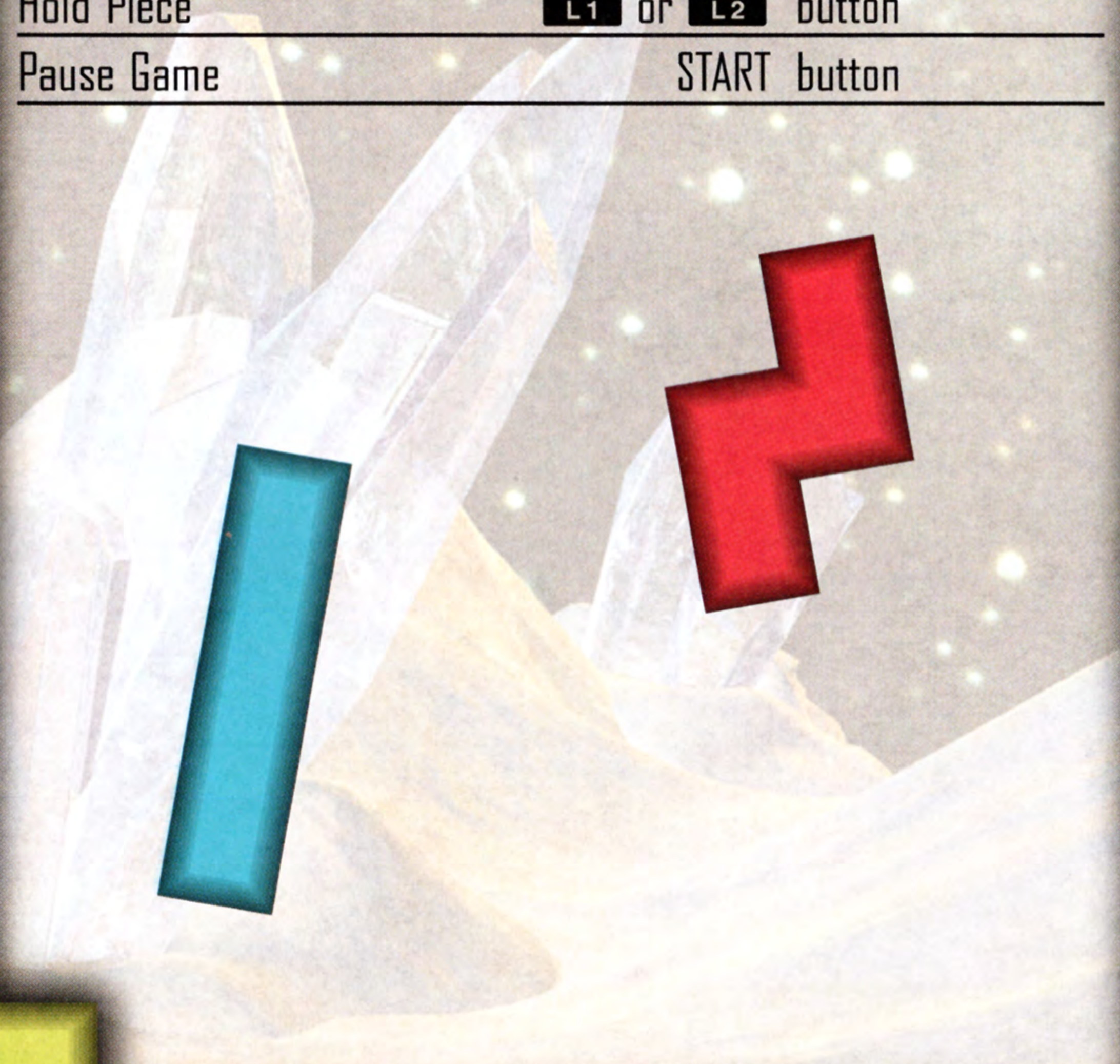
Previous Menu

△ button

CONTROLS

Gameplay Controls

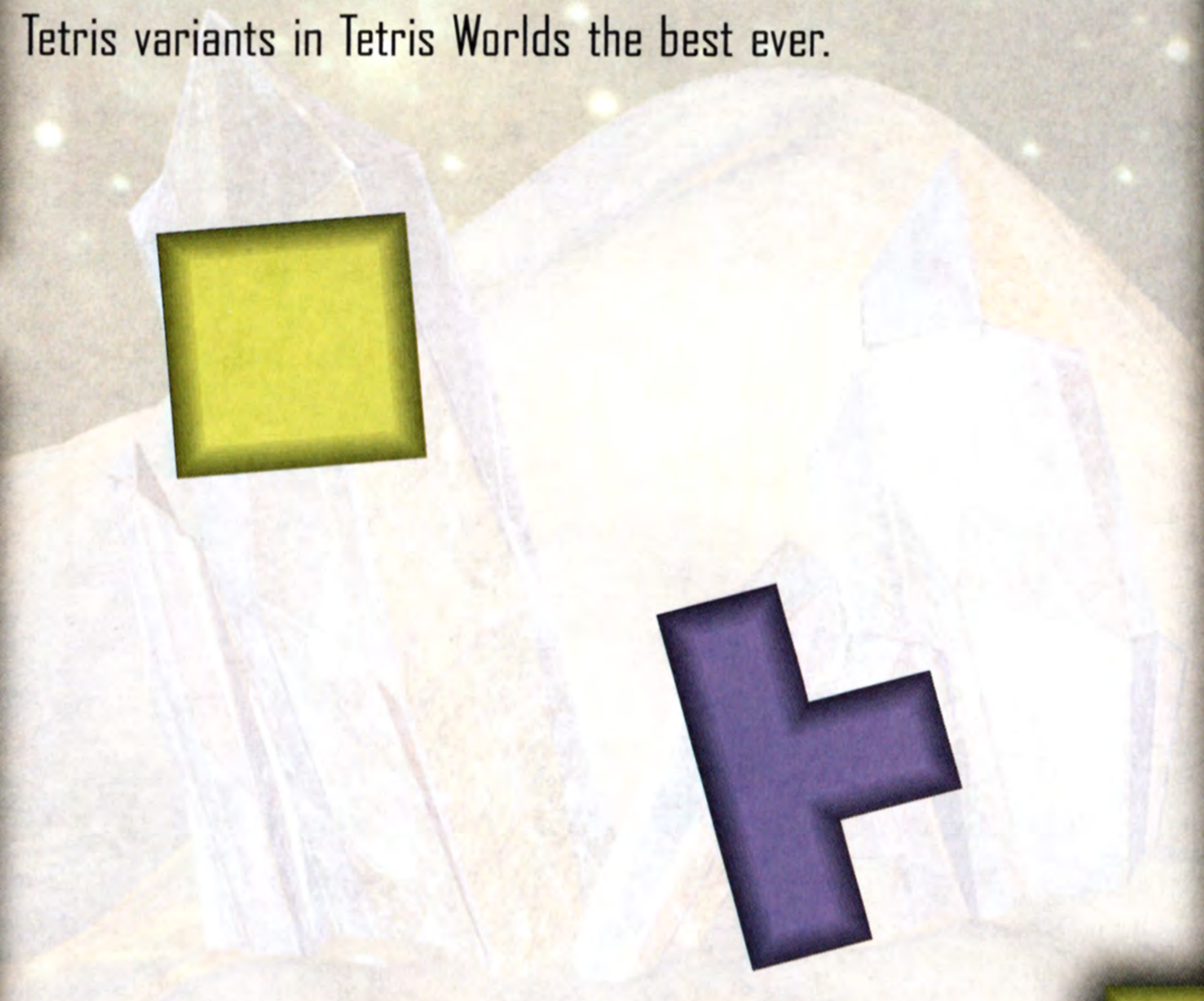
Move Right		Directional button
Move Left		Directional button
Soft Drop		Directional button
Hard Drop		Directional button
Rotate Tetriminos Clockwise		button
Rotate Tetriminos Counter-clockwise		button
Hold Piece	 or 	button
Pause Game		button



INTRODUCTION

Tetris® Worlds™ is a collection of 3 already popular and 3 brand new Tetris® games. There are two ways in which to play these new games. The first way is Story Mode and games played here last a long time (until a player tops out or beats the game at its highest level). The other is called Arcade Mode. Games played here are quick and competitive. So, no matter how you like to play your Tetris, you will find it in Tetris Worlds.

Tetris Worlds gives you the tools to become a better player. Among the innovations included in all Tetris Worlds games are a powerful multiple rotation system, a six deep next piece queue, hard and soft drops, a Ghost Piece to show where a piece will drop, and an option to swap a falling piece with one stored in a "hold". These innovations are combined to make the Tetris variants in Tetris Worlds the best ever.



THE TETRIS WORLDS STORY

The Tetrions

There are many theories as to the origin of the Tetrions. The simple truth is that the Tetrions are the only evidence of a long since forgotten space-faring species. Tetrions are Gateways to planets orbiting distant stars. They can only be opened by an intelligent species because it works only for those who unlock the secrets of the falling Blocks. We have called the gate opening activity Tetris. And while it is the key to connecting us to distant worlds, Tetris has been found to be very addictive by all intelligent species.

The Minos

The Minos are a species found on the planet called Hadar 4. They are a robust mechanical species. It is possible that they were first built by organics, as is the case with most mechanics. Minos are intelligent and have just unlocked the secrets of the Tetrions. They now know that manipulating the Blocks in a certain way will turn a Tetrion into an interstellar transportation device. The Tetrions will soon turn out to be the key to the survival of the Minos.

The Mission

The mission is to evacuate the Minos on Hadar 4 to six other planets that have been identified as suitable for terraforming. Mino scientists have discovered that their star (Hadar) has become unstable and as a result the surface of Hadar 4 will reach 5000 Kelvin, which is well past the maximum operating temperature of the Minos. The best Mino Tetris players have been identified as the gate openers. Six Tetrinauts will be sent to the planets to open the Tetrion gates from the other side to facilitate the exodus.

MAIN

MENU

When you launch Tetris Worlds you will be brought to the Main Menu.

Story Mode

This is the story mode of Tetris Worlds. There are six different worlds you can send your Mino "Tetrinaut" to. Once there, your Mino will attempt to play the Tetris variant of that world well enough to rescue more of its Mino buddies. The better you play, the more Minos become rescued. Once there, Minos will work together to transform their new home from a barren planet into a beautiful place.



Arcade Mode

This is the arcade mode of Tetris Worlds. Back on the home world, Hadar 4, budding Tetris players work hard to hone their play skills in T-Town (Tetris Town). There is an arcade where players can test their Tetris ranks by trying to reach clear Goals within a two-minute time limit. It is also possible for up to 4 players to compete on one PlayStation[®]2 computer entertainment system in exciting Tetris competitions. For 3 or 4 simultaneous players, a Multitap (for PlayStation[®]2) is required.

Information

The Information Menu has a museum put together by an organic species that actually think they invented Tetris. You can find out their version of the history of Tetris. They also have all kinds of theories on how the Tetris variants work. Personally, we Minos think that they take themselves much too seriously.

GAME SCREEN

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

TetriminoOne of 7 shapes created by combining 4 Blocks.

Level.....The current Level that the player is playing at.

Goal.....The number of points required to complete the Level.

TimeThe time that has elapsed during the Level.

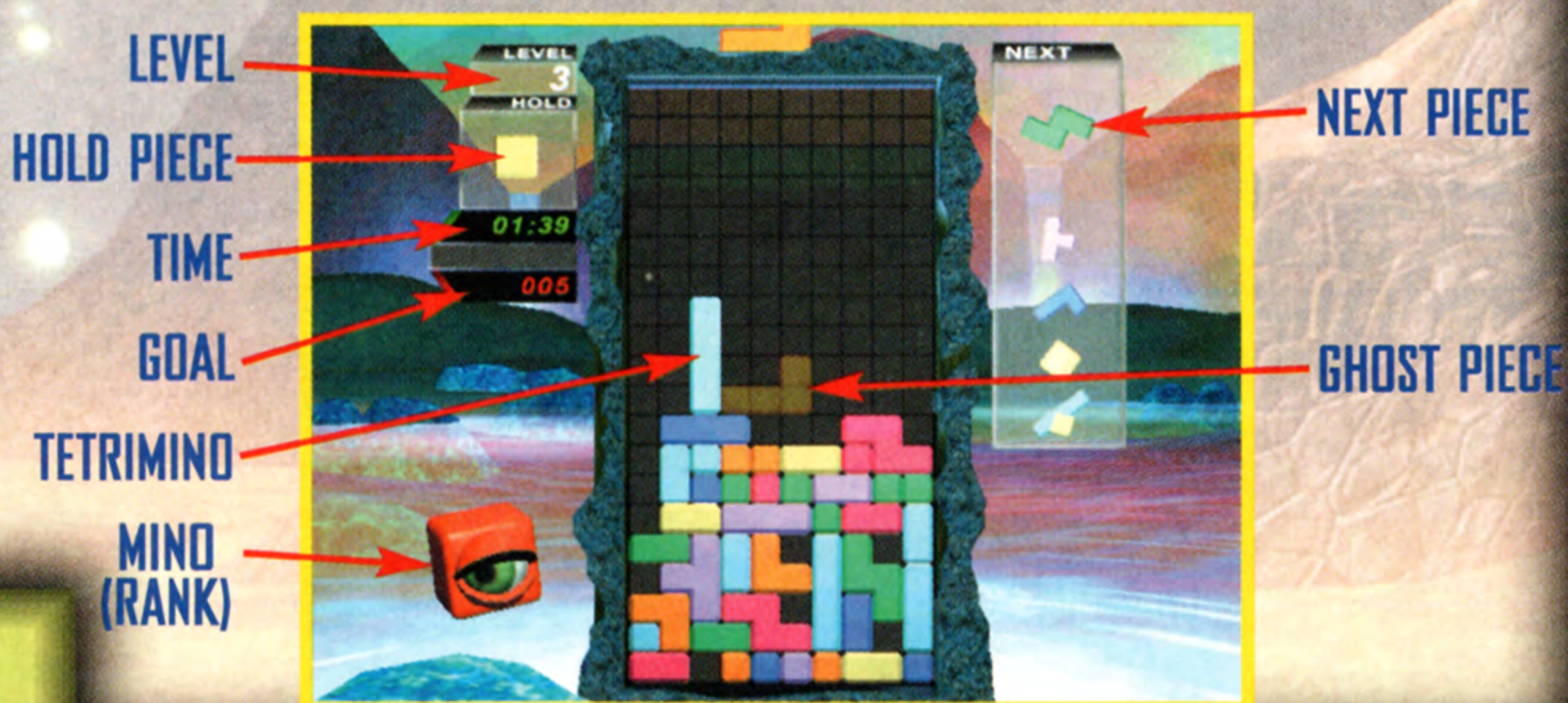
Rank.....The skill level a player has achieved for each variant of Tetris. This is displayed on the back of the Mino.

Ghost Piece.....An active representation of the position that the dropping piece in the Matrix will occupy when it locks down.

Next Piece.....The Next Piece that will be introduced to the Matrix. This will aid in planning your strategy.

Hold Piece.....A Tetrimino that has been placed in the "Hold" for later use.

MinoA character that represents you in Tetris Worlds.



TETRIS GLOSSARY

- 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.
- Hard Drop**The Tetrimino drops immediately and locks down. No further movement is possible and the next Tetrimino in the queue is dropped.
- Soft Drop**.....The Tetrimino drops faster than normal.
- Tetris**.....Accomplishing 4 line clears 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 in Square Tetris and Tetris.
- Multiminos**Tetriminos that contain Blocks of more than one color.
- Polyminos**Shapes formed by the joining together of Sticky Blocks.
- Sticky Blocks**Blocks that stick together when next to the same color.
- Critical Mass**.....An event when a Polymino containing 25 or more Blocks is cleared from the Matrix.

TETRIS GLOSSARY

CONTINUED

- Lock Down** The moment when the Tetrimino can no longer be moved.
- Gravity** The condition when Blocks can fall after line clears.
- Cascade** Subsequent line clears caused by Gravity.
- Line Clear** When 10 Blocks are aligned in a horizontal row and are cleared from the Matrix.
- 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 different shaped Tetriminos.
- Avalanche** The event when Tetriminos separate into Blocks and collapse.
- Hold Piece** A Tetrimino that has been set aside for later use.
- Top Out** When there is no more room in the Matrix for Tetriminos.



GAME MODES

Choose either **STORY MODE** or **ARCADE MODE** from the Main Menu to begin a new game.

- **Story Mode** — Play until you lose. You lose when the Tetriminos reach the top!
- **Arcade Mode** — Play 2-minute and multi-player games.
- **Information** — Read about Tetris rules and historical facts about this game.

SELECT GAME MENU

Now select your Mino and your World (Tetris Game) to begin play. See **TETRIS GAMES** on pages 12-18 for descriptions of each game available in Tetris Worlds.

MINO CUSTOMIZATION

In Tetris Worlds, you will be able to customize your Mino's name, eyes, hair and skin.

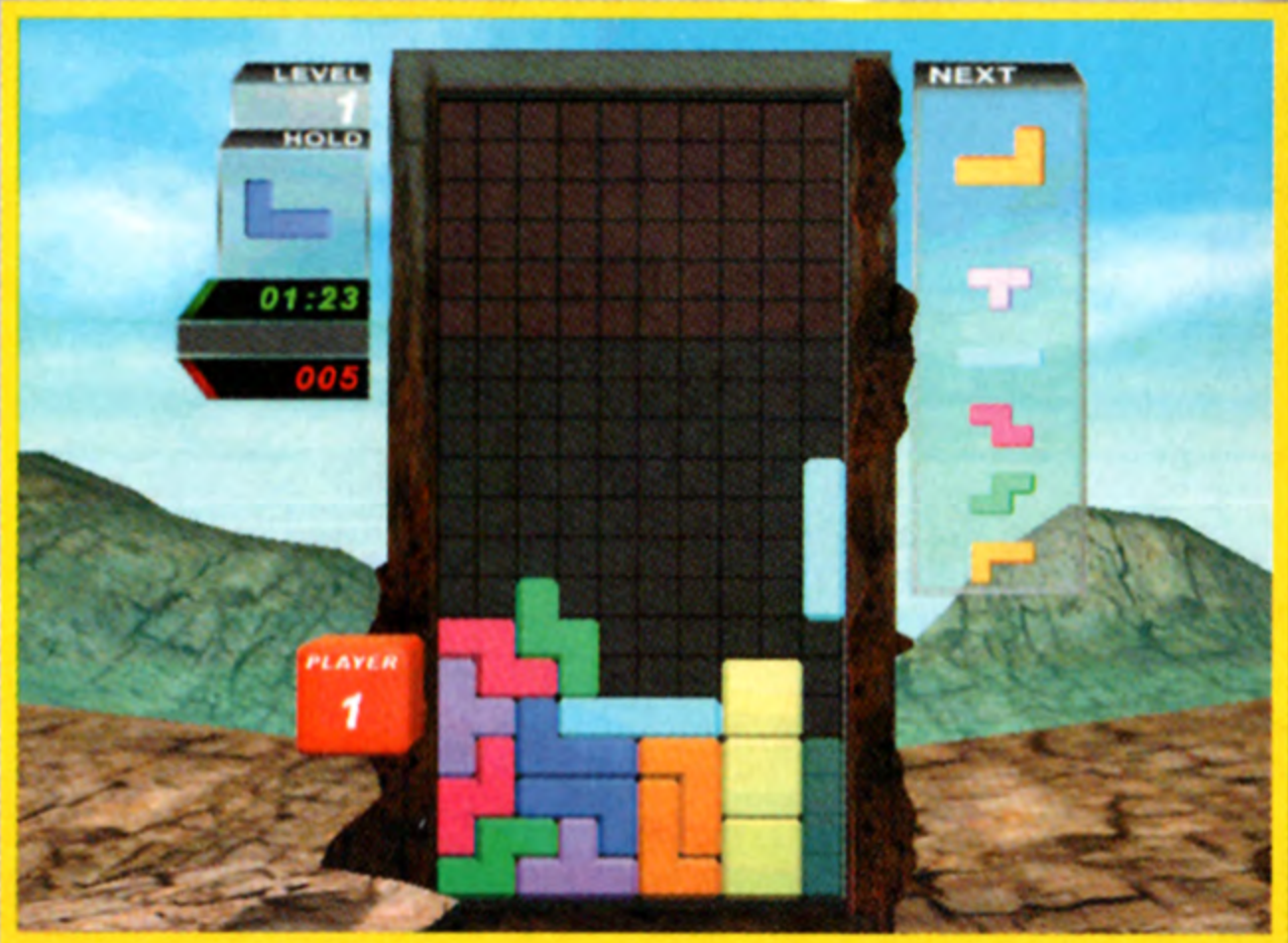
Each new rank you achieve opens up more selections to choose from.



TETRIS GAMES

TETRIS

The objective of Tetris is to manipulate falling Tetriminos forming horizontal rows of Blocks. A point is earned for each line cleared. Bonus points are earned for simultaneous line clears. Points earned are subtracted from your Goal. When your Goal reaches 0, the game Levels up and becomes faster.



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 15 Levels in Tetris. The player's Goal is to earn 5 x's the Level in points.

Example:

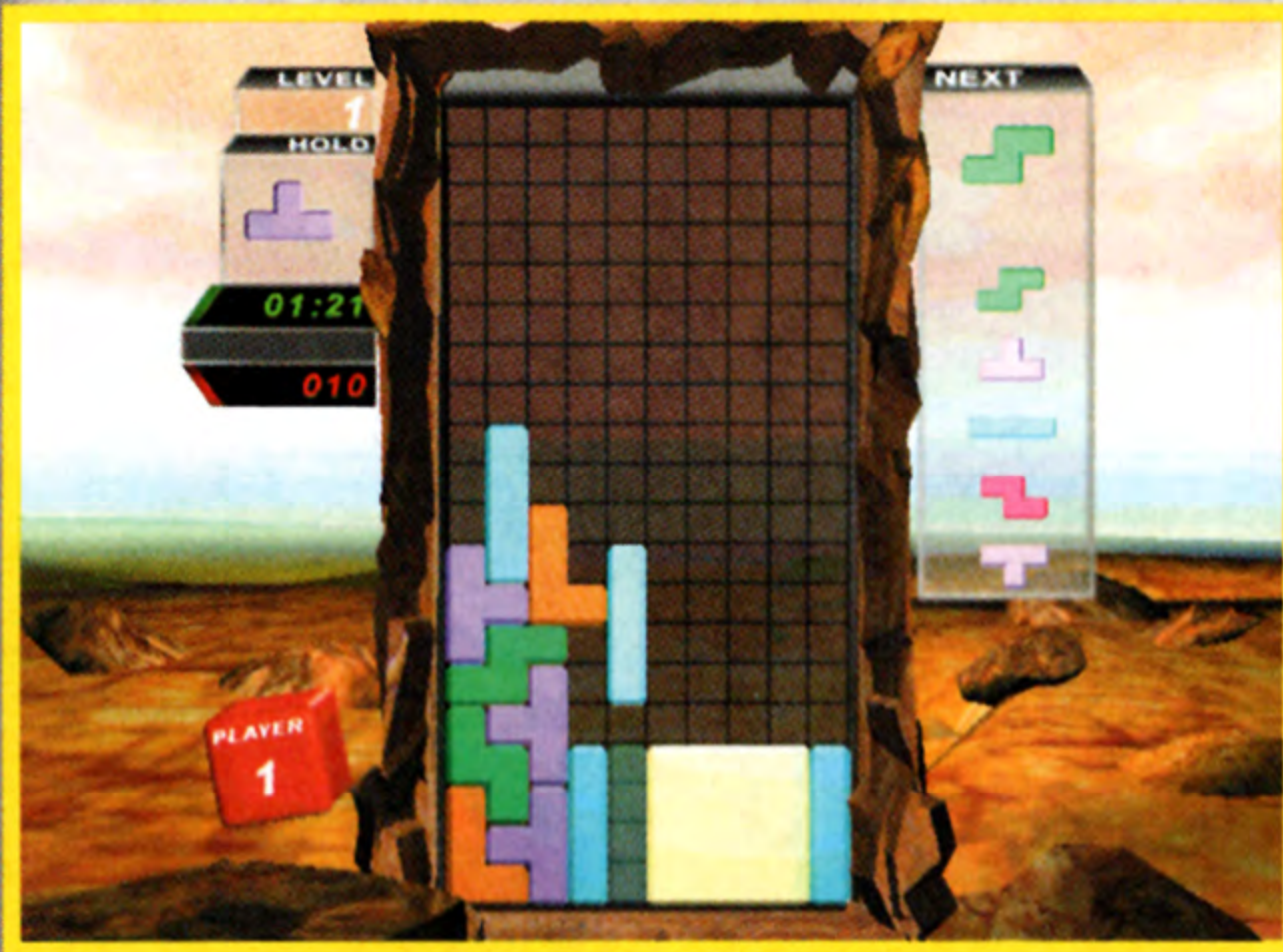
Level 1	_____	5 points
Level 2	_____	10 points
Level 3	_____	15 points
Level 15	_____	75 points

↓

SQUARE TETRIS



The objective of Square Tetris is to combine Tetriminos into squares in addition to playing Tetris. Lines cleared that contain a piece of the 4X4 square earn big bonuses. Also, a T-spin coupled with a line clear will cause Blocks in the Matrix to Avalanche. After an Avalanche occurs, lines cleared that were part of squares will no longer receive the square bonus.



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

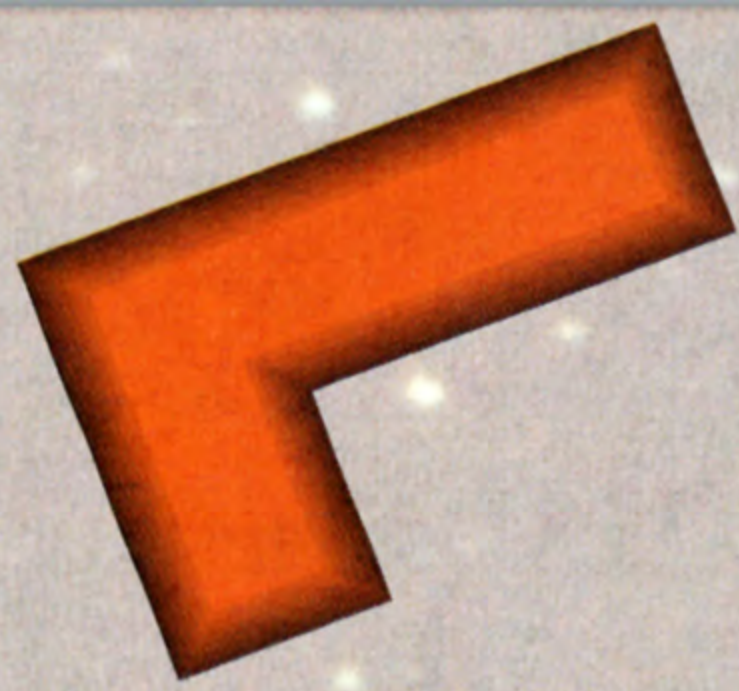
There are 15 Levels in Square Tetris. The player's Goal is to clear 10 x's the Level in points.

Example:

Level 1	_____	10 points
Level 2	_____	20 points
Level 3	_____	30 points
Level 15	_____	150 points

↓

CASCADE TETRIS



The objective of Cascade Tetris is to clear lines that cause Cascades while playing Tetris. A Cascade happens when Blocks falling due to a line clear cause another line to clear. The more Cascades a player can cause with one Tetrimino, the bigger the bonus will be.

Lines Cleared + Bonus Points (Lines cleared -1) + (Cascades x2) = Total

The following example shows what the score will be when a player performs a Tetris, and that causes a 6 cascade:



Lines Cleared	Bonus Points	Cascade Bonus	Total
4	4	0	8
1	0	2	3
1	0	4	5
1	0	6	7
1	0	8	9
1	0	10	11
1	0	12	13

FINAL TOTAL = 56

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

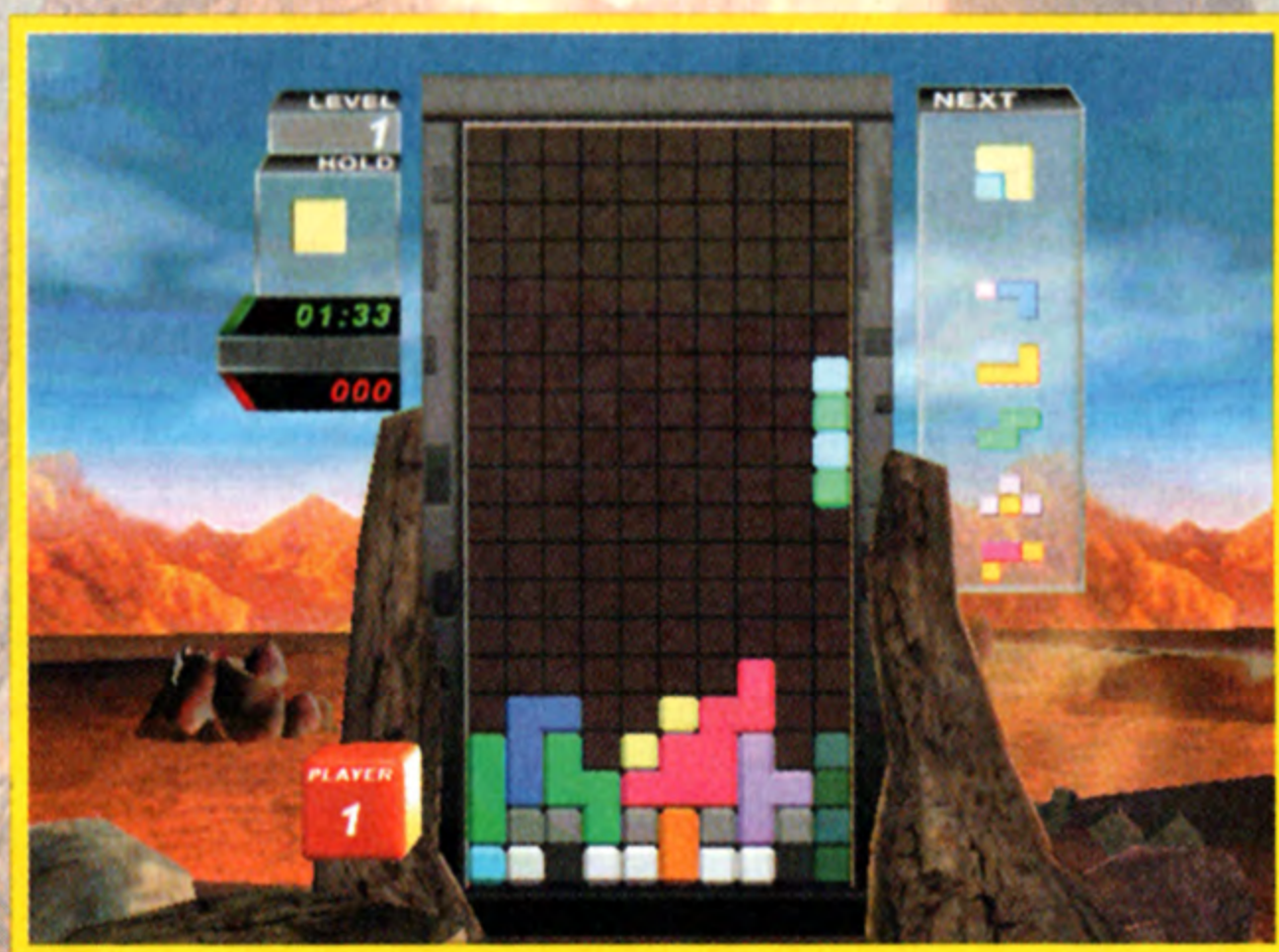
Example:

Level 1	_____	5 points
Level 2	_____	10 points
Level 3	_____	15 points
Level 15	_____	75 points



STICKY TETRIS

The objective of Sticky Tetris is to clear the bottom line of Garbage Blocks. Gravity is turned on, as in Cascade Tetris, so Cascades happen. Blocks of the same color stick together. When 25 Blocks of the same color connect, they form a Critical Mass and are cleared from the Matrix.



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





HOT-LINE TETRIS

The objective of Hot-Line Tetris is to clear lines of Blocks on the Hot-Lines. There are six Hot-Lines in the Hot-Line Matrix. The higher up the Matrix, the more points are awarded for the line clear. If you clear a line that is not on a Hot-Line, you will not receive anything towards the Goal.



Points earned for clearing Hot-Lines are:

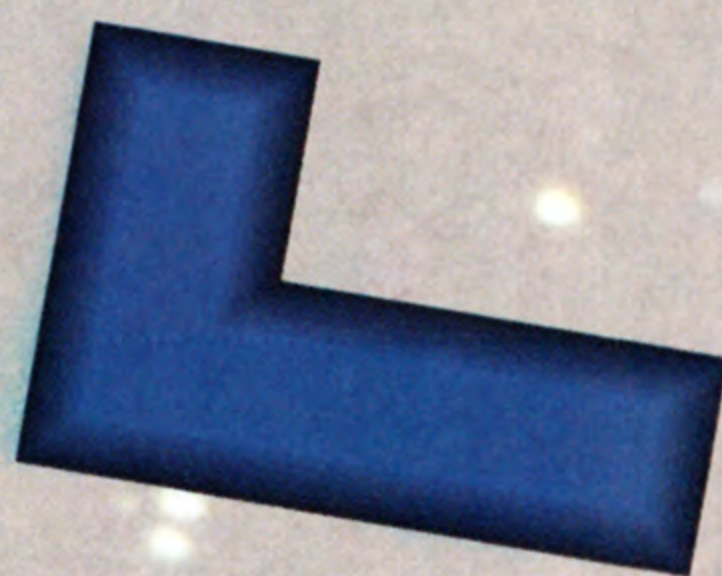
Green	_____	1 point
Yellow	_____	2 points
Orange	_____	3 points
Red	_____	4 points
Purple	_____	5 points
Blue	_____	6 points

There are 15 Levels in Hot-Line Tetris. The player's Goal is to earn 5 x's the Level number in points.

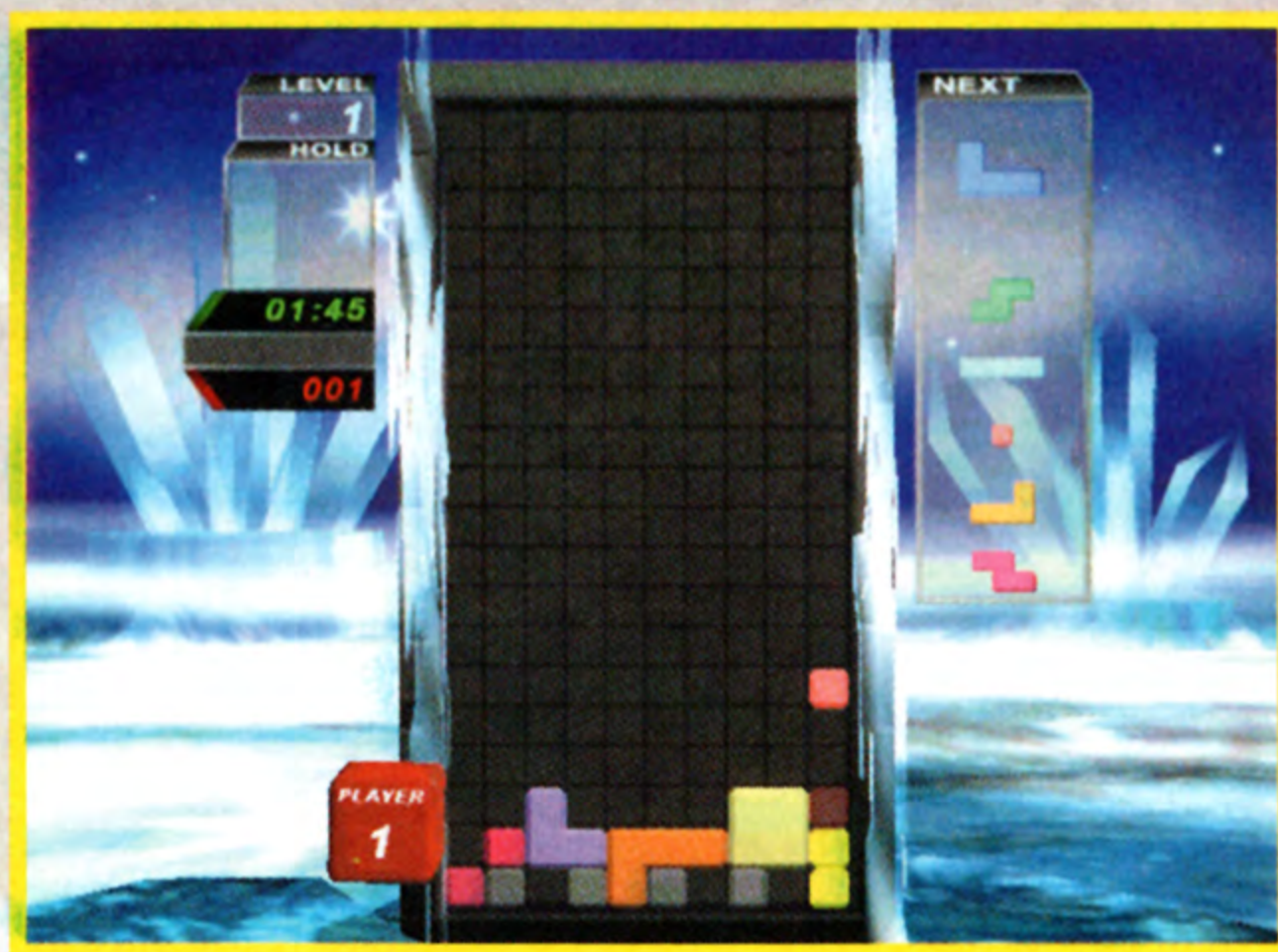
Level 1	_____	5 points
Level 2	_____	10 points
Level 3	_____	15 points
Level 15	_____	75 points

↓

FUSION TETRIS



The objective of Fusion Tetris is to connect falling "Atom" Blocks to the "Fusion" Block at the bottom of the Matrix. Clearing a line containing an "Atom" or "Fusion" will cause a Cascade. Neither Atom or Fusion Blocks are cleared in a line clear.



There are 15 Levels in Fusion Tetris. For each Level, there will be that many lines of Garbage plus one, 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





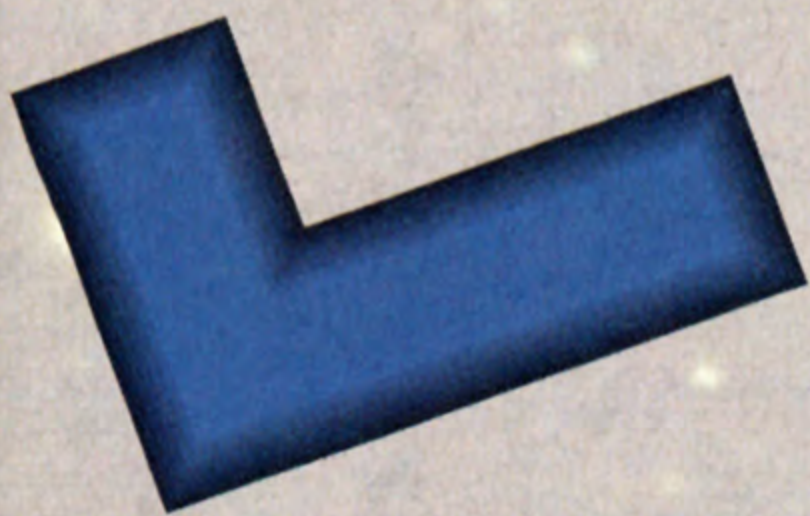
LEARNING TETRIS

Learning Tetris is recommended for people who have never played Tetris before. A player who has played through the Levels of Learning Tetris has become a Tetris Player and is ready to play the many other Tetris variants included in Tetris Worlds.

In Learning Tetris a player learns to handle the seven Tetriminos one by one. Once a player has learned how to use a Tetrimino to build lines, the Level goes up and a new Tetrimino is introduced. The game speed is very reasonable to give the novice player plenty of reaction time.

A Tetrimino is made of four Blocks. There are seven different Tetriminos. Tetris is a game in which a player manipulates falling Tetriminos to build horizontal lines of Blocks. After a line of 10 Blocks is built, it disappears. A better player builds lines more efficiently. After a certain number of lines have been built, the game's Level of difficulty goes up.

It is better to form more than one line at a time. One line is called a Single. Two lines are a Double. Three lines are a Triple. Four lines built all at once is called a Tetris. Two Tetrises built one right after the other earn the player a Back-to-Back bonus.



CREDITS

CONTINUED

THQ

Product Development

Executive Producer Scott Krager

Producer Nathan Rose

Associate Producer Curtis Cherrington

Assistant Producer Ryan Kull

Director of Quality Assurance . . Jeremy S. Barnes

Database Administrator Jason Roberts

QA Technician David "Mario" Waibel

QA Training Coordinator "Professor" Colin Totman

Lead Tester Byron Guerrero

Testers Brad Gordon

Robert Jones

Robbie Schneider

Jamal Wilson

Phil Lawless

Danny Smith

Jeremy Gonzagowski

Marketing

Group Marketing Manager . . . Alison Quirion

Product Manager Monica Guerra

Associate Product Manager Heather Hall

Director, Media Relations Liz Pieri

Media Relations Manager Reilly Brennan

Creative Services

Director, Creative Services . . . Howard Liebeskind

Associate Creative Services Manager . . . Melissa Roth

Package and Manual Design . . . Michael Jacobs
Beeline Group

Special Thanks:

Brian Farrell, Jeff Lapin,
Alison Locke, Michael Rubinelli,
Peter Dille, Germaine Gioia

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46005**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. 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 THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

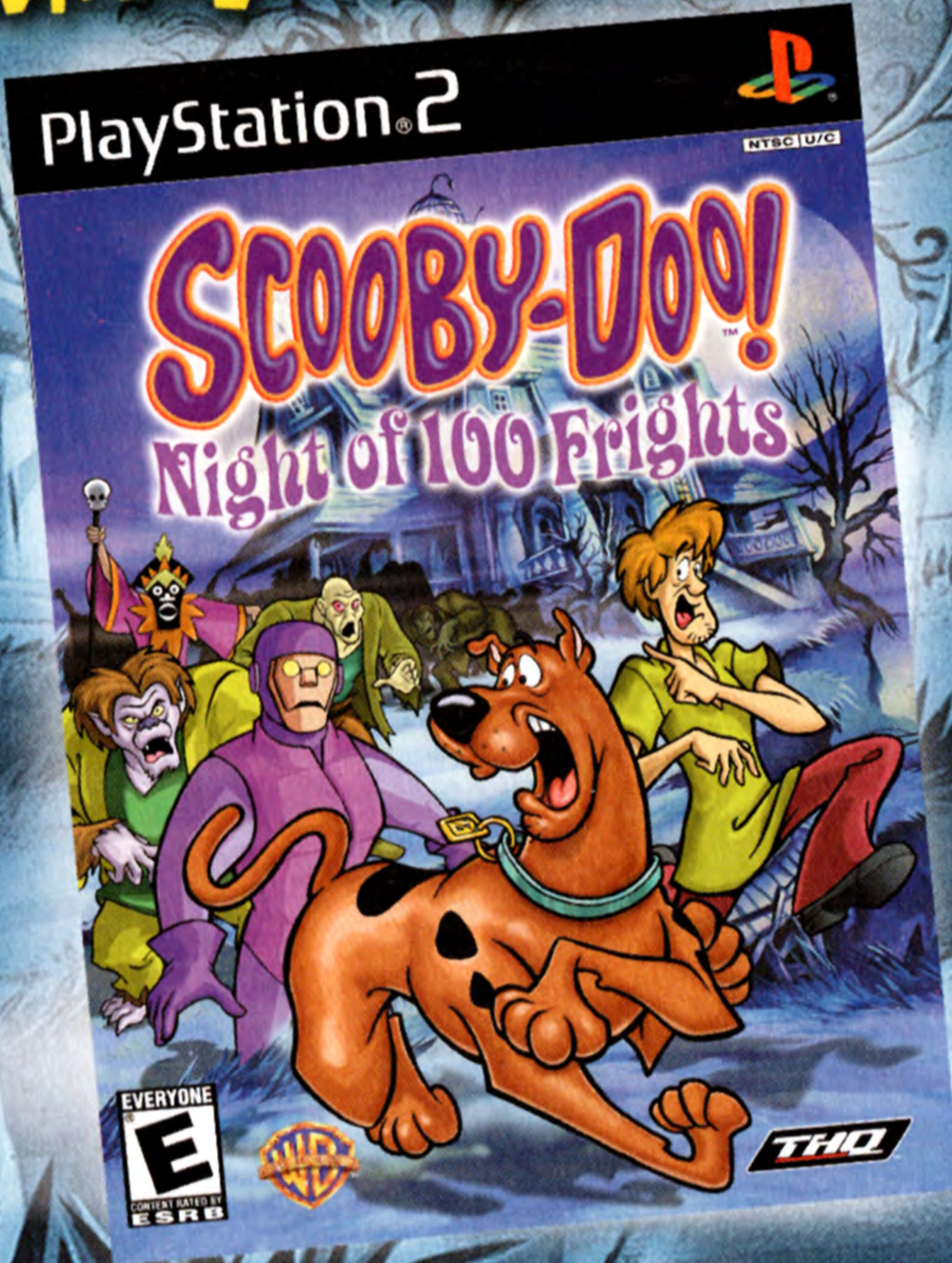
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

RAGGY, RAPHNE, RELMA, RED? WHERE ARE YOU?



THQ Inc., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301



SCOOPY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.
WBIE LOGO: TM & © Warner Bros.
(s02)

Scooby-Doo: Night of 100 Frights, Game and Software, excluding Scooby-Doo materials, © 2002 THQ Inc.
Used under exclusive license by THQ Inc.

Tetris®; © Elorg 1987. Tetris Worlds™; © Elorg 2001, 2002. Tetris Logo by Roger Dean; © The Tetris Company 1997. All Rights Reserved. Original Concept & Design by Alexey Pajitnov. Tetris® and Tetris Worlds™ licensed to The Tetris Company and Sublicensed to THQ Inc. Developed by Blue Planet Software. Blue Planet Software and its logo are trademarks of Blue Planet Software, Inc. Uses Bink Video. © 1997-2002 by RAD Game Tools, Inc. Portions of this software are included under license. © 2001, 2002 Numerical Design, Ltd. All rights reserved. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

Licensed for play on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



Comic Mischief

