SEVEN SHAPES.

ENDLESS POSSIBILITIES.

One piece falls. The next is already waiting. Turn a crowded well into a clean sweep, chase a new high score or send your rival a rising wall of trouble.

MAKE EVERY PIECE COUNT

Four rows at once earn far more than four singles. Keep a clear route for the long piece.



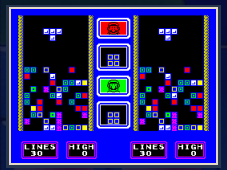
COLOUR GAMEPLAY



MONOCHROME GAMEPLAY



THE HANDHELD CLASSIC



FACE A FRIEND

Colour and classic monochrome. Beeper sound on 48K; AY music and effects on 128K. Keyboard, Sinclair and Kempston controls.

TETRIS

ZX SPECTRUM

48K/128K

ZX SPECTRUM

48K/128K

TETRIS

HOW TO PLAY

Move and rotate each falling shape to complete rows. Filled rows disappear. Hold Down for a faster fall; the game ends when the pile reaches the top.

GAME MODES

Game A: build your score as the speed rises.
Game B: choose level and height; clear 25 lines.
2 Player: clear 30 lines or force your rival to the top. First to five rounds wins.

LOAD THE GAME

48K: enter LOAD "" and press ENTER, then press PLAY on the tape recorder. 128K: select Tape Loader, press ENTER, then press PLAY on the tape recorder.

KEYBOARD

ACTION	PLAYER 1	PLAYER 2
Move left / right	A / D	J / L
Down / up	S / W	K / I
Rotate / reverse	Q / E	U / O
Start	R / Enter	P
Select	F	M

Sinclair 1: P1. Sinclair 2: P2. Kempston: P1. Start pauses; Select hides NEXT. Space returns to title. 128K: Caps Shift + Symbol Shift toggles colour/mono.

WINNING TECHNIQUES

Build a low, even surface with no buried gaps. Check NEXT before committing. Leave a clear channel for the long piece, but clear smaller rows when the pile gets dangerous.

TRIM 206 x 101.6 mm | PANELS 64 / 13 / 65 / 64 mm | PRINT AT 100% / ACTUAL SIZE