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.



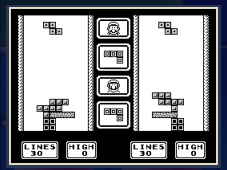
THE HANDHELD CLASSIC



CHASE YOUR BEST SCORE



CELEBRATE THE FINISH



FACE A FRIEND

Original-style graphics and animated endings. 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

Choose the matching 48K or 128K file. Open .z80 for instant play. For .tap, use Tape Loader or LOAD "" and start the tape.

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.

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