Getting started

After loading (see instructions below), select your starting level of difficulty. The higher the number, the greater the rewards, but the harder the task.

Playing Tetris

A variety of differently shaped blocks fall, one by one, from the top of the screen, or playfield. You can manipulate these shapes left/right and rotate them before they land at the bottom of the playfield.

The idea is to create complete horizontal lines of blocks across the playfield. When one of these unbroken lines is completed it disappears, and any blocks above fall into the now vacant area.

Objective

Your aim is to create as many complete lines as possible. If you leave gaps, the playfield will fill up rapidly, leaving you less room to manoeuvre. Should the pile of blocks reach the top of the screen, the game ends.

The show key displays the shape of the block that will fall after the current block has landed — useful for formulating your optimum strategy.

The rate at which the blocks fall speeds up automatically as your score increases.

Commodore 64 (and C128 in 64 mode)

Joystick only. Up = pause
              Down = drop
              Fire = rotate

BBC

Loading
Press Shift and Break keys

(<)	Left
(>)	Right
Space	Rotate
(X)	Show next
(A)	Speed up
(Z)	Drop
(S)	Sound

ST & Amiga

Space/(4) Drop

(7)	**Left** - Level down
(8)	**Rotate**
(9)	**Right** - Level up
(1)	**Draw Next**
(6)	**Speed Up**

IBM PC and Compatibles
Boot DOS

Memory Resident Version

CGA Version: Type:RTETRIS n
n=0−9 (Background)
Memory usage = 53k

Hercules Version: Type: RTETRIS h n
n=0−9 (Background)
Memory usage = 86k

EGA Version:

Resolution	Command (Type:)	Memory Usage
320×200	RTETRIS c0 n	86k
640×200	RTETRIS e1 n	118k
640×350	RTETRIS e2 n	182k
Higher	RTETRIS e n	310k

n=0−9 (Background)

General: To remove memory resident versions Type: RTETRIS R
Note Tetris can only be removed if all other memory resident programs are removed first

To play press CNTRL-SHIFT-T keys together

To exit press ESC key

f1 = Help Screen
f2 = Statistics Screen

Multi Screen Version
Type TETRIS