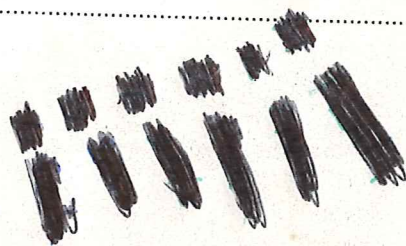


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Privyét!

First there was *Tetris*®. Then there was the fall of communism. Coincidence — or incredibly crafty plan?

Consider: when Alexey Pajitnov created *Tetris*, there were very few computers in the whole of the Soviet Union and authorities were mightily concerned with controlling the flow of information those computers could provide. But the savvy young Russian went ahead and made his game in spite of that, and then found a way to market it around the world. It became one of the most successful games the world has ever seen and threw a spotlight on the creativity waiting to be unleashed in the world's eastern hemisphere. Who's to say if that one example showed the Soviet bureaucrats that there was more to be gained from plunging ahead into modern times than from holding back? All we know is, the world started humming balalaika music and the commissars collapsed...

...leaving Alexey even freer to take *Tetris* to new levels of entertainment and excitement, so that now:

- The pit is deeper, and it scrolls as your pieces fall.
- The bottom of the pit is filled with "rubble," which conceals seven types of buried treasures.
- Removing a line wins you a bomb cluster, which you can use to blow up extra pieces or activate treasures.
- The rubble makes up a hidden picture, which is revealed in the "thermometer" next to the pit as you remove each line of rubble.
- The game advances to a higher level when you've completely revealed the picture in the rubble.

Q: The Duroffs' favorite animal was a performing pig that became almost as famous as her owners. What was her name?

A: *Chuska*. The Duroffs trained her to parachute from a balloon. Chuska became almost as popular with circus audiences as her owners.

Q: Which famous Russian clown owned a dog named Pushek?

A: *Karandash*. Posed as an orator with one paw on a podium, Pushek would bark and then Karandash would announce "The talk by the Minister of Propaganda Goebbels has now ended."

Q: Besides acrobatics, gymnastics and balance, what subject must students at the Moscow Circus School study?

A: Juggling.

Q: What type of circus developed by the Russians is probably most unpopular with the tigers?

A: Water Circus. In addition to the traditional circus, the Russians have developed the Circus on Ice and the Water Circus, complete with tigers performing in the water.

- The number of pieces you can use to clear the pit is limited.
- Pieces fall faster and the rubble is more difficult to clear at higher levels.
- You can make pieces fall faster by pressing a key, but releasing the key returns them to their normal rate of descent.
- The game ends when the pieces reach the top of the pit, you run out of pieces, or you run out of time (in a timed game).
- There are single player timed games, cooperative games and competitive games.

So get ready to dig into *Super Tetris*. Who knows? You just may be changing the course of history — again!

System Requirements

Super Tetris operates on any IBM PC compatible computer running Windows 3.0 or later. In addition, the program requires:

- 2MB RAM
- One 1.2MB 5¼" or 1.44MB 3½" disk drive
- Hard drive
- VGA graphics
- Microsoft-compatible mouse

Optional:

- Super VGA graphics
- Under Windows 3.0, Sound Blaster card
- Under Windows 3.1, most sound cards

Sound Support Under Windows 3.0

Super Tetris only supports the Sound Blaster or Sound Blaster Pro for sound effects. *Super Tetris* does not support the Sound Blaster for music under Windows 3.0. In addition, if you do not have a Sound Blaster, the program will only "beep" if you are running out of either time or pieces.

Sound Support Under Windows 3.1

Super Tetris supports all sound cards that have Windows 3.1 drivers. If your sound card can play .MID files (including the Ad Lib and Roland MT-32), then *Super Tetris* will play music. If your sound card can play digitized sounds (.WAV files), then *Super Tetris* will play digitized sound effects. If your sound card supports both .MID and .WAV files (such as the Sound Blaster), then *Super Tetris* will play both music and sound effects.

If you do not have a sound card or if your sound card cannot play digitized sounds (such as the Ad Lib and Roland), then you can install the included PC Speaker sound driver for Windows 3.1. If installed, *Super Tetris* can use your built-in PC speaker to play sound effects. The sound quality is dependent on your speaker. The PC Speaker sound driver, however, will not play music.

Please note that this PC Speaker sound driver requires Windows 3.1 and is not compatible with all computer systems. In addition, on some slower computers (such as 80286 systems), using this driver may cause speed degradation of the program. In these cases, you should remove the driver.

Installation

Make backup copies of your *Super Tetris* program disks before you do anything else and put your original program disks in a safe place. Because the *Super Tetris* program must be run from a hard drive, you cannot run *Super Tetris* from floppy disks.

To install *Super Tetris* under Windows 3.0:

1. Start Windows 3.0 as you normally do.
2. Insert *Super Tetris* Disk 1 into your floppy drive.
3. From the Program Manager's File menu, choose "Run."

Q: One Fratellini brother was born in Russia; one was born in Italy. Where was the third born?

A: France. The Fratellini brothers were all born in different countries. They performed in Russia for years before becoming popular in Paris.

Q: What is the motto of the Moscow Circus School?

A: Balance is better if the head is full.

Q: What does the word "Qvadratiki" mean in English?

A: **Hopscotch.** When relaxing from their lessons, students at the Moscow Circus School frequently relax by playing Qvadratiki.

Q: Which author's play was produced circus-style with hell transformed into a circus and the devils played by clowns?

A: **Tolstoy.** In 1919 Tolstoy's play *The First Distiller* was produced as if in a circus.

4. In the Command Line box, type **a:setup** if you are installing from drive A or **b:setup** if you are installing from drive B.

5. Press the **[Enter]** key.

6. Follow the onscreen instructions. The SETUP program will install *Super Tetris* to C:\SUPERTET unless you want to change it. If you wish to install the game to a different directory, type the new directory name in the space provided. Press OK to continue with the installation.

7. Next the SETUP program will determine if your Windows system is running in 256-color or 16-color mode. If your system is in 256-color mode, SETUP will ask if you want to install "256-color images," "16-color images" or "Both." Choose one of the options and press OK.

8. Next, the SETUP program will ask you if you have a Sound Blaster or Sound Blaster Pro card. If so, the SETUP program will install the necessary sound files.

9. The SETUP program will then check your WIN.INI file to see if it has been modified for the Sound Blaster. If not, SETUP will ask if you want to add the following lines to your WIN.INI file:

```
[SoundBlaster]
Port=220
Int=7
DMA=1
```

Note: The lines above assume that your Sound Blaster is set to 220 hex for the address and 7 for the interrupt. If your settings are not the same as these, change the values accordingly in your WIN.INI file. The TESTSBC program from Creative Labs will help you check your card's address and interrupt setting.

You will need to restart Windows in order for the changes in your WIN.INI file to take effect for the Sound Blaster.

To install *Super Tetris* under Windows 3.1:

1. Start Windows 3.1 as you normally do.

2. Insert *Super Tetris* Disk 1 into your floppy drive.

3. From the Program Manager's File menu, choose "Run."

4. In the Command Line box, type **a:setup** if you are installing from drive A or **b:setup** if you are installing from drive B.

5. Press the **[Enter]** key.

6. Follow the onscreen instructions. The SETUP program will install *Super Tetris* to C:\SUPERTET unless you want to change it. If you wish to install the game to a different directory, type the new directory name in the space provided. Press OK to continue with the installation.

7. Next the SETUP program will determine if your Windows system is running in 256-color or 16-color mode. If your system is in 256-color mode, SETUP will ask if you want to install "256-color images," "16-color images" or "Both." Choose one of the options and press OK.

8. After installing for 256 colors, 16 colors or both, the SETUP program will install all the sound and music files automatically. Next, the *Super Tetris* program icon will be installed in the Games program group.

9. The SETUP program will then display the README.TXT file in the top half and the Control Panel in the bottom. If you do not need to install the PC Speaker sound driver, you can exit now by pressing **[Alt] [4]** twice.

If you do need to install the PC Speaker sound driver for sound effects, follow the instructions below (which are repeated in the README.TXT file onscreen).

11. In the Control Panel, double-click on the Drivers icon.
12. Click on the "Add" button to add the PC Speaker sound driver.
13. Double-click on "Unlisted or Updated Driver" under "List of Drivers."
14. Type in the path name for your *Super Tetris* directory, which is where the file for the PC Speaker sound driver was copied. This will normally be C:\SUPERTET. Click the OK button when you have finished typing.
15. "Sound driver for PC-Speaker" should be highlighted. Click the OK button to add this to your list of drivers.
16. The next dialog box will have settings for the PC Speaker sound driver. Please set *Speed* to "290" so the sounds will play back faster. Set *Volume* to "7" so it's loud enough for you to hear, and set *Limit* (for "Seconds to limit playback") to "1." This will minimize the interruption to the program. You will also need to check the box for *Enable interrupts during playback*. Although this will decrease the sound quality, the program will pause everytime a sound effect is played if this box is not checked.
17. Click the OK button to finish. This will begin the PC Speaker sound driver installation. When it is complete, you will then be asked if you want to restart Windows. The PC Speaker sound driver will not be active until Windows has been restarted.

Loading Super Tetris

To run *Super Tetris*, open the Games program group in the Program Manager. Double-click the *Super Tetris* icon. You will soon see the introductory sequence and the *Super Tetris* title screen.

Please note that *Super Tetris* will only run under the Standard or 386 Enhanced mode of Windows. You can check to see which Windows mode you are running in by selecting "About Program Manager" from the Help menu while in the Program Manager. If you are running in Real mode, *Super Tetris* will not load.

Circus Trivia Question

After the introduction, a trivia question about the Moscow Circus will appear. You have two chances to type in the correct answer so that the game will continue. Simply turn to the page number of this manual that is shown onscreen. Read the trivia fact in the margins of the manual, and type in the answer. You only need to type in the first four characters and press .

Terms You Need to Know

Level		Level of difficulty in the game
Square		Basic unit of a <i>Super Tetris</i> piece
Piece		Made up of four squares. There are seven unique pieces.
Next Piece		Next piece to fall. This is shown so you can anticipate where to place it in your pit.
Pieces Left		Number of pieces you have to finish the level
Line		Horizontal row of squares, formed by fitting pieces together

Q: Other than a pig, what kind of animal did the Brothers Duroff use in their act?

A: **Rats.** The Brothers Duroff, two famous Russian circus performers, trained a pig and hundreds of rats for their acts.

Q: For what kind of act is the Moscow Circus especially famous?

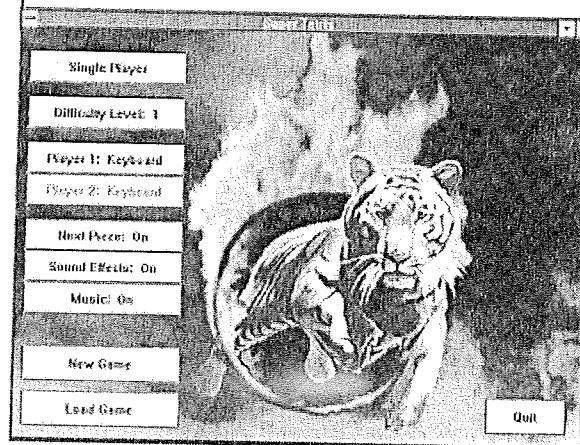
A: **Animal acts.** The Moscow Circus has always been famous for its animal acts, which have included many unusual animals such as hippopotami, penguins, kangaroos and pelicans.

- Pit** Where the game is played, 28 squares deep
- Water Line** The line which is 14 lines from the top of the pit with the rubble below
- Rubble** Squares beneath the water line that have been already placed in the pit
- Thermometer** Small replica of the entire pit which allows you to better see the design formed as you remove lines of rubble
- Bomb** Special piece which destroys squares and itself when it touches squares or other bombs
- Treasure** Special square embedded in rubble which provides rewards when bombed



Game Configuration

The Game Configuration screen allows you to choose the type of game you want to play. Make your choices by moving the onscreen arrow with the mouse. When the arrow is positioned over the choice you want, click the left mouse button to open dialog boxes or to toggle (if an ON/OFF choice is available).



Select a Game Mode

There are six game modes in *Super Tetris*: SINGLE PLAYER, SINGLE PLAYER 5 MINUTE, SINGLE PLAYER 10 MINUTE, SINGLE PLAYER 15 MINUTE, CO-OPERATIVE and COMPETITIVE. When you select the first button on your screen, a dialog box appears listing these modes. Select one by clicking on it with the left mouse button. We suggest you start with a SINGLE PLAYER game to get a feel for *Super Tetris* before you try the other game modes. Playing and scoring in a SINGLE PLAYER game is explained in the **Playing Super Tetris** section later in this manual. The other game modes are explained in their own chapters.

Select a Difficulty Level

When you select DIFFICULTY LEVEL, a dialog box appears listing the levels by number. The higher the number, the faster the pieces fall; also, rubble becomes more difficult to clear, the pit becomes deeper and more treasure types appear. Select your level by clicking on it with the left mouse button. We suggest you start with LEVEL 1.

Select a Control Method

Now move the arrow over the PLAYER 1 button and select your method of controlling *Super Tetris*. You can use either the KEYBOARD or the MOUSE. If you've selected a COOPERATIVE or COMPETITIVE game, the same choices appear for PLAYER 2 just below PLAYER 1's button. Only one player can have MOUSE selected in a COOPERATIVE or COMPETITIVE game.

Select Options

The following buttons allow you to change the way the game is played.

You can decide whether you want advance notice of what piece will fall after the current piece by toggling NEXT PIECE ON or OFF. The game is more challenging if you don't know what is coming next and you will score more

Q: Who founded the Russian circus?

A: **Charles Hughes.** He was an English stunt-rider who started the first Russian circus in 1793.

Q: Which writer wrote a short story based on the experiences of Vladimir Duroff and his dog Kashtanka?

A: **Chekhov.** Anton Chekhov wrote "Kashtanka" based on a story related to him by Vladimir Duroff.

Q: The ice-skating bears of the Circus on Ice are so good the Russians claim they could beat the hockey team of what nation?

A: Canada. In one act of the Circus on Ice, teams of ice-skating bears play hockey. The bears are so good that some Russians claim they could beat the Canadian Maple Leafs.

Q: Besides voice and acting, what subject must a student study to become a clown in the Moscow Circus?

A: Pantomime.

points for successful play. We suggest, though, that you learn *Super Tetris* with this option turned On.

You can also decide whether you want to play with sound effects by toggling **SOUND EFFECTS ON** or **OFF**, and whether you want music (if you have a Sound Blaster running in Enhanced mode) by toggling **MUSIC ON** or **OFF**.

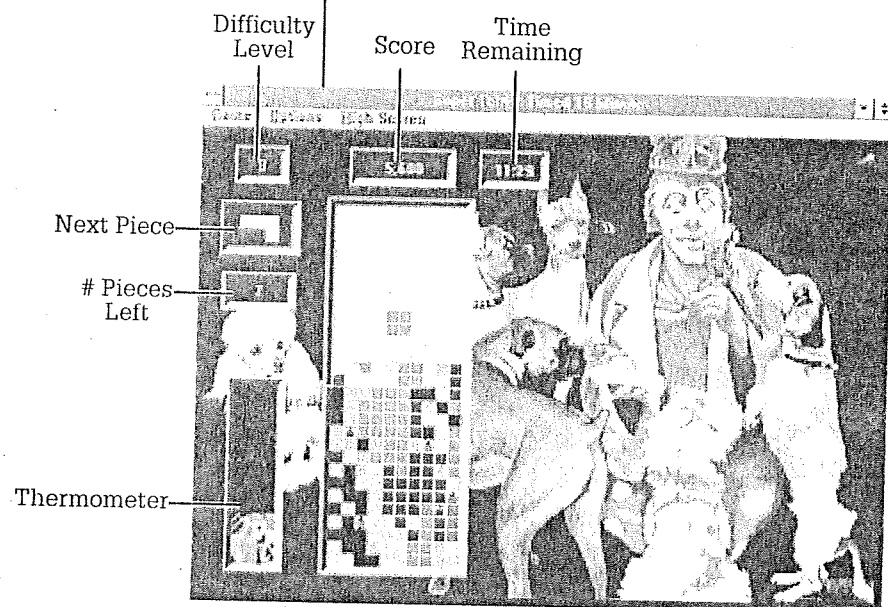
And...Go!

Select **NEW GAME** to begin a brand-new game. This activates all your choices on the Game Configuration screen and starts the game.

LOAD GAME brings up a dialog box which allows you to restart a saved game. Selecting **QUIT** at the Game Configuration screen returns you to the desktop. You can also press **[Alt][F4]**.

Playing Super Tetris

Super Tetris starts on whichever level you select on the Game Configuration screen, but the initial default is **LEVEL 1**. Each level shows the pit on the left and a scene from the world-famous Moscow Circus on the right.



In **SINGLE PLAYER** and **COOPERATIVE** games, the box above the pit shows the current point score. In a **COMPETITIVE** game, **PLAYER 1's** point score appears in a box at the upper left of the screen and **PLAYER 2's** score appears in a box at the upper right.

In **SINGLE PLAYER** and **COOPERATIVE** games, the box at the upper left of the screen shows the level. In a **COMPETITIVE** game, the level is shown above the pit.

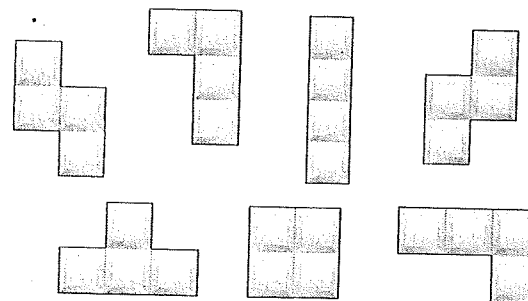
If you choose **NEXT PIECE ON** from the Game Configuration screen, a picture of the next piece to fall is shown in the box below your score. In a **COMPETITIVE** game, each player has a separate box for the next piece.

Below the picture of the next piece is the number of pieces left at this level.

To the lower left of the pit is a miniature version of the pit, called the thermometer, which shows a miniature picture of the rubble as you destroy it. The rubble forms a picture, which you can best see in the thermometer's reduced format. The rubble picture is usually related to that level's background artwork. For example, on **LEVEL 1**, the thermometer picture may be an elephant, which corresponds to that background art. Each level has many different rubble pictures.

Pieces and Bombs

Super Tetris pieces come in seven shapes:



Q: In one of his acts Vladimir Duroff played what role?

A: **Pied Piper.** In one act of the Duroff brothers, Vladimir played the Pied Piper of Hamelin. When he played his pipe, hundreds of trained rats would swarm all over him.

Q: What type of clown appeared first in a Russian circus?

A: **Redhead clown.** The Redhead clown made his first appearance in a Russian circus, earning his name by wearing a wig, bright makeup and a luminous nose.

Q: The famous Russian clown Popov began his career as what kind of performer?

A: *Slack wire walker.* Popov began his career as a slack wire walker, but after he invented a series of clown turns to cover his mistakes on the wire, he subsequently became one of the greatest clowns in the world.

Each level has a finite number of pieces to begin with. In the SINGLE PLAYER and COMPETITIVE game modes you have 50 pieces, but in COOPERATIVE it is 100. Each time a *Super Tetris* piece drops, the number of pieces left goes down by one. If the number of pieces decreases to zero (0), then the game is over. You can get more pieces by completing lines or exploding certain treasures. Each time you finish a level, the number of pieces is reset to 50 (or 100) and you now have that number of pieces to complete the new level.

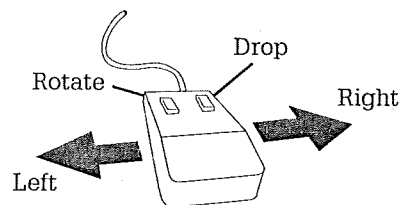
The lower portion of the pit is filled with water and rubble. Pieces drop randomly from the top of the pit and fall until they land on another piece or the rubble. You must position the pieces as they fall, trying to fit them together at the bottom like a jigsaw puzzle. When a horizontal line completely crossing the pit is formed, the line disappears and the "piece" that falls next is, in fact, a cluster of bombs. This cluster can also be positioned as it falls and whatever squares the bomb touches as it moves are destroyed. Bombs do not subtract from the piece count.

Bomb clusters are awarded as follows:

Completing 1 line	2 bombs
Completing 2 lines	4 bombs
Completing 3 lines	8 bombs
Completing 4 lines or more	12 bombs

Moving Pieces

As pieces or bombs fall into the pit, you can move them left or right, rotate them or make them fall more quickly. You can also move pieces using a mouse as shown:



The following table lists the keys that control the movement of the pieces and bombs:

Control 1: SINGLE PLAYER

Move piece left	4	←	A
Move piece right	6	→	D
Rotate piece	5	↑	S
Drop piece	2	↓	X Spacebar
Left and down	1		
Right and down	3		C

Control 1: COMPETITIVE and COOPERATIVE

Move piece left	A
Move piece right	D
Rotate piece	S
Drop piece	X Spacebar
Left and down	Z
Right and down	C

Control 2: COMPETITIVE and COOPERATIVE

Move piece left	4	←
Move piece right	6	→
Rotate piece	5	↑
Drop piece	2	↓
Left and down	1	
Right and down	3	

Treasures

Buried in the rubble are treasures. When a bomb blows up a treasure, good things happen, as described below:

- 5** adds 5 pieces to the number of pieces left.
- 10** adds 10 pieces to the number of pieces left.
- 15** adds 15 pieces to the number of pieces left.
-  turns into a bubble which moves upward, filling all empty spaces with pieces, until it reaches the water line.
-  turns into a bubble which moves upward, destroying all rubble and

Q: What is another name for a tightrope walker?

A: *Funambulist.*

Q: At what age can children apply to the Moscow Circus School?

A: *Eleven. Only one in seventy is accepted.*

Q: What street in Moscow is named after circus performers?

A: Duroff Street. The Duroff brothers and their pig were so popular that a street was named after them.

Q: What is the name for the early minstrels and acrobats who were banned by Czar Alexis I?

A: Skomorokhi. They were early bands of itinerant showmen who wandered about Russia. The skomorokhi were eventually banned from performing because of the political satire in their acts.



treasures it touches, until it reaches the water line.



removes the line it's in.

destroys all squares, treasures and your other bombs in a 3x3 area around itself.



turns the next piece into a bomb cluster shaped like the next piece.



turns the next piece into a straight, blue, 4-square piece.

The first three treasures give you more pieces with which to form lines, thus giving you a better chance of finishing the level. The fourth treasure is valuable for filling in holes to make more lines. The next treasure eliminates any pieces overhanging holes, making it easier to fill in the holes. Since the sixth treasure takes out a line, you should always detonate this treasure. The seventh treasure destroys a large section of rubble. The next treasure gives you an extra shot at blowing things up with bombs, and the last treasure is that long straight piece you always want.

Completing the Level

When a horizontal line disappears, one of two things happens in the pit. If the line is above the water line, all squares above the line drop down into the open space. If the line is below the water line, the rubble rises to fill the open space. If the rubble rises all the way to the water line (i.e., if you complete the last line of rubble), the level is won. Each time you complete a level, you will be awarded a point bonus before going to the next level, where you will get more pieces for the new level.

You lose the level if one of three things happens before you complete the level:

1. You let pieces reach the top of the pit.
2. You run out of pieces.
3. During a timed game, you run out of time.

Higher Levels

As each higher level begins, the background art changes to another scene from the Moscow Circus, the depth of the rubble increases, and (through level 10) the pieces fall more quickly. In addition, new treasure types are introduced at higher difficulty levels.

Menu Bar

The game screen also has a menu bar which you can use to change your options and perform other activities while the game is in progress. When you activate the menu bar, the game will pause. You can then click with the left mouse button to select a menu option or you can press the equivalent hot key combination.

ABOUT		Credits screen
GAME		
NEW		Aborts game and starts a new one
ABORT		Aborts game and returns to the Game Configuration screen
END		Ends game with a score awarded and continues to the High Scores screen
LOAD		Loads a previously saved game
SAVE		Saves current game
PAUSE		Pauses the game
EXIT		Exits to desktop
OPTIONS		
NEXT PIECE		Toggles On/Off
SOUND EFFECTS		Toggles On/Off
MUSIC		Toggles On/Off

Q: The students at the Moscow Circus School are only allowed to work with which large animal?

A: Horses. Students train in all circus specialties except exotic animal handling. The horse is the only large animal the students are allowed to work with.

HIGH SCORES [Alt] [H]

SINGLE PLAYER

SINGLE PLAYER TIMED

Submenu chooses 5
MINUTE, 10 MINUTE OR
15 MINUTE

COOPERATIVE

COMPETITIVE

Scoring

Points are awarded for each piece that falls, for the speed at which the pieces fall, for each line completed, and for completing the level with pieces left over and for all the white space above the water line. Note that points are awarded for lines completed, not lines removed with bombs or treasures. The more lines completed with a single piece, the more the lines are worth. In addition, more points are awarded if NEXT PIECE is OFF.

For each line completed, you earn:

1 line	7 points
2 lines	14 points
3 lines	28 points
4 lines	56 points
more lines	(number of lines x 15) points

Next, add the line score to the value for each piece (dependent on the speed that it falls) and multiply by the level. If you chose NEXT PIECE OFF, the total is multiplied by 25%.

At the end of each level, you earn a big bonus, which is calculated by: (pieces left x 4 x level) + (amount of white space above the water line x level).

High Scores

When you reach the end of the current game, the game continues to the High Scores screen for the game mode you chose (SINGLE PLAYER, SINGLE PLAYER 5 MINUTE, SINGLE PLAYER 10 MINUTE, SINGLE PLAYER 15 MINUTE, COOPERATIVE or COMPETITIVE). Whether or not your score is among the top ten scores, it appears below the High Scores list.

If your score does rank among the High Scores, a dialog box appears. Type in your name, then hit [Enter] or click OK to record your score, which will then appear on the list.

Click OK to return to the Game Configuration screen.

Click ERASE to erase the current High Scores.

Game Variations

Timed Games

In these forms of *Super Tetris*, you play with a predetermined time limit — 5 MINUTES, 10 MINUTES or 15 MINUTES — trying for the highest score in the time allotted. During the last five seconds of the game, you will hear warning beeps or a countdown of "5-4-3-2-1!"

COOPERATIVE Mode

In this form of *Super Tetris*, two players share the same game, the same score, and the same pool of pieces to be used. In COOPERATIVE the two of you have 100 pieces to finish each level, instead of the normal 50. The pit is wider than in SINGLE PLAYER Mode — 16 squares instead of 10 — so that two pieces have enough room to fall at the same time. Each player controls his or her own piece, with both working together in the same pit.

Q: Who was called the "shock-brigadier of clowning"?

A: **Vitaly Lazarenko.** He earned the title by entertaining and inciting Bolshevik forces on the front-lines of the Russian revolution.

Q: In their acts, the Bim-Bom clown duet combined acrobatics with what?

A: **Music.** The Russian clowns Bim and Bom would play the violin while rolling over each other's back and doing acrobatic leaps.

