

SUPER TETRIS™



Macintosh
800K Disk 1



ACTIVISION SUPMACS0

Spectrum HoloByte®

© 1992 Spectrum, Inc. All rights reserved.

SUPER TETRIS™



Macintosh
800K Disk 2



SUPMACS1

Spectrum HoloByte®

© 1992 Spectrum, Inc. All rights reserved.

SUPER TETRIS™



Macintosh
800K Disk 3



SUPMACS2

Spectrum HoloByte®

© 1992 Spectrum, Inc. All rights reserved.

SPECTRUM HOLOBYTE SOFTWARE WARRANTY REGISTRATION

MONTHLY DRAWING FOR A FREE SPECTRUM HOLOBYTE SOFTWARE LIBRARY OR 2400 BAUD MODEM

To be eligible for our monthly drawing and product warranty, please answer all our questions and mail within 10 days of purchase. This card qualifies for one monthly drawing. Winner will be notified within 30 days and will receive prize of his or her choice.

(please print or type)

NAME (first) _____ (last) _____ PHONE _____

ADDRESS _____ MALE ☐ FEMALE ☐

CITY _____ STATE _____ ZIP _____

PRODUCT _____ SERIAL # _____

MAC	☐ 68000	☐ 68020 OR GREATER	DISPLAY	☐ B&W	☐ COLOR
1.4MB SUPERDRIVE	☐ YES	☐ NO			
MODEM	☐ YES	☐ NO			
MEMORY	☐ 1MB	☐ 2MB	☐ 4MB OR MORE		
HARD DRIVE	☐ NO	☐ 20MB-39MB	☐ 40MB-79MB	☐ 80MB OR MORE	
SYSTEM SOFTWARE	☐ 6.X	☐ 7.X			
CD-ROM	☐ YES	☐ NO			
AGE	☐ UNDER 13	☐ 13-19	☐ 20-29	☐ 30-39	☐ 40-50 ☐ 50+
PLEASE RATE THIS GAME FROM 1-5	☐ 1	☐ 2	☐ 3	☐ 4	☐ 5 [1=POOR 5=EXCELLENT]



PRODUCT REGISTRATION — LIMITED WARRANTY

Materials in this package are copyrighted and any copying (except for personal archives), modifying or transferring of the materials (except where stated otherwise in the enclosed instructions) is prohibited and a violation of the copyright law. By filling out this product registration card, you acknowledge and agree to the terms of the limited warranty and license agreement set forth in the material accompanying this product.

If you fill out this product registration card and return the top portion to us, you are covered by our warranty. If your disk should fail within 90 days due to manufacturing defects, return it directly to us for a free replacement. After 90 days or if the disk was damaged through user or machine error, return the original disk(s) to us and enclose \$10.00 for one disk/CD-ROM or \$15.00 for two or more disks/CD-ROMs.

Please make a photocopy of this card for your records and return the original card to us.



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

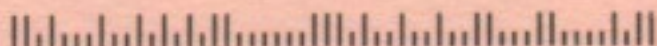
BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 381 ALAMEDA, CA

POSTAGE WILL BE PAID BY ADDRESSEE

Spectrum HoloByte

2490 Mariner Square Loop
Alameda, CA 94501



HOW TO CONTACT US

Disk exchanges: Please refer to the disk exchange coupon in this package or call Customer Support at 510-522-1164 (fax: 510-522-3587) for information on availability and pricing. Orders to Alaska, Hawaii, Canada and international countries will have additional shipping charges.

Customer Support:

Phone: 510-522-1164 (Monday through Friday 9AM to 5PM Pacific Time)

Fax: 510-522-3587

Online:

America Online (AOL): S HOLOBYTE

CompuServe: 76004,2144

GEnie: HOLOBYTE

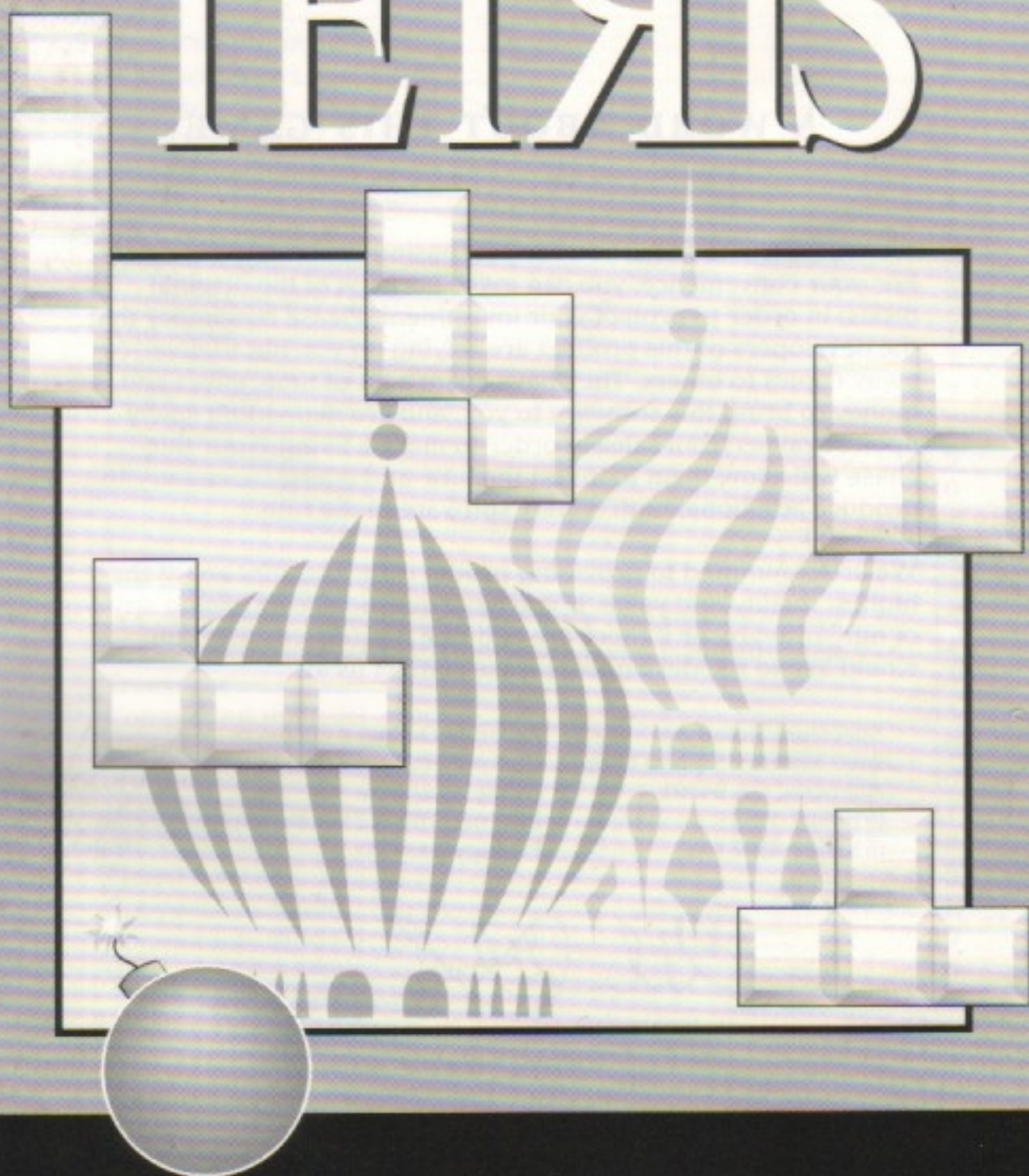
Internet: 76004.2144@compuserve.com

Prodigy: TKNJ33A

Spectrum HoloByte

2490 Mariner Square Loop
Alameda, CA 94501

SUPER TETRIS™



Macintosh Version

Spectrum HoloByte®



A WORD ABOUT THIS GAME

We would like to thank you for purchasing one of our products. For your convenience, you can make backups of the original disk(s) in order to protect your investment. Please remember that the developers of this product are relying on you not to give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are depending solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

We are committed to providing products for you that are of the highest quality and value. If you have questions concerning any of our software, or if there are additional programs that you would like to see developed, please contact us at:

Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501
(510)522-1164
(510)522-3587 FAX

America Online: S HOLOBYTE
CompuServe: 76004,2144
GENie: HOLOBYTE
Internet: 76004.2144 @compuserve.com
Prodigy: TKNJ33A

Gilman G. Louie
Spectrum HoloByte

TABLE OF CONTENTS

Privyét!.....	1
System Requirements	2
Last Minute News.....	2
Installation.....	3
Loading the Game.....	3
Circus Trivia Question.....	4
Terms You Need To Know	4
Game Configuration	5
Select a Game Mode.....	6
Select a Difficulty Level	6
And...GO!	7
Menu Bar	7
Apple Menu	7
File Menu	7
Options Menu.....	9
Playing <i>SUPER TETRIS</i>	10
Pieces and Bombs	11
Moving Pieces	13
Control 1: Single Player	13
Control 1: Competitive, Cooperative and Head-to-Head	13
Control 2: Competitive, Cooperative and Head-to-Head	14
Treasures	14
Completing the level.....	15
Higher levels.....	16
Scoring	16
High Scores	17
Game Variations.....	18
Timed Games.....	18
Cooperative Mode	18
Competitive Mode	19
Head-to-Head Mode.....	20
Head-to-Head Setup	21
AppleTalk Network	21
Playing Head-to-Head <i>SUPER TETRIS</i>	22
Ending a Head-to-Head Game.....	22
Strategy	23
Pits and Pieces.....	23
Bombs	24
Treasures	25
The Final Goal	25

CREDITS

Original design concept:	Gilman Louie, Alexey Pajitnov, Vladimir Pokhilko, Joel Powers and Les Watts
Macintosh Version Programming:	Brian Lewis and Mark Blattel
Additional Programming:	Heather Mace, Jill Veronda and Joel Powers
Artwork:	Louis Sremac
Music:	Ed Bogas and Paul Mogg
Sound Effects:	Paul Mogg
Product Management:	Marisa Ong
Manual:	Stephen Goldin, Steve Englehart, Robert Giedt and Marisa Ong
Manual layout:	Carrie Galbraith
Testing:	Evan Birkby, Kyle Brink, Russel Reiss, Sergio Vuskovic and Peter Winch
Special Thanks to:	Chuck Austen, Steve Blankenship, Rita Harrington, Sherry Kelley, Guymond Louie and Henk Rogers

SPECTRUM HOLOBYTE® SOFTWARE LICENSE AGREEMENT

THE ENCLOSED SOFTWARE PROGRAM IS LICENSED BY SPECTRUM HOLOBYTE® TO CUSTOMERS FOR THEIR USE ONLY ON THE TERMS SET FORTH BELOW. OPENING THIS PACKAGE OR USING THE ENCLOSED DISKETTE INDICATES YOUR ACCEPTANCE OF THESE TERMS.

Spectrum HoloByte hereby grants you a non-exclusive license to use the enclosed software and manual subject to the terms and restrictions set forth in this Software License Agreement.

This manual and the software accompanying it are copyrighted, with all rights reserved. You may not copy or otherwise reproduce any part of the software or the manual, except that you may load the software into a computer as an essential step in executing the software on the computer. You may physically transfer the software from one computer to another, provided that the software is used in connection with only one computer at a time. You may not transfer the software electronically from one computer to another over a network. You may not distribute copies of the software or the manual to others. YOU MAY NOT USE, COPY, MODIFY, TRANSFER, SUBLICENSE, RENT, LEASE, CONVEY, TRANSLATE, CONVERT TO ANY PROGRAMMING LANGUAGE OR FORMAT OR DECOMPILE OR DISASSEMBLE THE SOFTWARE OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.

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 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.

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

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

What is the
motto of the
Moscow
Circus School?

**Balance is
better if the
head is full.**

- 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 lets them return to their normal rate of descent.
- There are single player timed games, cooperative games, competitive games and head-to-head games.
- 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).

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

System Requirements

The black-and-white version of *Super Tetris* requires a Macintosh Plus or any later model and System 6.0.5 or later. The color version requires a Macintosh II or later with 2MB of RAM, System 6.0.5 or later, a hard drive, and a 256-color (8-bit) video card. If you have a 16-color (4-bit) video card, the game will be displayed in 16 grays. A Gravis MouseStick is optional.

The files for the black-and-white version take up 800K on disk, and you need 600K of free RAM to run it. The files for the color version take up 2.5MB of hard drive space, and you need 1MB of free RAM to run it.

Last Minute News

You can read about any last minute changes in the file *Read Me on Disk 1*. You can read and print out this text file using TeachText or any word processor.

Installation

Make backup copies of your *Super Tetris* program disks before you do anything else. Use these copies for installing and playing the game, and put your original program disks in a safe place.

You can play the black-and-white version of *Super Tetris* directly from a floppy disk, although you can't save any games on the 800K game disk. If you want to install this version on a hard disk, simply copy the files from Disk 3 onto your hard drive.

To install the color version on your hard drive, insert Disk 1 into your floppy disk drive. Double-click on the *Color Super Tetris Installer* icon and follow the onscreen instructions. Then copy the file *Super Tetris Sounds* from Disk 3 to the newly created folder on your hard drive.

The file for the Gravis MouseStick *Super Tetris* sets is on Disk 1. Install the MouseStick sets using the instructions that came with your MouseStick.

There are two MouseStick sets included for *Super Tetris*: "Super Tetris Set" and "Super Tetris Set w/Drop." The second set allows you to drop pieces by pulling back on the MouseStick.

Loading the Game

To play the black-and-white version from your floppy disk, insert Disk 3 into your disk drive and double-click on the *Super Tetris* icon.

What famous Russian clown owned a dog named Pushek?

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."

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

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.

To play *Super Tetris* from your hard drive, double-click on either the *Super Tetris* or *Color Super Tetris* icon in the appropriate folder.

You will soon see the introductory sequence and the *Super Tetris* title screen.

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 .

You will only have to answer the trivia question the first time you load the game unless you move the game files to a different machine or load the game from a different disk.

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 well.

Pieces Left Number of pieces you have to finish the level

Line Horizontal row of squares, formed by fitting pieces together

Pit Where the game is played, 10 squares wide and 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

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

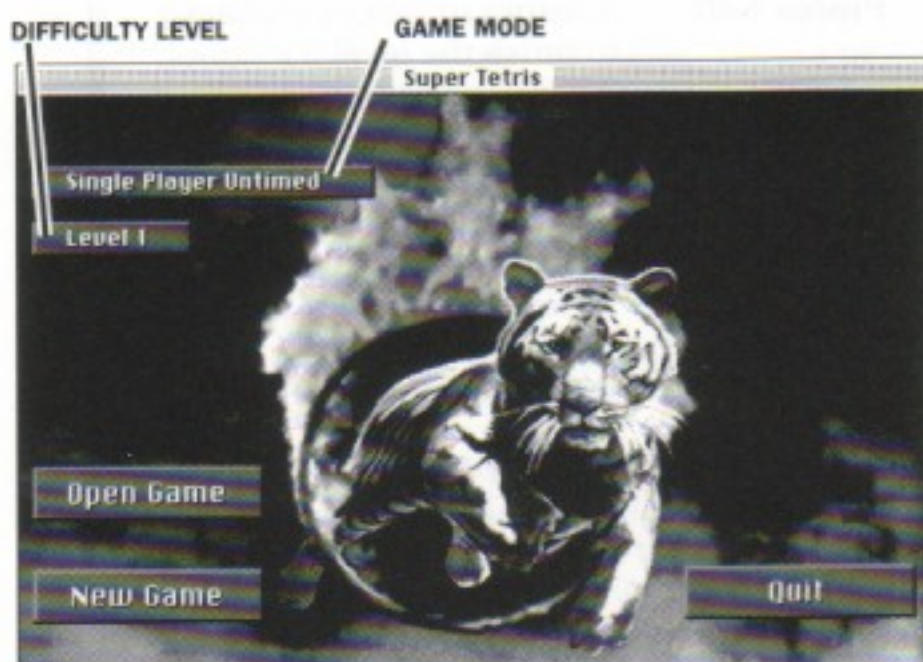
France. The Fratellini brothers were all born in different countries. They performed in Russia for years before becoming popular in Paris.

Game Configuration

The Game Configuration screen (see the picture on the next page) allows you to choose the type of game you want to play. By holding down the mouse button when you click on the game mode and difficulty level pop-up menus, you can select from the options available.

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

Juggling.



Select a Game Mode

There are seven modes for playing *Super Tetris*: SINGLE PLAYER UNTIMED, SINGLE PLAYER 5 MINUTES, SINGLE PLAYER 10 MINUTES, SINGLE PLAYER 15 MINUTES, COOPERATIVE, COMPETITIVE and HEAD-TO-HEAD. 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

You can choose your difficulty level by clicking on the LEVEL pop-up menu. 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. We suggest you start with LEVEL 1 to get a feel for *Super Tetris* before you try other difficulty levels.

And...Go!

Select NEW GAME to begin a brand-new game. Select OPEN GAME to restart a saved game; in this case a dialog box appears asking you to choose which saved game you want to play.

Selecting QUIT at the Game Configuration screen returns you to the desktop. Your game configuration options are saved between games.

Menu Bar

Apple Menu

About Super Tetris...

This gives you a list of the people who worked hard so you could have fun with *Super Tetris*.

File Menu

New Game N

Begins a brand-new game.

Open Game... O

Loads a previously saved game. A dialog box appears asking you which game to load.

Save Game S

Saves the game at its current situation. If this game has not been saved before, the computer asks you for a name to save it under. You cannot save black-and-white games to the 800K game disk because there isn't enough space.

What does the word "Qvadratiki" mean in English?

Hopscotch.

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

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

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

Save Game As...

Allows you to save a game under a new name.

End Game ⌘ E

Ends the current game and takes you to the High Scores screen.

Pause Game ⌘ P

Pauses the game until you're ready to continue. Pressing ⌘ P again resumes the game.

Talk With Opponent ⌘ T

Allows you to send messages back and forth with your opponent during HEAD-TO-HEAD games. Press the OK button to return to the game.

Show High Scores ⌘ H

Takes you to the High Scores screen for the current game mode. (This option is not available while the game is being played.)

Erase High Scores

Clears the High Scores screen for the current game mode and lets you start over again from scratch. This choice is only available when you're viewing the High Scores screen.

Quit ⌘ Q

Quits *Super Tetris* and returns you to the desktop.

Options Menu

All Sound

Allows you to toggle the music and sound effects on and off.

Music

Allows you to toggle the music on and off.

Display Next Piece

You can decide whether you want advance notice of what piece will fall after the current piece by toggling DISPLAY NEXT PIECE On or Off. The game is more challenging if you don't know what is coming next and you will score more points for successful play. We suggest, though, that you learn *Super Tetris* with this option turned On.

Set Controls...



This option lets you decide whether you want to use the keyboard or a Gravis MouseStick to control the movement of the pieces. In a two-player game, each player can choose independently (although only one player can use a MouseStick during a game).

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

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.

Who founded the Russian circus?

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

Set Communications...

In a HEAD-TO-HEAD game, this option lets you choose the method by which the two computers will communicate with one another. See the section on **Head-to-Head Mode** for a more detailed explanation.

Playing *Super Tetris*

Super Tetris starts on whichever level you selected on the Game Configuration screen, but the first time you play it's 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 top box to the left of the pit shows the current point score. In COMPETITIVE and HEAD-TO-HEAD games, PLAYER 1's point score appears in a box at the upper left of the pit, and PLAYER 2's score appears in a box at the upper right.



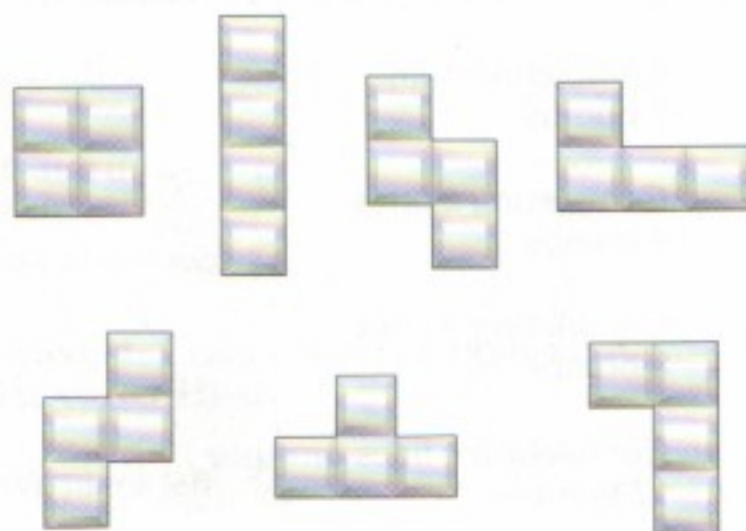
If you choose **DISPLAY NEXT PIECE** from the Options menu, a picture of the next piece to fall is shown in the box below the score. In **COMPETITIVE** and **HEAD-TO-HEAD** games, each player has a separate box for the next piece.

Below the picture of the next piece is a box showing the number of pieces left at this level. Below this box on the left-hand side is another box with the number of the level you're currently on.

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**, you can have an elephant in the rubble corresponding to the background art. Each level has many different rubble pictures.

Pieces and Bombs

Super Tetris pieces come in seven shapes, as follows:



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

Chekhov.

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

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

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.

Each level has a finite number of pieces to begin with. In most game modes you have 50 pieces, but in COOPERATIVE mode 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 (two more pieces for each line you complete) or by exploding certain treasures. Each time you finish a level, the number of pieces is reset to 50 (or 100 if in COOPERATIVE mode), 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. Random pieces drop from the top of the pit and fall until they land on another piece or on 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

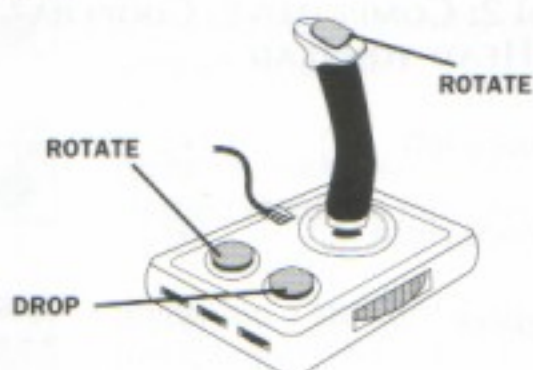
Completing 2 lines
4 bombs

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, using the control method you chose under *Set Controls...* on the **Options** menu. You can maneuver pieces using a Gravis MouseStick 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	←	J
Move piece right	6	→	L
Rotate piece	5	↑	K
Drop piece	0 2	↓	, Spacebar
Left and down	1		M
Right and down	3		.

Control 1: COMPETITIVE, COOPERATIVE & HEAD-TO-HEAD

Move piece left	A
Move piece right	D

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

Pantomime.

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

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

Rotate piece [S]

Drop piece [X] [Spacebar]

Left and down [Z]

Right and down [C]

Control 2: COMPETITIVE, COOPERATIVE & HEAD-TO-HEAD

Move piece left [4] [←] [J]

Move piece right [6] [→] [L]

Rotate piece [5] [↑] [K]

Drop piece [2] [↓] [J]

Left and down [1] [M]

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 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 shaped liked the next piece.



gives you a straight 4-square piece before the next 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

In one of his acts, Vladimir Duroff played what role?

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.

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

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.

finished. Each time you complete a level, you will be awarded a point bonus before going to the next level, where you will be given more pieces to finish the new level.

You lose the level and the game 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.

During a HEAD-TO-HEAD game, you lose the level, but not the game, if the other player completes his first level.

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 the pieces fall more quickly. In addition, new treasure types are introduced at higher difficulty levels.

Scoring

Points are awarded for each piece that falls, for the speed at which the pieces fall, for each line completed, 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 you don't choose DISPLAY NEXT PIECE.

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

Then the speed that each piece falls is calculated and multiplied by the level. If you don't choose `DISPLAY NEXT PIECE`, 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, you move to the High Scores screen for the game mode you chose (`SINGLE PLAYER UNTIMED`, `SINGLE PLAYER 5 MINUTES`, `SINGLE PLAYER 10 MINUTES`, `SINGLE PLAYER 15 MINUTES`, `COOPERATIVE`, `COMPETITIVE` or `HEAD-TO-HEAD`). 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. In the color version, your current score will appear in a different color.

What type of clown appeared first in a Russian circus?

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.

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

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.

Press any key or click the mouse to go to the Configuration screen.

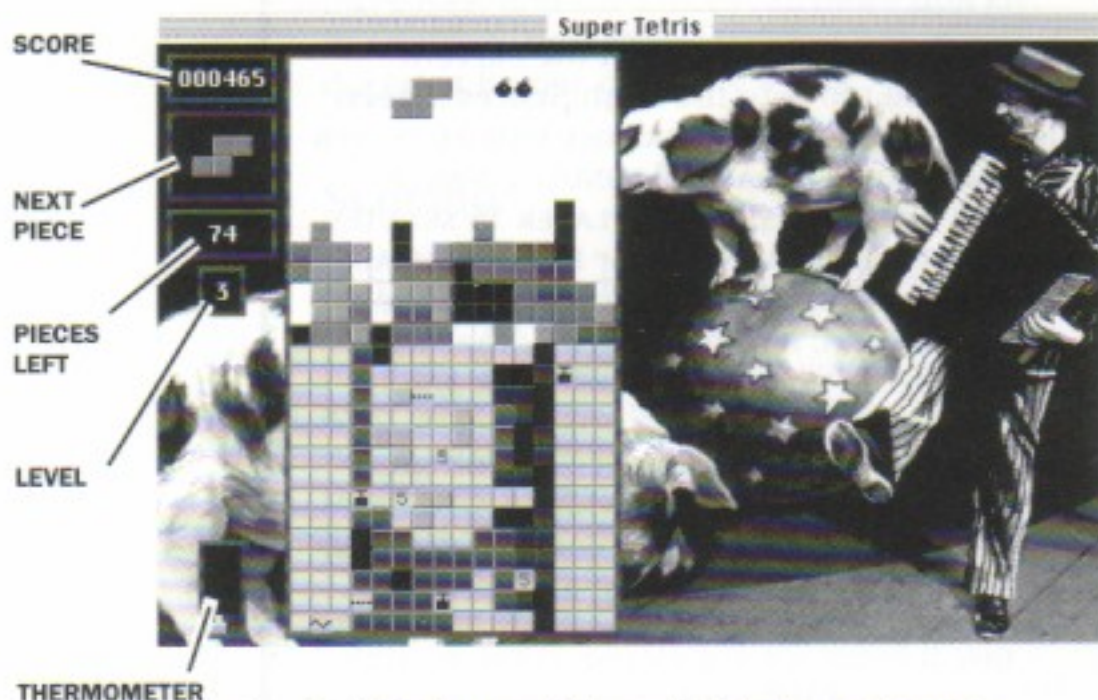
Choose ERASE HIGH SCORES from the **File** menu to erase the current High Scores.

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. The time remaining will be displayed in a box at the top right-hand side of the pit. During the last five seconds of the game, you will hear a countdown: "5-4-3-2-1!" if sounds are turned on.

COOPERATIVE Mode

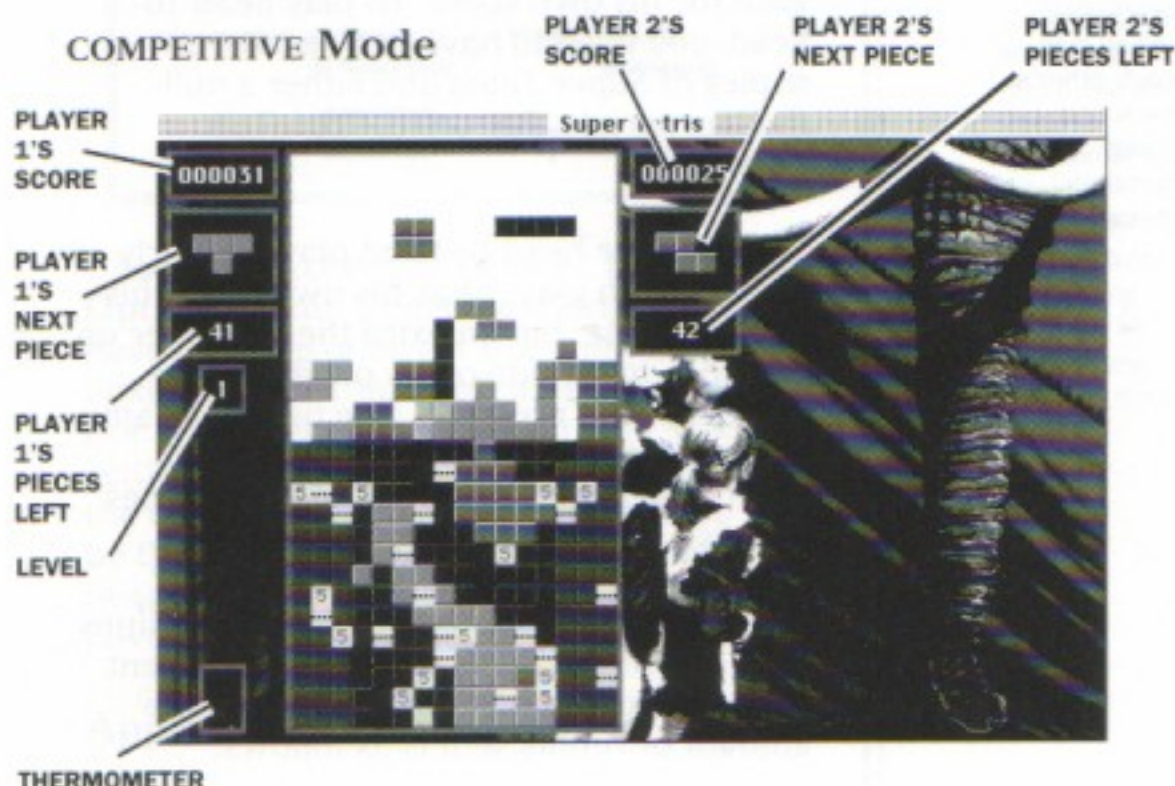


In this form of *Super Tetris*, two players share the same game, the same score, and

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 own piece, with both working together to win the game.

What is another name for a tightrope walker?

Funambulist.



In this form of *Super Tetris*, two players compete on the same computer, each with his or her own pool of 50 pieces, each for his or her own score. The pit is wider than in SINGLE PLAYER mode — 16 squares instead of 10 — so that two pieces can fall at the same time.

Each player controls his own piece, working to score points for himself by completing a line before his opponent can. Each player can also keep the other player from scoring by creating an arrangement his opponent's falling piece won't fit or by using bombs to erase his opponent's pieces.

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

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

The game is over when one player's pieces reach the top of the pit. The other player then gets the bonus for the number of pieces left.

HEAD-TO-HEAD Mode

In this form of *Super Tetris*, two computers are connected so that two players compete, each for his own score. To play head-to-head, you need to have two registered copies of *Super Tetris* and either a null-modem serial cable or an AppleTalk network.

The rules for head-to-head play are fairly simple. Each player has his own pit on his own machine, but an extra thermometer on the right-hand side of his pit shows the other player's progress. The pit is the same as in SINGLE PLAYER mode: 10 squares in width. Each player has a pool of 50 pieces to finish each level.

If a player manages to complete 3 or 4 lines with one *Super Tetris* piece, rubble is sent to the bottom of his opponent's pit. The amount of rubble sent is as follows:

3 lines completed = 1 line sent

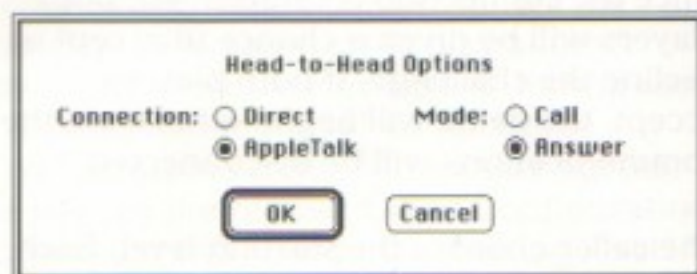
4 lines completed = 2 lines sent

The rubble that is sent makes it more difficult for the other player to complete the level, thus denying him the bonus points awarded for finishing first. The rubble is added to the other pit from the bottom.

The first player to complete a level earns bonus points equal to 100 times the number of lines left in his opponent's pit. Then both players move to the next level. No bonus points are awarded for leftover pieces.

To play head-to-head *Super Tetris*, select HEAD-TO-HEAD from the Game Configuration screen. The Macintosh version of *Super Tetris* is not compatible head-to-head with the IBM version.

Head-to-Head Setup



Choose SET COMMUNICATIONS... from the **Options** menu. Under Connection you have a choice of DIRECT (for computers linked by a null-modem cable) or APPLETALK (for computers in a network). The Mode setting determines whose computer will be the calling computer (CALL) and whose will be the answering computer (ANSWER). HEAD-TO-HEAD competition must always have one caller and one answerer.

AppleTalk Network

The game will search the network for other Macs seeking opponents. You may then select an opponent and challenge him or her to a game. Click NEXT PLAYER to cycle through the available opponents. Click SELECT to initiate a challenge. Other players on the network can also challenge you to a game. If an attempt is made to play with both computers set to CALL or both set to ANSWER, the game will abort and return to the Game Configuration screen. In this event, change the setting on one of the computers and re-establish the connection.

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

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.

One of the Duroff Brothers was named Vladimir. What was his brother's name?

Anatoly. The brothers developed the genre of clown-satirist, mixing political criticism with comic animal acts.

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

Eleven. Only one in 70 is accepted.

If there are no other *Super Tetris* players on the network, no names will appear on the opponent selection dialog box. You can click NEXT PLAYER to check whether any players have appeared on the network since the dialog box first opened. Click CANCEL to exit.

Once the connection is established, both players will be given a chance to accept or decline the challenge. If both players accept, the game will begin; otherwise, the communications will be disconnected.

The caller chooses the starting level. Each player gets to choose for himself whether to have sound effects or music, what control device to use, and whether DISPLAY NEXT PIECE is turned on.

Playing Head-to-Head Super Tetris

After the connection is established, you will receive an acknowledgement of your opponent's name and the level you will be starting at. The Accept/Decline dialog box appears, letting you choose whether to go ahead or back out. If you accept the game, the message "Waiting for Synchronization" will appear on both screens to let both players know that the computers are setting up for play. This will be followed by the message, "Start Head-to-Head!" It's time to start the game.

If there is any problem with the connection, the program will time out after three minutes.

Ending a Head-to-Head Game

When pieces stack to the top of one player's pit, the message, "Game Over" appears on both screens. This is followed by the

message, "You won!" on the winner's screen and "<Name> won!" on the loser's screen. The HEAD-TO-HEAD High Scores screen appears at the end of the head-to-head game. The screen shows the top ten HEAD-TO-HEAD players' names and scores.

After pressing any key to leave the High Scores screen, each player will see the message, "Do you wish to play another game?" If the answerer agrees, he will see "Waiting for response" on his Game Configuration screen. If the caller agrees, he will see the regular Game Configuration screen and can change the starting level if he chooses.

If the caller clicks on NEW GAME, then the game continues as before with the Accept/Decline dialog box.

Strategy

Super Tetris, like *Tetris*, is both so simple and so addictive that you're bound to develop your own strategies, but here are a few different ideas to start you off:

Pit and Pieces

- Since you only have seven shapes to work with, try to avoid forming empty areas where no piece can possibly fit.
- If you get a run of pieces that won't complete lines for you, try to stack them together on one side of the pit, leaving as much open space as possible for later pieces to fill in.
- Be sure not to create holes on both sides of the pit or else you'll have to fill in both holes to complete lines.

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

Vitaly Lazarenko. He earned the title by entertaining and inciting Bolshevik forces on the frontlines of the Russian revolution.

What street in Moscow is named after circus performers?

Duroff Street.

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

- Use the diagonal keys to move a piece into an oddly shaped hole that you couldn't ordinarily fill with just a straight drop.
- Try not to stack pieces over holes in the rubble because you will eventually have to get a piece into those holes.
- If you're getting near the end of a level and you have enough pieces and time left, clear away as much of the pieces remaining in the pit before you complete the level — because any left-over pieces are carried to the next level and because you also get a bonus for the white space above the water line.

Bombs

- Don't forget that you can move a bomb cluster after the first bomb explodes.
- Similarly, don't forget that you can rotate a bomb cluster around its original center point after the first bomb explodes.
- Try to set up your holes so you'll be able to complete more than one line when you get the right piece. It means far more bombs!
- Use your bombs to clear your mistakes. If you had to leave an empty space which then got covered over, blast the covering squares away to regain the chance to fill the hole.
- Don't use bombs to blow out squares below the top of the rubble under the water line. If you have squares overhanging each other, it makes it more difficult to fit pieces into complete lines.
- In a cooperative game, if one player gets a bomb, it can be used to blow up squares in the other player's piece so that the piece will fit in the pit better.
- One way to use a bomb wisely is in anticipation of the next piece. You can blast away the correctly shaped space that the next piece will fit in.

Treasures

- Use your treasures to clear away any mistakes. *Super Tetris* is much more forgiving than *Tetris*, so take advantage of that.
- Since treasures must be detonated by a bomb, don't forget that you can also move a bomb sideways into a treasure as well as from directly above.
- Going after a Remove Line treasure is almost always a good thing. The only drawback is that you don't get any points for completing the line.
- At the higher levels, you definitely need to go after the Add Pieces treasure. Otherwise, you'll probably run out of pieces before completing the level.

The Final Goal

- But the bottom line, so to speak, is to complete lines below the water line. Of course, you want the pieces to fit together well, but don't get too caught up in the jigsaw aspects of *Super Tetris*. Otherwise, you will run out of pieces because you spent all of them making lines **above** the water line.

Which intellectual movement adopted the circus as the model for a new theater?

Futurism. In 1913, Futurism embraced the circus as a model for a new theater, impressed by the "abysses of the ridiculous" and the "whole gamut of stupidity, imbecility and absurdity" as well as the "whole gamut of laughter and smiles."

SPECTRUM HOLOBYTE® NINETY-DAY LIMITED WARRANTY

To the original purchaser only, Spectrum HoloByte warrants the magnetic diskette on which this software product is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the diskette should become defective, it may be returned to Spectrum HoloByte for a replacement without charge, provided you have previously sent in your Warranty Registration Card to Spectrum HoloByte or send proof of purchase of the program.

Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the diskette as provided above. If failure of a diskette has resulted from accident, abuse or neglect, Spectrum HoloByte shall have no responsibility to replace the diskette under terms of this limited warranty.

If the diskette should fail after the original ninety-day limited warranty period has expired, you may return the diskette to Spectrum HoloByte accompanied by a check or money order for the applicable replacement fee as outlined on the Warranty Registration Card, a brief statement describing the defect, and your return address. Spectrum HoloByte will replace the diskette provided that you have previously returned your Warranty Registration Card to Spectrum HoloByte, and the diskette retains the original product label.

ANY IMPLIED WARRANTIES RELATING TO THE DISKETTE, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM DATE OF PURCHASE. PUBLISHER SHALL NOT BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MIGHT NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Super Tetris for Macintosh © 1992 Spectrum HoloByte, Inc. All rights reserved. Tetris © 1987 V/O Electronorgtechnica (Elorg). All rights reserved. Super Tetris is a trademark and Tetris is a registered trademark of Spectrum HoloByte, Inc. Head to Head® is a registered trademark of Hasbro, Inc. and is used under license. Other trademarks are the property of their respective holders.

CUSTOMER SUPPORT

If you have any questions about *Super Tetris* or any of our other products, please contact Spectrum HoloByte Customer Support at:

✉ Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501
ATTN: Customer Support

☎ (510)522-1164
9:00 AM to 5:00 PM Pacific Time
Monday through Friday
📠 Fax (510)522-3587

America Online:

To reach our Customer Support board in the Industry Connection, press **Ctrl****K** for "Go to Keyboard." Then type **SPECTRUM** in the Keyword window. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Software Libraries." You can also send electronic mail to Customer Support at **S HOLOBYTE**.

CompuServe:

To reach our Customer Support board in the Game Publishers B Forum, type **GO GAMPUB** at any "!" prompt. Then select "Section 3" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Libraries (Files)" menu. You can send electronic mail to Customer Support at **76004,2144**.

If you are not already a member of CompuServe, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #142 for your free introductory membership and \$15 usage credit. Besides online support of *Super Tetris* and our other Spectrum HoloByte products, CompuServe offers many other services including communications, hardware/software support, travel, reference libraries and more.

Genie:

To reach our Customer Support board in the Games RoundTable, type **M805;1** at any "?" prompt. Then select "Category 18" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Games RoundTable Libraries." You can also send electronic mail to Customer Support at **HOLOBYTE**.

Internet:

You can send electronic mail to Customer Support at **76004.2144@compuserve.com**.

Prodigy:

You can post and read messages in the "Miscellaneous M-Z" topic on the Game Club bulletin board (located in the Game Center area). You can also send electronic mail to Customer Support at **TKNJ33A**.

If you are having problems with *Super Tetris*, we can best help you if (1) you are at your computer when you call, and (2) you have the following information handy:

- Version number or serial number of *Super Tetris*
- Your Macintosh model name
- Total RAM installed in your Macintosh
- System version
- Name and version number of any INITs or extensions installed in your System Folder
- Video card brand and model name

