



TETRIS

I N S T R U C T I O N S

OBJECT

Quickly fill your gameboard with the most Tetris blocks.

GAMEBOARD ASSEMBLY

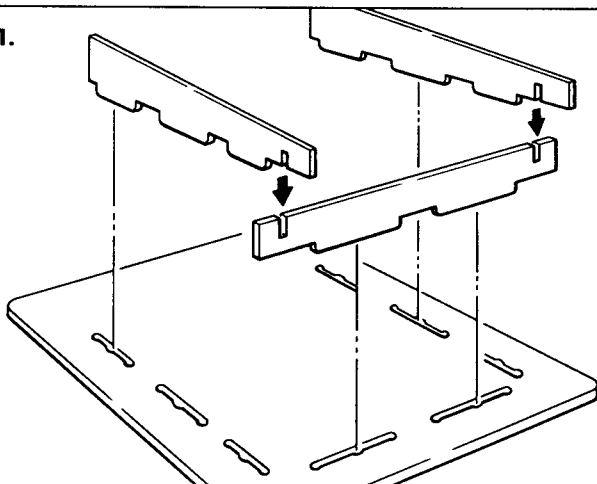
Carefully punch out a gameboard and 3 bases from each of the 4 cardboard sheets. Assemble the 3 bases to the bottom of each gameboard as shown in Figure 1.

SETUP

Tetris "blocks" come in a variety of shapes including beams, boxes, T-bars, L-blocks and zig-zags! Put all Tetris blocks into the small Tetris box. Place the box within easy reach of all players.

Each player takes a gameboard. The youngest player yells "GO" to start the game.

FIGURE 1.



HOW TO PLAY

Take a Tetris Block

Quickly, and all at the same time—each player grabs one block from the Tetris box. Each player must use only one hand to do this. Once a block is picked up, it cannot be put back in the box. Then players try to place the blocks on their gameboard grids. See *Block Placement* section for details.

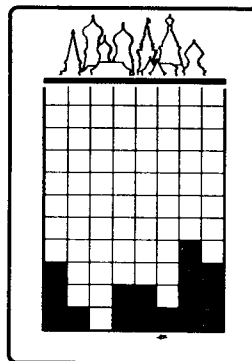
If you don't want to use your block, you can give it to an opponent instead. See *Block Giveaway* section on the reverse side of this sheet for details.

As soon as you place or give away your block, quickly grab another one from the box. All players continue in this manner.

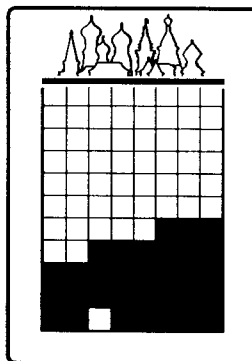
Block Placement

Each Tetris block you place on your gameboard grid must cover at least one square on the bottom row, or touch another block on at least one side. See Figure 2.

FIGURE 2. Placing a Block



In this example, an L-block is placed on the bottom row.



In this example, the L-block is placed against other blocks.

Block Placement (continued)

- Each block must completely cover 4 gameboard squares. Blocks cannot overlap each other.
- Blocks may be placed horizontally or vertically on the gameboard grid.
- No part of a block can be placed outside of the gameboard grid.
- Blocks must be placed on the gameboard color side up. It doesn't matter which color blocks you use.
- Once you place a block and let go of it, it cannot be moved.
- You may leave open areas on your gameboard grid. These open areas may be filled in later, even if they are surrounded by blocks. See Figure 3.

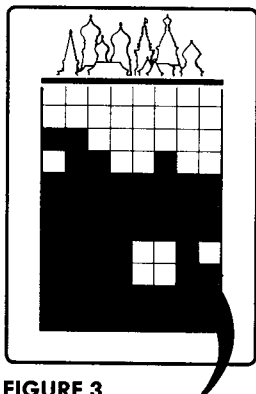


FIGURE 3.
It's not too late to place a square block here.

Block Giveaway

If you pick a block that you don't want (or one you think an opponent doesn't want!) you may give it to an opponent. Place the unwanted block at the top of any opponent's gameboard as shown in Figure 4. Important: Only one block can be in this area at one time.

If an opponent places a block at the top of your gameboard, you must use it. You cannot pass it on to another player.

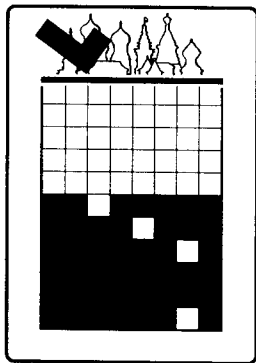


FIGURE 4.
Place a block on an opponent's gameboard anywhere above the red line.

If an opponent places a block at the top of your gameboard, you must use that block next—instead of taking one out of the box. If you already have a block in your hand, play it as usual, then place the block your opponent gave you.

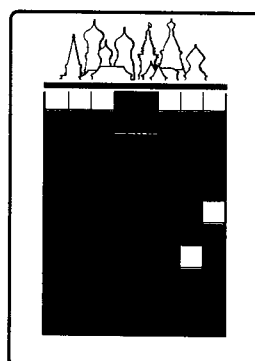
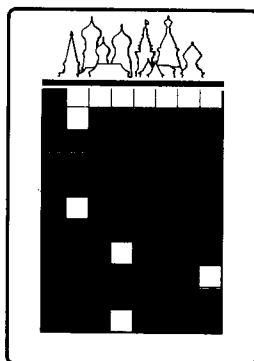
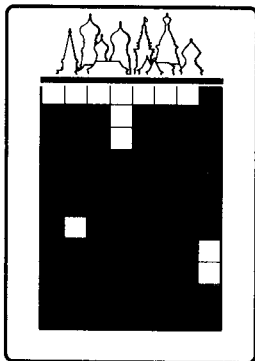
End of the Game

The game ends as soon as one player covers one or more squares on the top row of his or her gameboard grid. See Figure 5. At that point, the player yells "TETRIS!"

Remember, it's your goal to cover as many squares as possible before reaching the top row. Try not to build up one area of the gameboard too quickly or you may find yourself at the top row before you want to be.

FIGURE 5.

Here are several examples of ending a game.

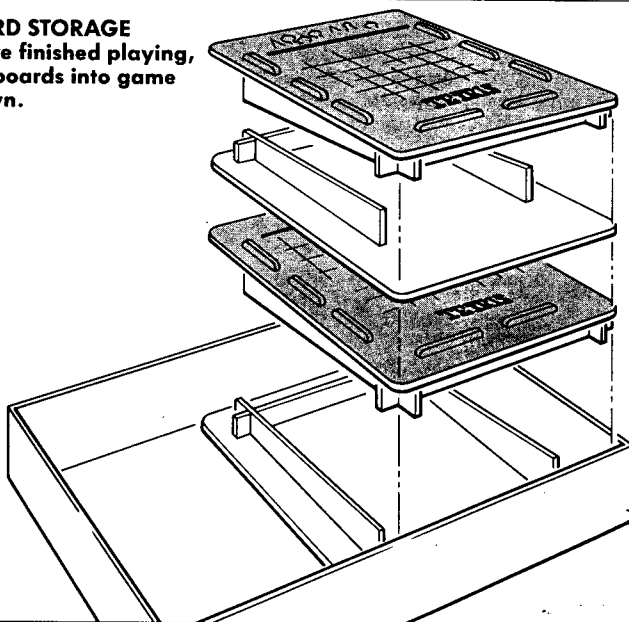


TETRIS SKILL LEVEL CHART

4-8 Uncovered Squares	BLOCK STAR!
12-16 Uncovered Squares	BLOCK JOCK!
20-24 Uncovered Squares	STARTING BLOCK!
28 or More Uncovered Squares	BLOCKHEAD!

GAMEBOARD STORAGE

When you've finished playing, stack gameboards into game box as shown.



WINNING THE GAME

Each player counts up the number of squares on his or her gameboard *not covered* by a block. The player with the fewest uncovered squares wins the game!

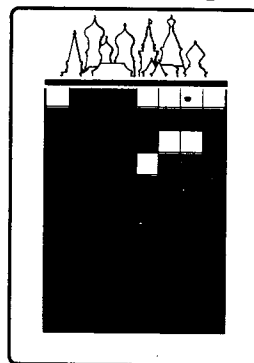


FIGURE 6.
Example: This player has 8 uncovered squares.