



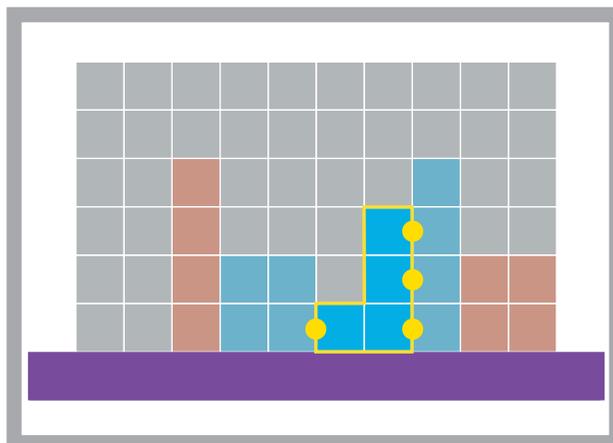
2 players
Age 6+

ADVANCED LEVEL SCORING - SCORING POINTS

In both **GAME 1: SPEED & GAME 2: COUNTDOWN**, there are **three ways of SCORING POINTS**:

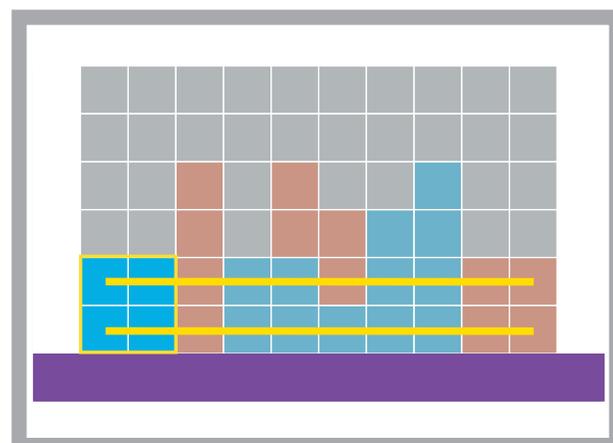
1. Playing a Tetrimino which lands touching one (or more) of the same colour, scores 1 push of the "+" button for each horizontal or vertical "touch point" (●) connection made. Play then passes to the other player.

4 touch points created. Score = 4 pushes of the "+" button



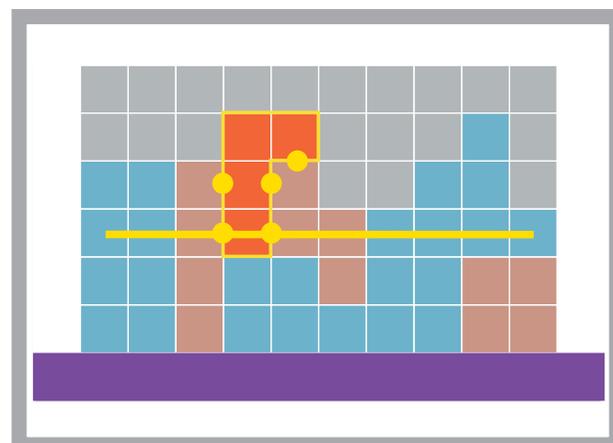
2. Playing a Tetrimino which completes a full row (or rows) across the Matrix in any combination of colours, scores 3 pushes of the "+" button for each row created. The player is awarded another turn.

2 rows created. Score = 6 pushes of the "+" button



3. Playing a Tetrimino which lands touching one (or more) of the same colour AND completes a full row (or rows) across the Matrix in any combination of colours, scores 1 push of the "+" button for each horizontal or vertical "touch point" connection made and 3 pushes of the "+" button for each row created. The player is awarded another turn.

1 row and 5 touch points created. Score = 8 pushes of the "+" button



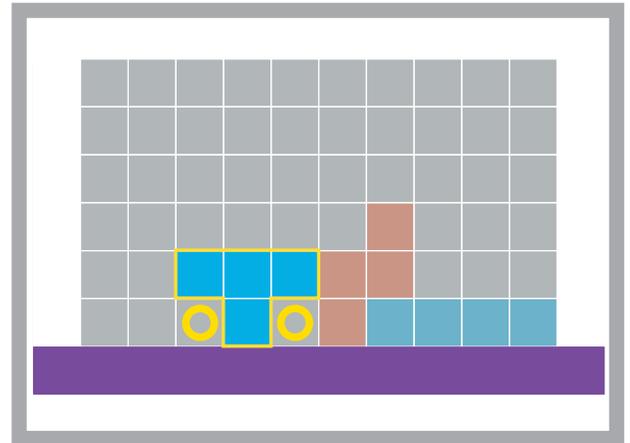
NOTE: Each time a full row is created, make sure to slide the Row Counter to the top of that row to help remember the position of the last full completed row.

ADVANCED LEVEL SCORING - LOSING POINTS

In the advanced game, LOSING POINTS are played exactly as the standard rules.

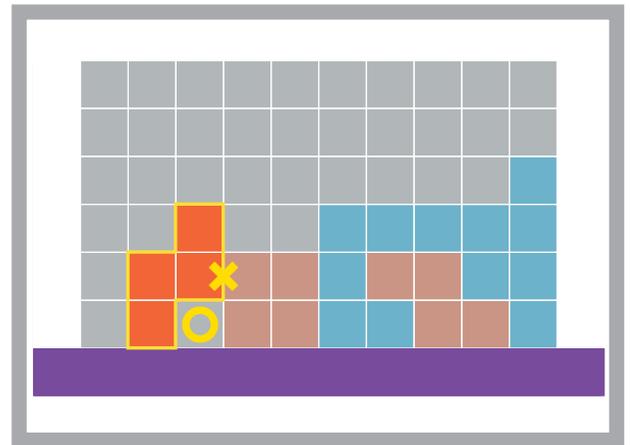
1. For playing a Tetrimino which lands leaving an unfillable hole(s) below it (○), the player must press the "-" button 1 time for EACH hole created. Play then passes to the other player.

2 holes created. Score = 2 pushes of the "-" button



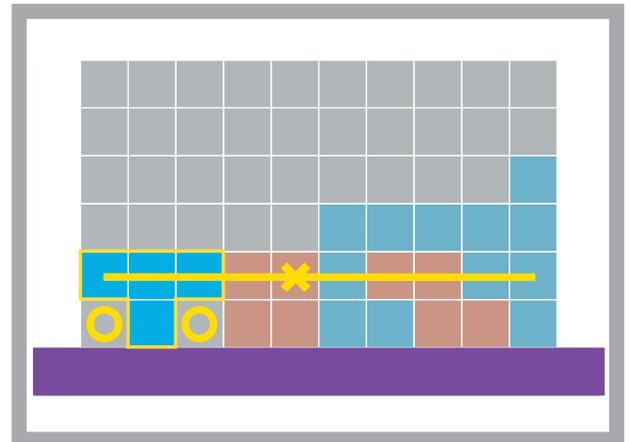
2. For playing a Tetrimino which lands touching one (or more) of the same colour BUT creates an unfillable hole(s) below it, the player must press the "-" button 1 time for EACH hole created but DOES NOT score any points for the touching Tetriminos. Play then passes to the other player.

1 hole and 1 touch point created. Score = 1 push of the "-" button



3. For playing a Tetrimino which lands creating a full row (or rows) across the Matrix BUT leaves an unfillable hole(s) below it, the player must press the "-" button 1 time for EACH hole created but DOES NOT score any points for the rows created. Play then passes to the other player.

2 holes and 1 row created. Score = 2 pushes of the "-" button



NOTE: If a player is unfortunate to play a series of Tetriminos which lose points, it is possible that their score could become negative. This will be indicated by a "-" in front of their score.



TETRIS ® & © 1985-2019 Tetris Holding. Tetris logos and Tetriminos are trademarks of Tetris Holding. The Tetris trade dress is owned by Tetris Holding. Licensed to The Tetris Company. Tetris Game Design by Alexey Pajitnov. Tetris Logo Design by Roger Dean. All Rights Reserved. © 2017 & 2019 John Adams Leisure Ltd.