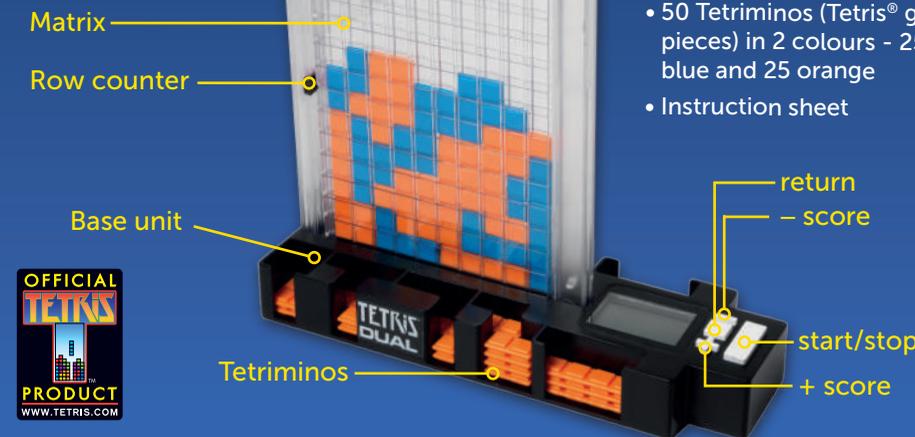


TETRIS[®] DUAL

2 players
Age 6+

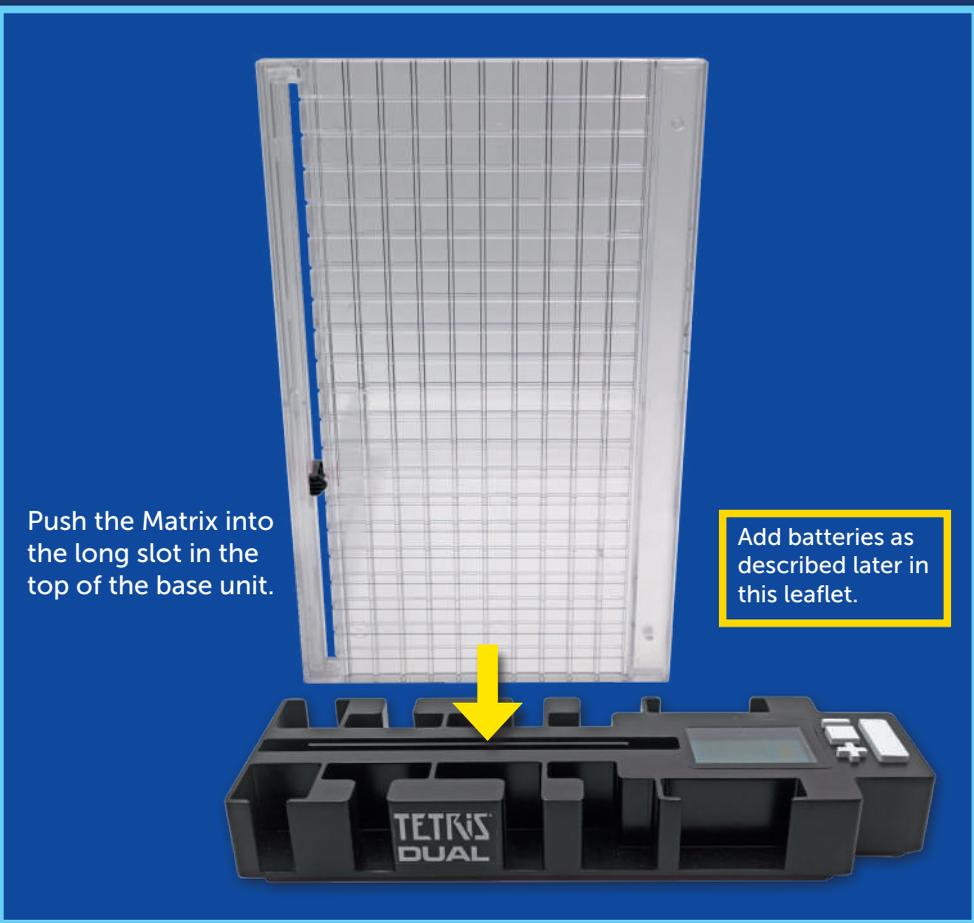
Welcome to TETRIS[®] DUAL, the head to head table top strategy game, based on Tetris[®], one of the most popular electronic games of all time.



Contents:

- Base unit with LCD screen and control buttons
- Clear plastic Matrix (play grid) with row count slider
- 50 Tetriminos (Tetris[®] game pieces) in 2 colours - 25 blue and 25 orange
- Instruction sheet

Setting up:



Object of the game:

Players take turns to play the geometric Tetrimino shapes, which are displayed on the LCD screen, by dropping them into the Matrix. Score points by placing a piece next to one of your own colour, but score more points by completing a full row across the Matrix.

- **Game 1 SPEED** – with only 60 seconds to complete each turn, lose points if the timer runs out before you complete your go.
- **Game 2 COUNTDOWN** – with a running countdown timer, score bonus points if you complete the game with the most time remaining.

Getting started:

The players decide who will be orange and who will be blue and take all of the Tetriminos of that colour and place them into the storage slots on their side of the base unit. There are 25 Tetriminos for each player (5 each of 5 Tetrimino shapes). Each shape is worth a different amount of points and each press of the “+” or “-” buttons adds/deducts the “value” of the shape to or from a player’s score.

| | | | | | |
|--|---------------------------------|--|---------------------------------|--|---|
| | I-Tetrimino worth 100 points | | T-Tetrimino worth 125 points | | O-Tetrimino worth 75 points |
| | S-Tetrimino worth 175 points | | L-Tetrimino worth 150 points | | You choose any Tetrimino worth 50 points |

Control Buttons

The game is controlled using the following buttons:

- “-” symbol - to subtract points from a player’s score.
- “Return” button – to pass play to the other player.
- “Start/Stop” button – to start and stop play.
- “+” symbol – to add points to a player’s score.

Game Selection

Press the Start/Stop button once. Select the game you wish to play as follows:

- Each time the unit is switched on it will automatically default to Game 1: SPEED, indicated by “P1” displayed on the LCD screen. To play this game, press the Start/Stop button one more time and the game will begin.

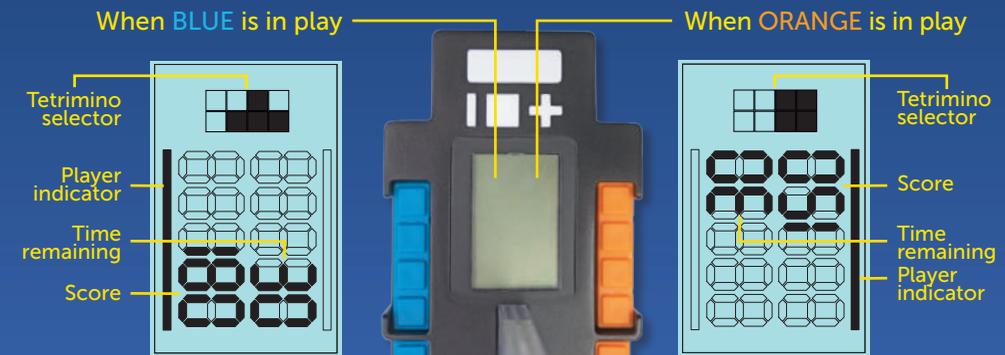
OR

- To select Game 2: COUNTDOWN, hold down the “+” or “-” button and press and release the Start/Stop button. “P2” will now be shown on the LCD screen. To play this game, press the Start/Stop button one more time and the game will begin.

If at any point the Start/Stop button is pressed for three seconds the game unit will power down.

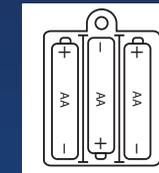
LCD Screen

The LCD screen contains the following information:



- Player Indicator – this bar will flash to indicate which player is in play.
- Tetrimino Selector – shows the player which Tetrimino shape they should play.
- Score / timer display – the display will show the player’s current score and time remaining.

Battery information:



TETRIS[®] DUAL requires 3xAA batteries (not supplied). We recommend alkaline batteries for optimum performance. An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and – markings inside the compartment.

- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.

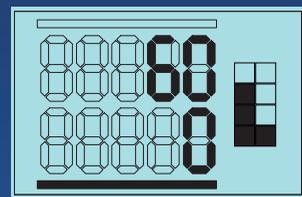


Disposal of old electrical and electronic equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to the appliance collection point of a recycling centre for electronic and electrical equipment. For more detailed information about recycling of this product, contact your local Civic Office, your household waste disposal service or the place you purchased this item from.

Game 1: Speed

Starting the Game:

1. Select Game 1 by following the instructions described earlier in this leaflet.
2. Whichever colour player is in play (indicated by the Player Indicator on the LCD screen), the screen will display a 60 second timer.
3. The screen also shows the Tetrimino that must be played – in the picture below, the “L” shape Tetrimino should be played.
4. The player must now take one of their plastic Tetrimino game pieces which matches the shape shown on the screen and drop it into the clear plastic Matrix.
5. NOTE: If the “You Choose” shape is shown  on the screen, that player can play whichever shaped Tetrimino they wish.



6. In Game 1: Speed, each player has 60 seconds to complete their whole turn including any subsequent Tetriminos they are allowed to play (see “scoring” later). If a player doesn’t complete their turn within 60 seconds, an alarm will sound and the unit will automatically deduct twice the value of the “Tetrimino in play” from their points total. The unit will then automatically pass play to the other player.
7. After dropping the Tetrimino into the Matrix:
 - a. if that move has scored points, the player presses the “+” button the appropriate number of times – see “scoring” later in this leaflet.

OR

 - b. if that move has resulted in a loss of points, the player presses the “-” button the appropriate number of times – see “scoring” later in this leaflet.

OR

 - c. If a move has resulted in no points being awarded, the player’s turn is over and they should now press the Return button to pass play to the other player.

NOTE: As the game progresses, if a player has used up all of certain Tetrimino shapes and they are asked to play a shape they do not have, their turn is over and they should press Return to pass play to the other player.

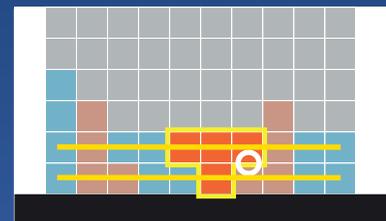
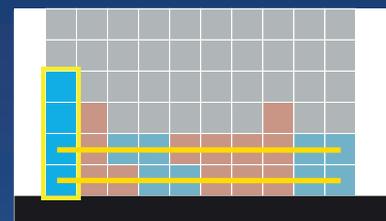
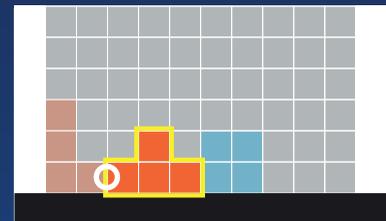
SCORING: Beginner level scoring

There are three ways of scoring points:

1. If a player plays a Tetrimino which lands in the Matrix touching one or more Tetriminos of the same colour, they score one push of the “+” score button. That player’s turn is now over. Press the Return button to pass play.
2. If a player plays a Tetrimino which completes a full row (or rows) across the Matrix they score three pushes of the “+” score button for EACH complete row they have made. A row can contain any combination of the two Tetrimino colours, the row does not have to be made solely of that player’s colour pieces. That player is also awarded another turn.
3. If a player plays a Tetrimino which touches one or more Tetriminos of the same colour and they have ALSO completed a full row (or rows) across the Matrix, they are awarded one push of the “+” score button for the touching shape PLUS three pushes of the “+” score button for EACH complete row they have made. That player is also awarded another turn.

NOTE: As mentioned, if a player completes one or multiple full rows, they are awarded another turn. They must play the new Tetrimino shown on their LCD screen, BUT that new Tetrimino must be played and scored within the player’s original 60 second countdown.

Each time a row is completed, make sure to slide the row indicator arrow to the top of that row to help remember the position of the last full completed row.



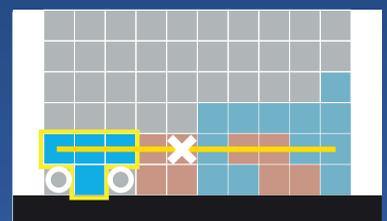
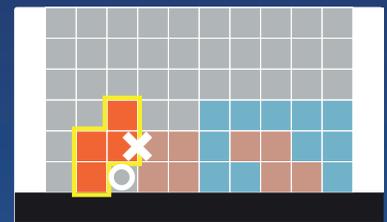
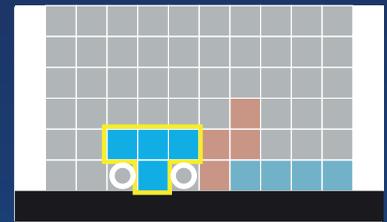
Beginner level scoring

There are three ways of LOSING POINTS:

1. If a player plays a Tetrimino which lands in the Matrix leaving a space or spaces underneath it which will be impossible to fill with another playing piece, that player must deduct one push of the “-” button for EACH space they have left. That player’s turn is now over.
2. If a player plays a Tetrimino which lands in the Matrix leaving a space or spaces underneath it which will be impossible to fill with another playing piece BUT in doing so is touching another Tetrimino of the same colour, they must push the “-” button for EACH space they have left (as mentioned in 1), then play passes to their opponent. They DO NOT score points for touching a Tetrimino of the same colour.
3. If a player plays a Tetrimino leaving a space or spaces underneath it which will be impossible to fill with another playing piece, BUT they have created a full row across the Matrix, they must push the “-” button for EACH space they have left (as mentioned in 1), then play passes to their opponent. They DO NOT score points or get another turn for completing a full row.

NOTE if a player is unfortunate to play a series of Tetriminos which lose points, there is a possibility that their score may go negative. This will be indicated by a “-” symbol in front of their score.

NOTE: We have also created ADVANCED LEVEL scoring rules for these games. To download these details, please visit our web site www.johnadams.co.uk



When a player’s turn is over:

- Once a player’s turn has been completed, they press their Return button to pass play to their opponent. The Player Indicator changes to show that the other player is now in play and the screen commences the 60 second timer. The screen also shows the Tetrimino that the player must drop into the Matrix.
- Play repeats in this manner, passing back and forth between players.

Ending the Game:

- As soon as a player has used up all their Tetriminos or the Matrix is full and no more pieces can be played, the game is over. **NOTE: Tetriminos cannot stick out of the top of the Matrix. At this point, the Start/Stop button is pressed to end the game.**
- The highest scoring player’s Player Indicator will flash along with their score to show that they are the winner.
- If there is a draw, both players’ Player Indicators and scores will flash.

New game:

Game 1 can be replayed or Game 2 can be selected by following the game selection instructions described earlier in this leaflet.

Game 2: Countdown

Starting the Game:

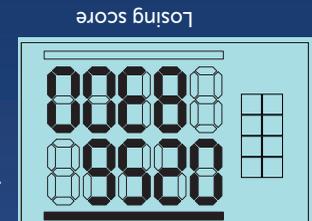
- Select Game 2 by following the instructions described earlier in this leaflet.
- Game 2: Countdown is played and scored exactly the same as Game 1, but rather than having a 60 second timer which resets each time play passes to the opposing player, in this game, each player starts with a 1200 second timer.
- Each time a player is in play, their timer continues to count down and stops only after their turn has been completed and they press the Return button to pass play to the other player.
- Once a player is back in play, their timer resumes from where it left off, displaying their current remaining time on the display screen.

Ending the Game:

- As soon as a player has successfully played all their Tetriminos or the Matrix is full and no more pieces can be played, the game is over. NOTE - Tetriminos cannot stick out of the top of the Matrix. At this point, the Start/Stop button should be pressed to end the game.
- The unit will compare both players remaining COUNTDOWN time and will automatically add 500 points to the score of the player who has the most time remaining from their original 1200 seconds.
- Both players’ scores will be displayed. The highest scoring player’s score and Player Indicator will flash.

New game:

Game 2 can be replayed or Game 1 can be selected by following the game selection instructions described earlier in this leaflet.



Winning score

QUICKSTART RULES - HOW TO PLAY

- Decide which player will be orange and which will be blue.
- Share out the corresponding colour Tetriminos between players.
- Press the Start/Stop button.
- Press the Start/Stop button again to play Game 1: Speed.
- To select Game 2: Countdown, hold down the “+” or “-” button and press and release the Start/Stop button.
- The player in play will be indicated by the bar on their side of the screen.
- The screen will show a Tetrimino shape. The player must drop that shape into the Matrix. Note that towards the end of the game, a player may not have any of the required shapes. In this case, their turn is over.
- Once a player plays a Tetrimino, if that move does not result in scoring points, then their turn is over.

SCORING & PASSING PLAY

- A player scores one press of the “+” button if the Tetrimino they played lands in a position so that horizontally or vertically it is touching another Tetrimino(s) of the same colour. Their turn is then over.
- If a player plays a Tetrimino which completes one or multiple rows across the Matrix (the row can contain any colour combination of pieces), they score three presses of the “+” button for EACH full row they have completed. That player also gets another turn, playing the new Tetrimino shape shown on their screen.
- Players lose points if they play a Tetrimino which leaves holes underneath the piece which will be impossible to fill. They press the “-” button once for EACH hole they have left. Their turn is then over.
- Once a player’s turn is over, they press the Return button to pass play to the opposing player.

GAME END

- Play continues in this manner until one player has played all their Tetriminos OR it is not possible to fit any more Tetriminos into the Matrix.
- Press the Start/Stop button to end the game and show the winner.



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