TETRIS® DUAL, the popular electronic Matrix games of all time.

Based on Tetris®, one of the most Base unit

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

**Welcome to TETRIS® DUAL:**

To reach the Matrix intake (left in the top of the base unit).

---

**Setting up:**

Push the Matrix into the long slot in the base unit. Push the Matrix into the long slot in the base unit.

---

**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.

---

**Get started:**

The players decide who will be orange and who will be blue and take all of the Tetriminos. Getting started:

**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…**

---

**Contents:**

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

---

**Welcome to TETRIS® DUAL:**

To reach the Matrix intake (left in the top of the base unit).

---

**Setting up:**

Push the Matrix into the long slot in the base unit. Push the Matrix into the long slot in the base unit.

---

**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.

---

**Get started:**

The players decide who will be orange and who will be blue and take all of the Tetriminos. Getting started:

**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…**

---

**Contents:**

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

---

**Welcome to TETRIS® DUAL:**

To reach the Matrix intake (left in the top of the base unit).

---

**Setting up:**

Push the Matrix into the long slot in the base unit. Push the Matrix into the long slot in the base unit.

---

**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.
SCORING: Beginner level scoring

1. If a player places a Tetrimino which lands in the Matrix and the row does not have to be made solely of that player's Tetriminos, the row is now over. Press the Return button to pass play.

2. If a player places a Tetrimino which completely fills with holes underneath it which will be impossible to fill with another piece, they press the “-” button once for EACH hole they have left. Their turn is then over.

3. If a player places a Tetrimino which completely fills the Matrix, the game is now over. Press the Return button to pass play.

There are three ways of LOSING POINTS:

• Players lose points if they play a Tetrimino which leaves holes underneath the piece which will not be possible to fill. They press the “-” button once for EACH hole they have left. Their turn is then over.

• If a player completes one or multiple rows, they score three pushes of the “+” score button. That player’s turn is then over.

• If a player’s turn is over, they press the Return button to pass play.

Scoring:

Each time a row is completed, make sure to slide the row indicator arrow to the top of that row to help remember the row was fulled. If the row does not have to be made solely of that player’s Tetriminos of the same colour and they have ALSO placed one or more Tetriminos of the same colour, they must push the “-” button for EACH space that is left underneath it which will be impossible to fill. That player’s turn is then over.

Each player can be awarded another turn.

There are three ways ofscoring points:

• Press the Start/Stop button once to replay Game 1: Speed.

• If the player presses the “+” button, points are scored to the score of the player who has the most time remaining from their original 1200 seconds. Each space that is left underneath it which will be impossible to fill will be awarded another turn.

• If the player presses the “-” button, points are scored to the score of the player who has the least time remaining from their original 1200 seconds. Each space that is left underneath it which will be impossible to fill will be awarded another turn.

• If a player plays a Tetrimino which lands in the Matrix and the row does not have to be made solely of that player’s Tetriminos, the row is now over. Press the Return button to pass play.

• If a player places a Tetrimino which completely fills the Matrix, the game is now over. Press the Return button to pass play.

• If a player completes one or multiple rows across the Matrix, they must push the “-” button for EACH space that will be impossible to fill with another piece. That player’s turn is then over.

• If a player places a Tetrimino which completely fills with holes underneath it which will be impossible to fill, they press the “-” button once for EACH hole they have left. Their turn is then over.

• If a player places a Tetrimino which completely fills the Matrix, the game is now over. Press the Return button to pass play.

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

GAME END

To see more of our range, please visit www.idealboardgames.co.uk