

you a preview of what piece is going to be shot out next. Hiding it makes the game more challenging. Pressing down will cause for a piece to quickly rush to the bottom of the puzzle. Great for speeding up the gameplay.

/Pieces/

As stated before, there are seven different pieces you will come across during the gameplay of Tetris. Some people name them from letters in the alphabet, while others simply remember them by their shapes. This section will detail each of the pieces, along with their rotation animations, and usefulness throughout the game.

\ Line Block /

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| | Probably one of the most useful pieces in the game. The line block is
| | the tallest available piece in the game as it is composed of four
| | blocks. It's almost necessary for gaining a "Tetris" four-line score,
| | and can easily fill in any long gaps during your puzzle frenzy. The
| | only true disadvantage is that its tall shape on higher speeds can
| | be fairly hard to rotate.

	Usefulness: ****
	Scarcity: *****
	Rotations: 2

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\ L Block /

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| | Although probably not as great as one would expect, L blocks do
| | have their frequent uses. In most cases, you'll use them to fill in
| | gaps of two blocks or greater. Perfect for filling in single nudges
| | in your lines, or rotating for the "7" shape.

	Usefulness: **
	Scarcity: **
	Rotations: 4

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\ J Block /

| | -----

| | Pretty much the exact opposite of the L block, the J block mirrors it
| | to every proportion. Used in the same situations, except for left-
| | handed scenarios. Again, you may find these useful throughout the
| | game, but there are much better pieces.

	Usefulness: **
	Scarcity: **
	Rotations: 4

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\ S Block /

| | | -----

| | Due to its resembling shape of an S, most people will find uses
| | for these small pieces. They can often fit into double-wide
| | gaps, or be rotated to fit along step-like shapes. Not too bad
| | of a piece.

across. Get 10 blocks to line across in an entire line, and the line will disappear. All blocks above the line will drop down 1. After you score 10 lines, the game speed will increase by one level. So let's say you're on level 0, and you score 10 lines, it will then increase to level 1. The process repeats itself. The game ends when you touch the top of the playing arena with blocks.

>> Before playing Mode A, you can select the starting speed (0 through 9).

>> You may also select a Music Type (1, 2, 3, or none).

- None of your top scores are saved during Tetris, although you may be able to input your name temporarily.

ENDING: Most mode A endings involve creatures flying around a castle. The highest score will show a rocket launching off the ground. However, most people use Mode A to brag and show off their highest Tetris scores.

/Mode B/

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This is a tad tougher, although lesser played mode of Tetris. It includes the same rules as above, except the game speed does not increase a level after gaining 10 lines. Instead, your goal is to score 25 lines within a certain game speed, and with certain random blocks spawned on the playing arena. The game ends if you reach the top of the screen with blocks, but you may also win once you score 25 lines.

>> Before playing Mode B, you can select the starting speed (0 through 9).

>> You must select a height (0, 1, 2, 3, 4, or 5).

-> Height determines how high the random blocks spawn in the playing arena.

>> You may also select a Music Type (1, 2, 3, or none).

- None of your top scores are saved during Tetris, although you may be able to input your name temporarily.

ENDING: Certain creatures and Nintendo characters appear on the screen on various ledges. Based on how high you score, more characters will appear. Mode B is great for getting a taste of variety as it can be VERY challenging on Level 9, Height 5.

/Scoring/

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Points are rewarded for scoring lines in Tetris. However, more "bonus" points are awarded for scoring multiple line bursts at once. For example, if you destroyed three Tetris lines at once, that would be a triple. The following table is the scoring totals for both games A & B.

LEVEL	0	1	2	3	4	5	6	7	8	9
Single	40	80	120	160	200	240	280	320	360	400
Double	100	200	300	400	500	600	700	800	900	1000
Triple	300	600	900	1200	1500	1800	2100	2400	2700	3000
TETRIS	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

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