



NTSC U/C

PlayStation®



THE NEXT

TETRIS™



WARNING

Read Before Using Your PlayStation® Game Console.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

Handling Your PlayStation® Disc:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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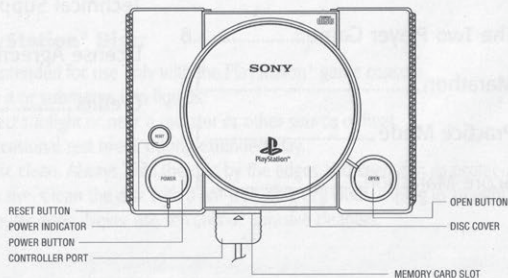
GETTING STARTED

Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

Note: You will need a memory card to save player data, such as high scores and ranking.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert *The Next Tetris* disc and close the disc cover.
4. Insert the game controllers (and memory card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the Start button.

Note: You will not be able to save your progress or game information if you don't use a memory card. Make sure there are at least two (2) free blocks on your memory card before beginning your game. You are not able to swap memory cards during play and you must leave the card in the first slot of your multi-tap if you are using one.



GAME CONTROLS FOR *THE NEXT TETRIS*™

L2 button = Lower music volume

L1 button = Raise music volume

Directional pad down = Drop piece down

Directional pad left = Slide piece left

Directional pad right = Slide piece right

Start button = Pause game and show menu

R2 button = Play previous music track

R1 button = Play next music track

● button = Rotate piece 90° clockwise

✖ button = Rotate piece 90° counter-clockwise

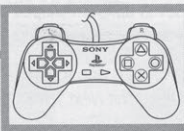
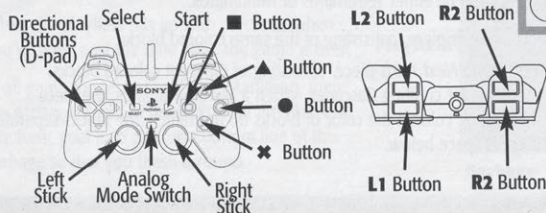
Note: If you are playing a Two Player game, you need a second game controller.

When you are at the Main Menu, use the following controls:

- Directional pad = Moves the cursor
- ✖ button = Confirm selection
- ▲ button = Cancel and return to previous screen

If you play a Two Player game with Dual Shock™ analog controllers, you can send a vibration to your opponent when you clear a line. The more lines you complete, the stronger the sensation. To turn off the vibration, please see page 16. (The left stick, right stick and analog switch are not used in this game.)

DUAL SHOCK™ ANALOG CONTROLLER



NOTE: You may have a controller that looks like this. If so, follow the digital instructions outlined above.

FROM TETRIS® TO THE NEXT TETRIS

More than 10 years ago, a fiendishly addictive puzzle game called *Tetris* was invented in the former Soviet Union. Alexey Pajitnov, *Tetris*' creator, had a lifelong love of puzzles and often programmed games to test new computer equipment. In 1985 he decided to program the traditional puzzle Pentamino in real time. After realizing that five-square blocks were too difficult to position in real time, Pajitnov decided to use seven shapes made up of four square blocks. The name *Tetris* thus comes from *tetra*, the Greek word for "four." The game made its way to the United States in 1988 and quickly became a best-selling phenomenon as people everywhere lost track of time while playing *Tetris*.

Now *Tetris* has returned once again with a new challenge: *The Next Tetris!* *The Next Tetris* features the "Cascade" (meaning "to fall as in a waterfall"). A Cascade happens when a line (or lines) is cleared and the blocks above that line fall, in turn completing more lines, causing a chain reaction.

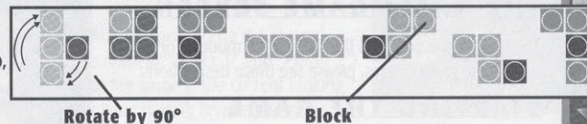
BASIC GAME RULES

Seven different shaped pieces (each made up of 4 squares) fall from the top of the screen. Your goal is to arrange these pieces into lines by moving and rotating them.

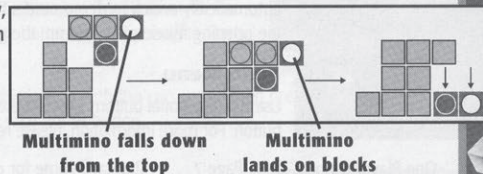
A block is one square in a piece. A *Tetris* piece consists of 4 blocks, and there are 7 different kinds. *The Next Tetris* pieces can be either Tetraminos or Multiminos.

- **Tetramino** is a normal *Tetris* piece, consisting of the same colored blocks.
- **Multimino** is a special *The Next Tetris* piece, consisting of different colored blocks. Multiminos are important for creating Cascades. When a Multimino lands, the piece separates its blocks by their color. If the color of blocks do not match, the blocks separate and fall down if there is space below.

When you drop a Tetramino or Multimino, adjacent blocks of the same color will combine. This combined piece is called a Polymino. If a Polymino becomes too big, it is more difficult to Cascade.



Cascades are a special feature of *The Next Tetris* that make it unique. If you completely fill in one or more horizontal lines, those lines of blocks will disappear. The blocks above those cleared lines will then fall individually, possibly completing their own lines in turn. This phenomenon is called a Cascade. As you get better at playing *The Next Tetris*, you can even clear more than 5 lines at once by using Cascades.

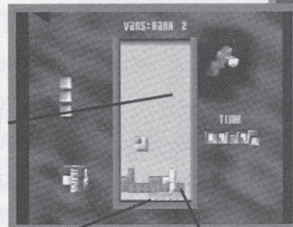


The space in which pieces fall is called the playfield. The playfield is 10 blocks wide by 20 blocks high.

When the playfield fills up with pieces or when you've gone past the time limit, the game is over.

In all game modes except Score Marathon, there are garbage blocks at the bottom of the playfield. The basic goal is to clear the bottom line of this garbage so that you finish a round.

Playfield



Garbage

Garbage Line

THE BASIC GAME SCREEN

The basic game screen is the same in all modes. For details on specific game modes, please see those descriptions.

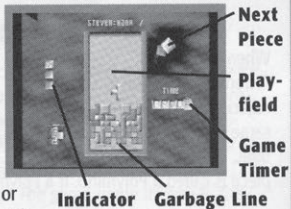
STARTING THE GAME

After you load the game disc, the opening movie will play and you will get the choice of either playing *The Next Tetris* or *Classic Tetris*. If you choose *The Next Tetris*, the Main Menu appears. If you don't select anything, *The Next Tetris* will automatically switch to demo mode. If you press the Start button during the opening movie or the demo, the game will go to the Main Menu.

Main Menu

Use the directional buttons to select the mode you want, then press the **X** button. For more information, please refer to the pages listed below.

One Player Game	Page 7	Standard game for one person
Two Player Game	Page 8	Head-to-head competition for two people
Marathon	Page 10	Single-player sequential game
Practice Mode	Page 10	Single-player game with puzzle-style levels
Score Marathon	Page 10	Single-player scoring game
Leader Board	Page 13	Displays records and high scores of registered players
Options	Page 14	Save data, load data and change settings



Player Select

After selecting a game mode at the Main Menu, choose the player name you want in Player Select. Two names ("Player 1" and "Player 2") are always listed. The number next to the name is the current ranking for that player. This rank determines your starting level in the game.

New Entry

If you want to enter a new name, select "New Entry." If you press the **▲** button, you will exit this screen without saving the new name.



To confirm the entered name, point to this button with the cursor and then press the **X** button (or just press the Start button).



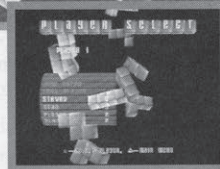
To delete letters, point to this button with the cursor and then press the **X** button. You can also delete letters with the **●** button.

Load Player

Select Load Player to load saved individual player data from the inserted memory card. For more details, see page 15.

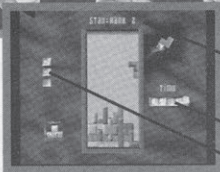
THE ONE PLAYER GAME

The One Player game is just you against the clock. You complete one round when all garbage on the bottom row is removed. If you complete 3 rounds within the 5-minute time limit, your ranking goes up. The higher your rank, the more garbage lines you get and the faster the pieces will fall. How many ranks you earn is based on the total time you spend clearing rounds. (Your initial starting rank is 2.)



How many ranks you move up is based on the total time it takes you to clear 3 fields.

2:31–5:00	1 rank up
1:16–2:30	2 ranks up
Up to 1:15	3 ranks up



Player's Name and Rank

Time

Indicator

When the playfield is cleared, an arrow is displayed on the indicator

THE TWO PLAYER GAME

In the Two Player game, players compete to clear the garbage at the bottom as quickly as possible. Depending on the time taken to clear the garbage, the indicator display changes. When one player wins three consecutive games, the rank goes up or down based on the indicator display.



Indicators

The green arrow appears when you win and it took you less than 2 minutes to clear the field.

The blue arrow appears when you win and either you took longer than 2 minutes to clear or your opponent's pieces hit the top of the playfield.

The red arrow appears when you lose, either because your pieces hit the top of the playfield or because your opponent cleared all of his or her garbage.



Changing Your Rank

Your rank changes after you win three consecutive games:

- A majority of the three icons are green and total clear time is less than 1:30 = 3 ranks up
- A majority of the three icons are green and total clear time is between 1:31 and 3:00 = 2 ranks up
- A majority of the three icons are green and total clear time is over 3:01 = 1 rank up
- Opponent wins three in a row and a majority of the three icons are blue = 1 rank down

Distracting Your Opponent

You can distract your opponent by clearing multiple lines at once or with Cascades. The degree of confusion is based on how many lines you clear at once.

- Clearing 2 lines spins your opponent's playfield on its X-axis.
- Clearing 3 lines spins your opponent's playfield on its Y-axis.
- Clearing 4 lines spins your opponent's playfield on its Z-axis.

You can increase the effects with Cascades.

- 2–3 Cascades spin the opponent's playfield many times.
- 4 Cascades spin the opponent's playfield many times and darken the playfield.
- 5 Cascades spin the opponent's playfield many times, darken the playfield and all the pieces change into the same color (gold).

These effects will wear off after a while.

MARATHON

In Marathon mode, you compete against the clock to clear the garbage at the bottom. When one round is cleared, the level goes up by one. Higher levels bring more garbage lines and faster falling pieces, up to a maximum of level 15. You will start at level 2.

PRACTICE MODE

Practice mode presents a series of levels in which you have to clear the bottom row of garbage with a certain number of pieces. Choose the level you want to play from the menu.

"Target Steps" shows you how many pieces you should use to clear the garbage. "Steps" indicates how many pieces you have used so far. If you do clear the garbage within the piece limit, you can proceed to the next challenge. If you do not, you will continue to receive new pieces until you do clear the garbage. You can then start a new Practice game.

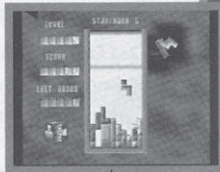
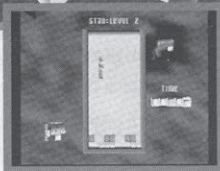
SCORE MARATHON

In Score Marathon mode, you compete to clear lines for a higher score. Every time five lines are cleared, the falling speed increases. When your pieces hit the top of the playfield, the game is over. There is no garbage or time limit in Score Marathon mode.

"Last Added" shows you the points earned from the last time you cleared lines.

Scoring

Score = (Number of lines you clear) X (Number of Cascades +1)



For example, if you clear one line and a Cascade occurs, thereby clearing another line, you will earn 4 points for (2 lines) x (1 Cascade +1).

GAME RESULTS SCREEN

This screen shows the results of your last game. The screen displays slightly different information depending on your game mode. Select the menu item you want and then press the **X** button.

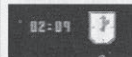
Continue continues to the next round.

Play Again lets you play your opponent again. This is only available in the Two Player Game.

Go To Main Menu returns to the Main Menu. When you see "Quit to Main Menu?" select "Yes" and then confirm with the **X** button.

Save Data saves the data of all players to the memory card. For more information, see page 14.

Save Player saves the data of an individually registered player to the memory card. For more information, see page 15.



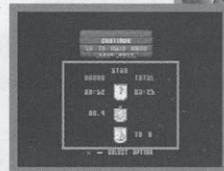
Time spent clearing this round



Total time spent clearing all rounds



Ranking for cleared round (gold, silver or bronze)



One Player Game



Two Player Game



Indicates when rank moves up or down



Score for Score Marathon or Practice mode

GAME OVER

When your pieces hit the top of the playfield or you run out of time (in most modes), the game is over. The game then displays slightly different menus depending on your game mode. Select the menu item you want and then press the ***** button.

Try Again lets you play another game.

Play Again lets you play your opponent again. This is only available in a Two Player Game.

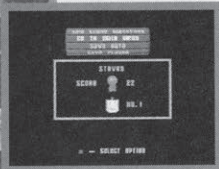
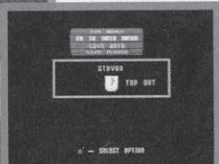
New Marathon lets you play another Marathon game. This is only available in Marathon mode.

New Score Marathon lets you play another Score Marathon game. This is only available in Score Marathon mode.

Go To Main Menu returns you to the Main Menu. When you see "Quit to Main Menu?" select "Yes" and then confirm with the ***** button. If you do not want the Main Menu, select "No."

Save Data saves the data of all players to the memory card. For more information, see page 14.

Save Player saves the data of each individual registered player to the memory card. For more information, see page 15.



PAUSE MENU

If you press the Start button during gameplay, it displays the Pause Menu. To continue playing, press the Start button again. (You cannot resume playing with the **●** or **▲** buttons.)

Resume Game lets you continue playing the game.

Cancel Game aborts the current game and returns to the Main Menu. When you see "Quit to Menu?" select "Yes" and then confirm with the ***** button. If you do not want the Main Menu, select "No."

CD Player lets you play music from *The Next Tetris*. You can also listen to your favorite music CD by inserting it in the PlayStation® game console. When you switch to a music CD, stop the music with the Stop button and then switch CDs.

Save Data saves the data of all players to the memory card. For more information, see page 14.

Save Player saves the data of each individual registered player to the memory card. For more information, see page 15.

LEADER BOARD

Select Leader Board to display the top scores for *The Next Tetris*.

Best Player displays a list of the top *The Next Tetris* players according to rank. If more than one player has the same rank, the one with the best clear time for that rank is listed first.



Total Tracks

Current Track Number

Play

Stop

Previous Track

Next Track



Best Times displays the shortest clearing time for each rank for One Player, Two Player and Marathon modes. Select a rank, then press the **✳** button to see the best in that rank.

Best Practice displays a menu of the practice levels. Select one to display the fewest steps recorded for that level.

Best Cascades displays a list of the best Cascades in all game modes. When the number of Cascades is tied, the one with more cleared lines has the higher rank.

Best Marathon displays the highest levels and times achieved in Marathon mode.

Best Score Marathon displays the top scores in Score Marathon mode.

OPTIONS

Select this to save data, load data and select other settings.



CD Player provides the same function as on the Pause Menu (see page 13). You can play *The Next Tetris* while playing music CDs.

Credits lists the names of the people who made *The Next Tetris* possible.

Delete Player deletes the registered player(s). You cannot delete "Player 1" and "Player 2." This function is not designed to delete players saved on the memory card.

Load Data loads the saved data of all players from the inserted memory card.

Save Data saves data of all registered players to the memory card. This also saves your Option settings and volume settings. If the data file of this game already exists, you will be asked, "File exists - Overwrite?" If you want to save over the current file, select "Yes" and then press the **✳** button.

Load Player loads the saved data of individual players from the inserted memory card. When the player names show up, select a name you want, then press the **✳** button. The game will ask you, "Load <selected name>?" If you want to load that player, select "Yes" and then press the **✳** button.

Save Player saves the data of each individual registered player on the memory card. Save Player can only be used when there is *The Next Tetris* data on the memory card. (If there is no data, a message will appear: "File does not exist.") If *The Next Tetris* data does not exist on the memory card, proceed with Save Data. If the data on the memory card has the same name as the player trying to save, it asks, "Player name (which you are going to save) already exists on memory card in memory card slot 1(2). Do you want to overwrite it?" If it is OK, select "Yes" and then press the **✳** button.

When you select Load Data, Save Data or Load Player, a message appears: "Choose memory card slot for loading/saving data." Select the appropriate memory card slot and then press the **✳** button.

When you save or load, make sure the memory card is inserted properly in memory card slot 1 or 2. (You can insert the card in either slot.) If you try to save or load without a memory card in the slot, a message appears: "No memory card in slot 1(2). No data will be processed."

If you try to load from a memory card with no data for this game, a message appears: "File does not exist."

While it is saving or loading (or the PlayStation® game console itself is starting up), do not insert or remove a memory card from the slot as it could damage the data.

If there are not enough free blocks on the memory card, please refer to the PlayStation® game console manual on how to free up more space.

BGM sets the volume of the background music. A setting of zero is Off.

SE sets the volume of the sound effects. A setting of zero is Off.

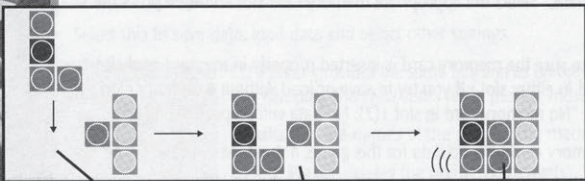
Voice sets the volume of the voice commentary. A setting of zero is Off.

Vibration toggles the vibration setting for the Dual Shock™ game controller. The default setting is On.

Block Wobble toggles the graphic effect that makes the *Tetris* pieces wobble onscreen. The default setting is On.

PLAYING TECHNIQUES

Slide pieces after they land! You can slide a piece that has landed left or right for a short time in order to fill spaces.

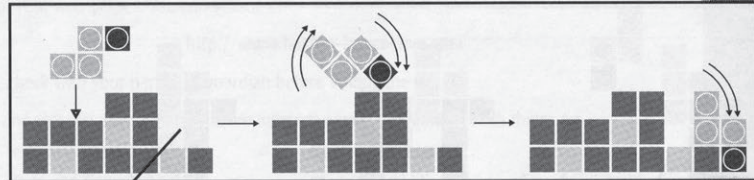


You want to move a piece into this space

Right after a piece lands, press the Right button

The piece slides to the right to fit into the space

You can rotate a piece that has landed by rotating it before the piece is locked. When the piece flashes, it stops moving. You can sometimes even rotate a piece to go over a hill of blocks.

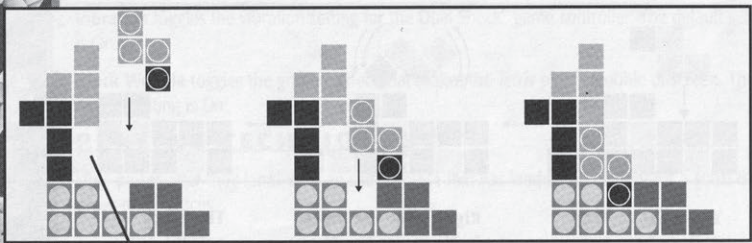


You want to drop a piece here but do not have enough time

Right after the piece lands, press the X or O button to rotate the piece. At the same time, press the Right button to move the piece to the right

The piece rotates and moves to the right

Drop a piece in a space with a T spin! Even when it does not look possible, you may be able to place it by rotating the piece. This technique is called a T spin.



You want to put a piece in this space

Right after the piece lands, press the X button to rotate it while holding the Left direction key

The piece will go into that space

Clear many lines at once! The more lines or Cascades cleared at once, the more points you score and the more you distract your opponent. Carefully arrange blocks to get Cascades.

Remember, the basic technique is knowing how to use your Multiminis. Think carefully about where your pieces are falling and where your pieces will separate. You can discover new strategies using Cascades that were unavailable in *Classic Tetris*.

For even more tips and hints, visit www.tetris.com.

HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Chat and Community
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

Online Store

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

TECHNICAL SUPPORT

If you are having technical difficulties with *The Next Tetris* PlayStation® game, please call technical support and have the following information available (and be ready to take notes):

1. The correct name of the game
2. Exact error message reported (if any)

For telephone technical support, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning *The Next Tetris* PlayStation® game to HI@hasbro.com.

To find out more about *The Next Tetris* PlayStation® game or any other Hasbro Interactive product, please visit:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting the site.

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