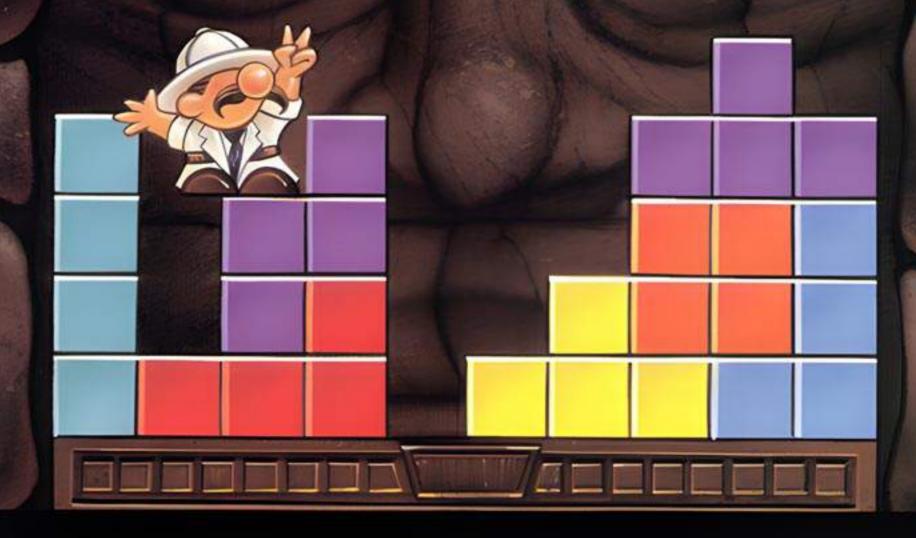


NTSC U/C



INCLUDES THE CLASSIC TETRIS VERSION AND MUCH MORE!

PLUS^M



JALECO...



- The PlayStation disc is intended for use exclusively with the PlayStation™.
- . 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 recess during extended play, to rest yourself and the PlayStation compact disc.
- Keep your PlayStation compact disc clean. Always hold the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

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 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.

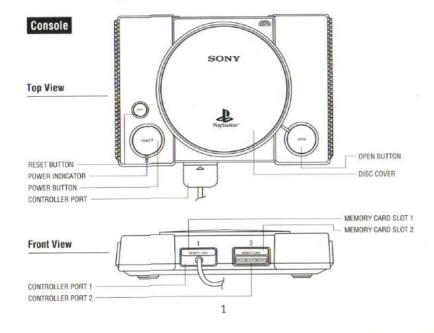
This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

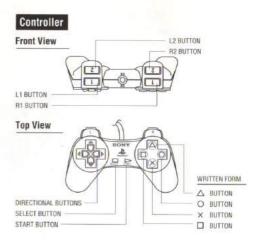
TABLE OF CONTENTS

Setting Up Your Game	
It's Tetris Plus a Whole Lot More!	
Edit Mode	
Options	
Tetris Plus Credits	1

SETTING UP YOUR GAME

Set up your PlayStation™ game console according to the directions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tetris Plus disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.





Menus:

Direction Buttons-Move through selections, change settings

- *-Decision
- Cancel decision, return to previous menu

Start- Game start

During Gameplay:

Direction Buttons-Move blocks Down-Increase speed of blocks

- ★-Rotate blocks counter-clockwise
- Rotate blocks clockwise
 Start- Pause and unpause

2

The Pause Menu:

While the game is paused, press Select to view the Pause Menu.

- Continue will unpause the game
- Password will show the password for the current stage
- Retire will end your game
- Quit will take you to the title screen

In Edit Mode:

Direction Buttons-Move cursor

- **≭**-Decision, place block
- Cancel decision, return to previous menu

L1 or R1-Change block color

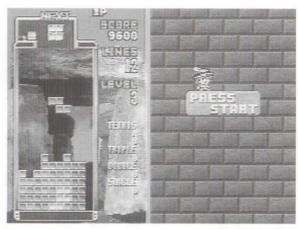
■-Erase block

Soft Reset: During gameplay, holding Select and holding Start for 2 seconds will return you to the title screen.

IT'S TETRIS PLUS A WHOLE LOT MORE!

Tetris Plus is stacked with four modes of play: Classic Tetris, Puzzle, two-player Vs. Puzzle, and a unique Edit mode which allows the player to construct original puzzles.

Classic Tetris

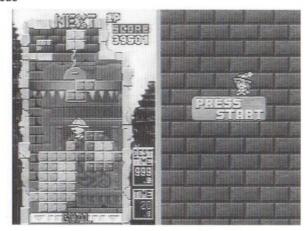


Players of all ages can enjoy the original game conceived by famed Russian inventor, Alexey Pajitnov. To score, try to form a horizontal line of blocks. Each complete line will disappear from the chamber. Bonus points are awarded for clearing two lines, three lines and four lines (a tetris). If the blocks reach the top, the game is over!

Two-Player Non-competitive Play

The unique split-screen in Tetris Plus allows two people to enjoy Tetris in non-competitive play. Player one's board is on the left side of the screen, while player two's board is on the right side of the screen. To begin non-competitive play, press the Start button on the respective controller.

Puzzle Mode



A curious little professor and his lovely assistant are in search of fortune and adventure. A little older, but not quite the wiser, the supposedly intellectual misadventurer quickly gets into a heap of trouble. Anxious to impress his loyal assistant, the professor gets trapped inside the chamber of an ancient ruin.

The professor's quest will take him across the glove and into the wonders of the labyrinth at Knossos, the Pyramids of Egypt, Angkor Wat, the Mayan ruins, and a mysterious city with an additional 20 stages of death-defying puzzle excitement. That's a total of 100 puzzles; each one more difficult than the last!

Stages and Endings

Each level contains 20 stages. A stage is cleared when the professor reaches the vault hidden below each chamber. After clearing the 20 stages in a level, the player can choose the next site.

Saving Your Progress

When a game is over, a six-block password will appear on screen. If a Memory Card is not available, use this password to save your progress. Remember password saves are limited in the data saved.

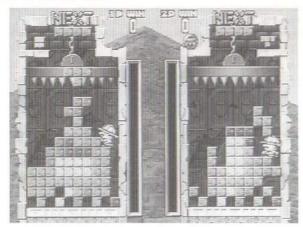
Recalling a Saved Game

If using a password, select Password at the Puzzle Mode menu screen. Otherwise, make sure that the Memory Card (sold separately) with the Tetris Plus data is properly inserted then select Continue.

Two-Player Non-competitive Play

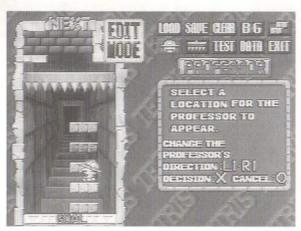
The unique split-screen in Tetris Plus allows two people to enjoy Puzzle mode in non-competitive play. Player one's board is on the left side of the screen, while player two's board is on the right side of the screen. To begin non-competitive play, press the Start button on the respective controller. For competitive play see Two-player Vs. Puzzle mode.

TWO-PLAYER VS. PUZZLE MODE



The two-player Vs. Puzzle mode is a competitive version of the one-player Puzzle mode. Each time a player clears at least two lines of blocks, those lines are sent to the opposing chamber. A player wins by getting the professor to the hidden vault first or if the opposing professor touches the spiked ceiling. At the beginning of each round, players may set a handicap by adjusting the height of the ceiling.

EDIT MODE



This one-player only version of Puzzle mode is played the same way as Puzzle mode, except the player gets to construct and save original puzzles. In Edit mode, the background, blocks, the professor's location of appearance, and the ceiling height can be customized. The on-screen prompts will guide you through the entire construction process.

Editing a Puzzle

In Edit mode, the player can create original puzzles or edit the ten sample stages included with Tetris Plus. To load a previously saved stage, select Load at the Edit screen. Use the Direction Buttons to select the desired puzzle.

Saving Edited Puzzles

To save an edited puzzle, select Save at the Edit screen. Puzzles can be saved to one of ten available stages. Use the Direction Buttons to select a stage for your newly constructed puzzle. Saving puzzles requires the use of a Memory Card (sold separately).

Selecting the Stage Order

Select Data at the Edit screen. Use the Direction Buttons to determine the order of appearance (the order of play) of the puzzles.

Playing Stages Constructed in Edit Mode

To play constructed puzzles, select Play from the Edit Mode Menu.

OPTIONS

Customize game play settings here. Use the Up and Down Direction Buttons to scroll through the options. Use the Left and Right Direction Buttons to change settings.

TETRIS PLUS CREDITS

Jaleco Ltd., Tokyo, Japan

President Yoshiaki Kanazawa Director of Consumer Development Hiroshi Nunokawa

Managing Director of the Overseas Dept. Mitsuo Makise

Producer Toshikazu Iwasa

Director Atsumi Takino Graphic Design Suuichi Kajihara Masafumi Fujii

Programmers Hiroyuki Masada Ryo Wasaki Masahiro Iwasa Daisuke Tanabe

Sound Iku Mizutani Sinya Kurahasi Hikaru Tamura

Graphics Kana Hirano Nobuyuki Yoshida Kazuhiko Kawai

Arcade Staff

Game Design Taro Sasahara -M- Programmer Rerorero

Graphic Design Tatsuhiro Suzuki

Special Thanks Norifumi Hara

9

Matsuo Pyonkey Hiroshi Shigesawa

Sound NIS Sawa Kazuo

Jaleco USA, Inc., Wheeling, IL President Howie Rubin

Executive Vice-President Haruo Hori

Vice President-Consumer Division Greg Hasler

Product Manager Jarik R. Sikat

Japanese Language Translation Yukiko Tanaka

Instruction Manual Layout Lyrka R. Sikat Sales Administration Amy Choi Marquez

Package Design Murrie Lienhart Rysner & Associates

Special Thanks to: Abby Rubin, Steve Sleigh, Shirley Vega, Ed Manning, Ida Main, Ralph Orlowski, Seiichi Ogasawara

JALECO USA, INC. LIMITED WARRANTY

Jaleco USA, Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is" without express or implied warranty of any, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Tetris® 1987 Elorg
Original Concept & Design by Alexey Pajitnov
Tetris Licensed to the Tetris Company and Tetris Plus Sublicensed to Jaleco Ltd.
Tetris Plus ®1996 The Tetris Company
Tetris® & Tetris Plus™ Sublicensed to Jaleco Ltd. by the Tetris Company
All Rights Reserved
Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.

JALECO USA, INC., 685 Chaddick Drive, Wheeling, Illinois 60090

Jaleco USA, Inc. 225 Larkin Drive, Unit 4, Wheeling, II, 60090 Visit Jaleport: http://www.jaleco.com Tetris Plus© 1996 The Tetris Company, Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH GAME CONSOLES WITH THE NTSC UIC DESIGNATION. U.S. AND FOREIGN PATENTS PEDIDING

