



TETRIS Modretro Chromatic Retro Cartridge Gaming Console Instruction Manual

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CHROMATIC CONTROLS



- **A.** Rotate Tetraamine clockwise/confirm selection
- **B.** Rotate Tetrimino counter-clockwise/cancel selection
- **C. Control Pad**
 - Move Tetrimino left and right
 - Press down to make a Tetrimino fall faster (Soft Drop)
 - Press up to make a Tetrimino fall in to place instantly (Hard Drop)
- **D. Select** Hold Queue (Modern Settings)
- **E. Start – Pause**

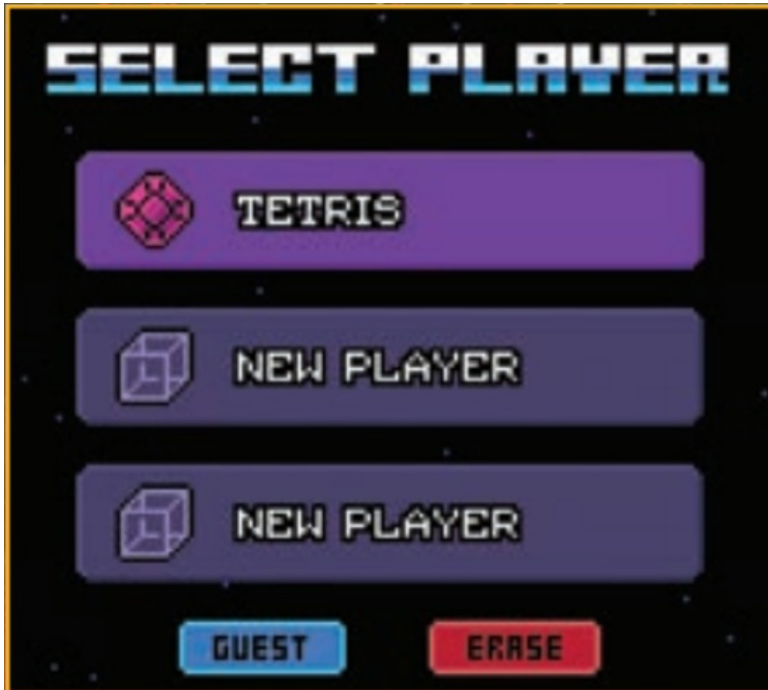
STARTING THE GAME

Insert the Tetris ® game cartridge into your console and slide the power switch into the on position.

At the title screen choose a **“Single”** or **“Multiplayer”** game and the **“Select Player”** screen will appear.

Note: If you hold start+select on boot of your console, it will invert the games colors for increased readability on original hardware.

Select Player



Select an existing player profile by pressing A when the profile is highlighted.

Create a new profile by highlighting **“New Player”** and pressing **A**.

This will take you to the **“New Player”** screen where you will need to enter your desired profile name. Move the cursor around using the directional pad and select a highlighted letter by pressing **A**.

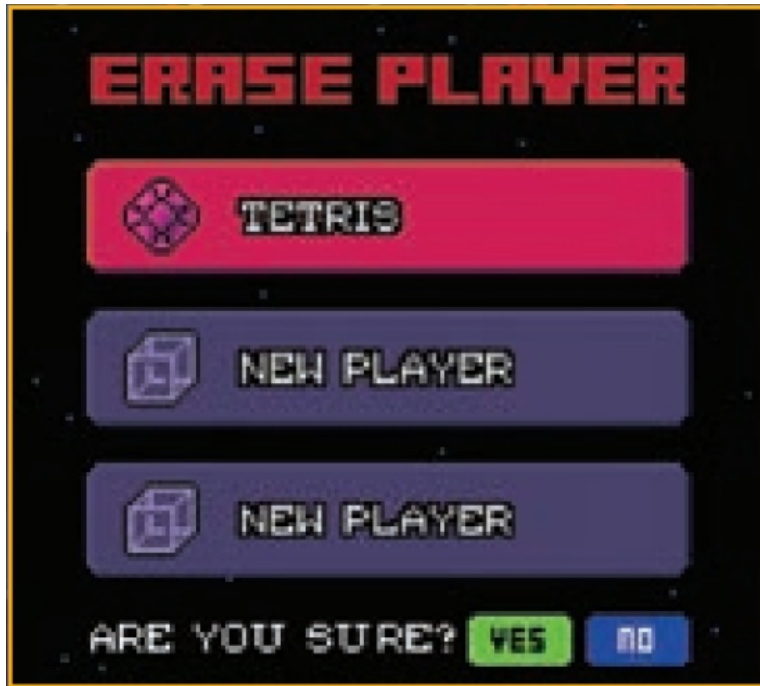
To delete a letter, press **B** or clear your entire entry by selecting “Clear” at the bottom of the screen. Once you have entered your profile name, select a player icon, then select **Done**.



You are also able to play as a guest, if you choose this option your game stats will still be saved on the leaderboard under **“Guest”**.

Erase Player

To erase a player profile select “Erase” at the bottom of the screen, then highlight the profile that you’d like to erase and press A. When prompted select “**Yes**” and press A to delete the profile.



HOW TO PLAY

Rotate the Tetriminos as they fall, fill in any gaps that you see and clear as many lines as you can as quickly as possible.

There are seven types of Tetriminos:

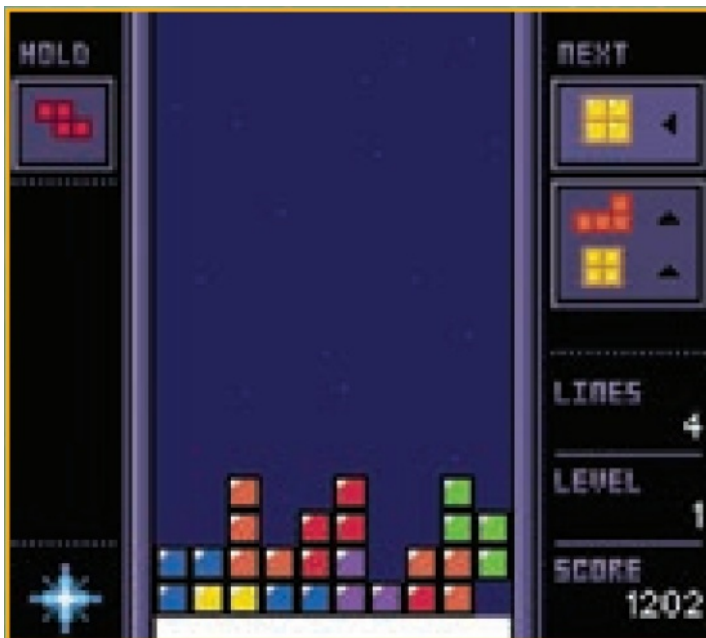


Clearing a line

- Fill all gaps in a horizontal line.



- The blocks in that line will disappear.
- All remaining blocks above that line will drop down.



- The more lines you clear simultaneously, the more points you will earn. Lines can be cleared as one line (Single), two lines (Double), three lines (Triple), and four lines (Tetris Line Clear)

Game Over

If you run out of space when stacking Tetriminos, you will “Block Out”, and it’s game over.

You will be taken to the results screen where you can see your stats and rank.

Select “Done” to be taken back to the game modes screen, “Retry” to restart your current game, or “Leaderboard” to check where you rank.



GAME MODES

Level Set Up

When you select a game mode, the level set up screen will appear. Press up on the control pad to select the level gauge and use left and right to select the desired difficulty level. Once ready, you can choose “**Start Game**” or “**Options**”.



Options

Before starting a game in your selected mode you are able to choose between Modern or Retro settings, this will change the gameplay style of the respective mode.



You also have the option to create custom settings by toggling left or right for each individual setting.

The individual options include:

- **Music:** Select between three music tracks or turn music off by pressing left or right.
- **Sound Effects:** Individual sound effects from moving the Tetriminos.
- **Screen Shake:** Shakes the screen briefly when clearing lines or Hard Dropping.
- **Ghost Piece:** This is the highlighted piece that shows where your Tetrimino will land at the bottom of the Matrix.

- **Hold Queue:** This turns on/off the ability to hold a Tetrimino by hitting select during a game.
- **T-Spin Score:** By turning on, you have the ability to earn more points when using T-Spins to clear lines.
- **Bag System:** All seven Tetriminos are randomized then deployed, turning off bag system will use a random number generator to determine the Tetriminos that will appear.
- **Next Queue:** Choose how many Tetriminos you can see coming up.
- **Fall Speed:** How quickly the pieces fall, can select “Modern” or “Retro”. If Retro is selected, Marathon will have 20 levels.
- **Seed:** Select and enter a 9-digit number to determine the order in which Tetriminos are generated.

If choosing preset settings, your game mode will display as blue in Modern mode or red in Retro mode. If using custom settings, your game mode will display as green.

Modern, Retro and Custom modes have different scoreboards. Choose “Save” at the bottom of the screen to store the settings in your game mode, then select “Back” to return to the level set up to start the game.

Game Modes

- **Marathon:** Complete 15 levels (Modern) or 20 levels (Retro) based on the Fall Speed selected in options.
- **Ultra:** Play a fixed level for a selected amount of time.
- **Sprint:** Try to clear 40 lines as quickly as possible.
- **Endless:** Play a game that increases in difficulty until level 30, and lets you try to go forever.



Hold Queue

If playing with Modern settings, you will notice the top left of the screen will have a window called the “Hold Queue”. At any time after a Tetrimino enters the playing field, you will be able to move the active Tetrimino to the Hold Queue by pressing the select button. To swap the Tetrimino out of the Hold Queue press the select button again and it will appear at the top of the playing field after swapping the current active Tetrimino into the queue.



Warning: If you swap a Tetrimino out of the Hold Queue, you have to use it immediately and won't be able to use the Hold Queue again until the current piece locks.

Multiplayer (via link cable)

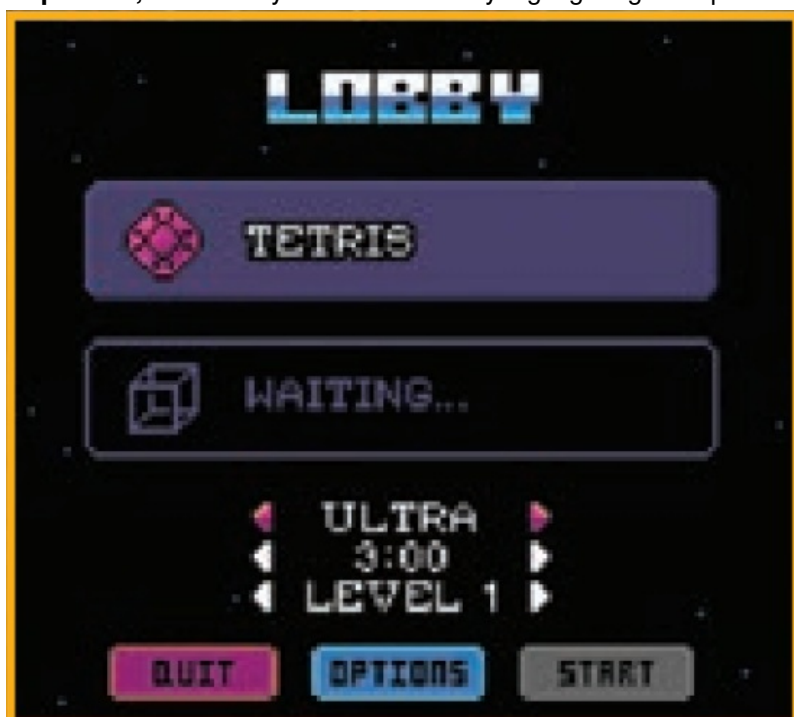
To play a multiplayer game you will need two Chromatics, two Tetris cartridges, and a link cable.



Select "Multiplayer" from the title screen and choose your player profile. Then select the option to "Host" or "Join" a game.



If hosting a game you will be taken to the lobby where you can choose a game mode and the desired settings via **"Options"**, once ready choose **"Start"** by highlighting the option and pressing **A**.



If joining a game you will be taken to the connecting screen where you will wait for your opponent to set up the game.

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING – REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING – SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

- Sit or stand as far from the screen as possible.
- Use the smallest screen available.
- Avoid playing when tired or in need of sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour

CBT-FX by Coffee 'Valen' Bat. h UGE Driver by Nick Faro 'Superdisk'.

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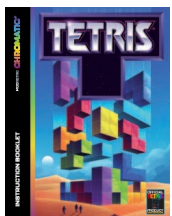
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References

- [User Manual](#)

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