TETRIS

Special Edition

MSX turbo | R | 2+ | ♪ | A | DOS2 256K

Milan, April 1996

Dear Friends,

    The 'R.A.M., arms your system' group want to welcome you all to his first production: Tetris II special edition, which is a modern and improved version of the famous Tetris. This game took to the whole staff about 1 year of intense work and we are sure that you will appreciate our efforts to obtain the best result. We would like to thank everyone who contributed to the achivement of this work.

In conclusion we would like to remind you that 'copying' is the only way to damage the MSX world.

    We wish you will have a ball with this wonderful game and we will wait for you at the next issue. Remember that:

<div align="center">

R.A.M.
ARMs your system!

</div>

Tetris II Special Edition V.1.4

©   1996 RAM

Original Tetris concept, design and program by Alexey Pajitnov

STORY...

Fixorum is the name of the fourth world in the galaxy Myllios and even though I am sure that this name is completely unknown to you, the dwellers of this small planet know the Earthlings very well.

Tonight on this peaceful planet there is the celebration of 'The Great Long Voyage' and everybody is waiting in front of the president's building for the usual speech; here is a brief quote...

"Ladies and Gentlemen, citizens... I am sure you all remember the time in which Fixorum was blasted by the continuing fight among the mightest families, which misused the different magical powers we have... The wars had been going on for 20 years when a local group of space pioneers, called 'RAM arms your system', set off in search for help... They landed on the Earth when it was there the year 2450 and, as they were invisible to the human beings, they could look into the Earthlings way to lead, doing so they came across that machine which brought us out of the darkness: the TURBO R VII, from the big family MSX. With this magnific computer the RAM guys managed to make a game in which we can vent our magical powers without hurting people and its name is, as you know, Tetris II... As the time went by the RAM group developed it into a new one: Tetris II Special Edition, and now with this new game all the families after picking up their best fighters can compete to get to the appointment as

president. Now let me introduce to you the six pretenders of this year:

BLOODY   : Selected by the "mountains'family". He is such a macabre and cruel man that everybody calls him 'the soul sucker';

THE KOZZ : Selected by the "oceans'family". He is quite small, but don't think he isn't worth a damn;

BRUTUS   : Selected by the "cities'family". He is said to be very strong, but look out when he takes off his glasses because he has a special power;

WIZLOW   : Selected by the "forests'family". Nobody knows where he is from or who he is; someone dared say he was built by a mad doctor, therefore take heed of him;

SKINCREST : I dare say that he is the best fighter ever seen, why? It's easy to explain as he belongs to my family. I must admit that even I was beaten by his ability at the qualifications;

INLANDER : Selected by the "outer space's family". This is the first time that aliens take part to this contest, it would be a disaster if aliens ruled our world.

But now I see that you are very impatient so I'd better stop talking and...

LET THE FIGHTS BEGIN".

HOW TO PLAY

Get starting to play, turn off the computer and insert the hardware key in the port 2 Joystick.

If you want to install the program in the hard disk, first create a directory (for example T2SE) and then copy the contents of the three disks inside it (copy drive_name:*.*).

As soon as you insert the disk #1 in the drive or run it from the hard disk, you will be shown the demo in which you can see the screen split in two:

the upper side (the pictures) in screen 12 and the bottom side (the text) in screen 7. If you want to read the story but it is too fast, just push thestop key to prevent the text from scrolling; when you want it to start again, re-use the stop key. If you prefer skipping the whole Demo press any key.

After the Demo, the Menu screen will be loaded and here you will have 3 different choices. If you wait a few seconds berofe confirming the choice you can read a small text which thanks all the people who helped us to obtain this little masterpiece.

> 1 PLAYER
> 2 PLAYERS
> OPTIONS
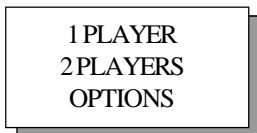
Using up and down cursor keys you can place the selection case where you want, then push space.

1 PLAYER. With this option you can test your ability on

your own, however, it will not be easy for you to pass the 30 levels existing on account of the increasing difficulties. At the beginning the game will require you the password which is given at the end of each level, if you do not want to use any then push enter to start the game from the first level. As you do not have any opponent here you don't even have any magical power.

2 PLAYERS. At this point you will face a selection screen (nice, isn't it?) where first the player 1 and then player 2 choose their own fighter among the 6 available, sorry but it cannot be the same.

The name **Tetris II special edition** was given because of this option which allows two players to fight each other. The purpose of the game is very simple: **to get rid of your opponent**. We did not want you to say "oh, how boring" or "I won't play against you, as you're far stronger!" so we tried to find a way to avoid this.

With Tetris II the winner is not always the best. Why? Because we called in the destiny. When you complete a certain number of lines, as usual in Tetris, these ones will be promptly taken in the bottom of your opponent field. Once in while inside the pieces instead of the cubes you will find some letters:

either **M** or **P**. These two letters were made to let you decide which Magic you can use and its Power (how long it lasts) both up to 3 levels. Each of the 6 character has got 3 magical powers and all these are different from the others.

OPTIONS. If you pick up this choice you will face another menu that offers many different options:

Control   : You can choose between player 1 and player

2. Keyboard and Joystick 1.

Level : Beginner, Human or Superman. This is the speed of the pieces at the beginning.

Speed/Piece: 10, 20, 30 or 40. This is the number that tells the computer after how many pieces the speed must increase.

Magic freq. : 0 up to 15. This is the frequency of the M in the pieces that will fall during the game; 1 is the maximum and 15 is the minimum, but if you enter 0 you will have a Tetris with no magic.

Power freq. : 0 up to 15. This is the frequency of the P in the pieces that will fall during the game; 1 is the maximum and 15 is the minimum, but if you enter 0 you will have a Tetris with no power.

Music test : When you move the case in this option the musics will start automatically. To select a different music just use the left and right cursor keys, it will start playing on its own.

If you want to exit this menu press space.

Well, we hope you'll have a very good time with it, but before I stop let me tell you the keys to play: left and right to move the piece left and right, down to make the piece fall down quickly, up to turn the piece, space or trigger to use the magics... OK, let the fights begin!
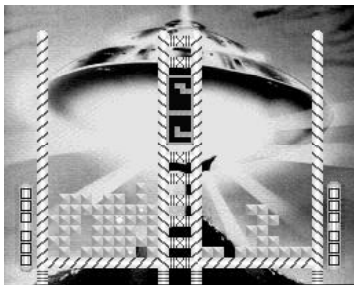
To sum up...

SOME FIGURES OF THE GAME
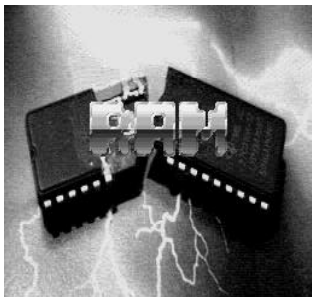
RAM Logo

Fighter Selection

Stage

MAGIC LIST

In this area you can find a list of the characters an the magical powers they have. Before I had better remind you that the letter P stands for power and indicates how long the spell lasts: 1 P last 2 pieces, 2 P last 3 pieces and 3 P last 4 pieces. Moreover you must know that when you have 1 M in your magic holder it's the first magic in the list (the weakest), 2 M the second and 3 M the third (the mightest).

BLOODY:

NO MOVE	It prevent the pieces from moving left or right.
GHOST PIECE	The pieces that falls down are invisible.
SWAP INPUT	Exchange the joystick with the opponent

WIZLOW:

FAST ROTATION	It's impossible to turn the pieces because of the speed.
GROWTH	Add few lines, according to the power, to your opponent field.
REMOTE CONTROL	The opponent moves are exactly the same of the one who cast the spell.

THE KOZZ:

NO ROTATION	Prevent the opponent from turning his pieces.

ROLL PAD	Change in a random way the command from the keyboard or joystick.
.	
MAD PIECE	The opponent receive some strange pieces that usually do not fall.

BRUTUS:

NO MAGIC	Prevent the opponent from using his magical power.
FREEZE PIECE	It blocks the opponent piece where it was when the spell was cast.
CHANGE	This magic is something that will not restore the situation as before. It exchanges the fields of the two players.

INLANDER:

SLOW DOWN	The opponent pieces fall down very slowly.
LINES FOR FREE	Takes away few lines from the field of whom cast the spell.
DESTRUCTION	Create some holes in what the opponent has built till that moment.

SKINCREST:

FAST DOWN	Makes collapse all the opponent's pieces.
GHOST FIELD	Makes invisible the opponent's hole
QUESTION	How is beautiful the question mark!

GENERAL SUMMARY

MAIN MENU	
UP	move up
DOWN	move down
SPACE	confirm choice
ESC	quit game

OPTIONS	
UP	move up
DOWN	move down
LEFT/RIGHT	change selection
TAB	switch between player 1 and player 2
SPACE	return to Main Menu

FIGTHER'S SELECTION	
LEFT/RIGHT	change figther
SPACE	confirm choice

GAME	
LEFT/RIGHT	move piece left/right
DOWN	make the piece collapse
UP	use magical power
Z/TRIGGER 1	turn the piece left
X/TRIGGER 2	turn the piece right
STOP	pause/take up the game
ESC	return to Main Menu

✍ **ATTENTION!** In order to play Tetris II S.E. you must have a Turbo-R or MSX 2+ with 256 Kb Ram and DOS 2.2, but we recommend you to use a FM-PAK &/or Music Module for a high quality sound.

STAFF & FEATURE
of Tetris II Special Edition

The 'RAM' group to make this program used:

Rossin 'MicroTech' Marco : 1 Turbo-R ST
 SCSII with a 250 Mb
 hard disk

Casali 'Ice' Marco : 1 Turbo-R ST
 SCSI with a 85 Mb HD
 1 digitizer Sony
 1 CANON Camcorder

Pizzuto 'North Pole' Gianluigi : 1 MSX2 8245
 transformed in a
 MSX2+

Lazzari 'Renegade' Gianluca : 1 Turbo-R ST.

Danisi 'Dan Dan' Danilo : 1 8280 Philips
 MoonBlaster + Music
 Module + Fm Pak

All the different part of this game were made by:

Demo Code	**Game Graphic**
Ice	Renegade & Ice
Demo Graphic	**Images' Source**
Renegade	Renegade
Demo Text	**Manual Layout**
North Pole	Ice & North Pole
Digitalization	**Manual Text**
Ice	North Pole
Game Code	**Music**
MicroTech & Ice	Dan Dan

RAM

Renegade, Artic Soft, MicroTech