

Nintendo Gateway 64 - Executive Summary

Game Title	The New Tetris™
Manufacturer	Nintendo
Trademark Information	Tetris ©1987 Elorg. Original Tetris concept, design and program by Alexey Pajitnov. Tetris © licensed to The Tetris Company and The New Tetris © sublicensed to Nintendo. The New Tetris © 1999 Elorg. Tetris Logo designed by Roger Dean © 1997 The Tetris Company. Tetris © and The New Tetris sublicensed to Nintendo by The Tetris Company. All rights reserved.
Category	Action / Puzzle

Game Description

Tetris is a puzzle game where players must piece together differently shaped blocks to clear completed lines of blocks. When players clear four lines of blocks at one time they achieve at "tetris." Seven unique environments include Japan, the Mayan Civilization, Egypt, Greece, UK, Russia, and Morocco/Africa. The Hold Piece allows players to store a piece in reserve to use at the perfect moment. The spin move allows players to fill in spots never before possible.

Controller Functions

Control Stick:	Not used
Up Control Pad:	Immediately drop piece to bottom
Dn Control Pad:	Drop piece faster to bottom
L/R Control Pad:	Move piece to left/right
A Button:	Rotate piece clockwise
B Button:	Rotate piece counter-clockwise
Right C Button:	Select player to receive garbage
Left C Button:	Select player to receive garbage
L Button:	Swap current piece with hold piece
R Button:	Not used
Z Button:	Not used
Start:	Pause

