

# EDTRIS 2600

## Game Program Instructions

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Cartridge construction by Hozer Video Games, 1995

## **1.0 Introduction**

EDTRIS 2600 is an adaptation of the famous game "TETRIS" for the Atari 2600. The object of this game is to fit the falling puzzle pieces together to form solid rows. When you complete a solid row of color, it will disappear, you will score points, and all the blocks above it will fall down one row. Watch out though! If you leave too many uncompleted rows, they will stack up, making the game harder because you will have less time to position new pieces. If the uncompleted rows become stacked so high that there is no room for a new piece, the game is over!

## **2.0 Controls**

Make sure your Atari 2600 Video Computer System console is properly set up as described in your console user's guide. Make sure the Atari 2600 VCS console power switch is off before inserting your EDTRIS 2600 game program cartridge. When you turn the power on, you will see a short title screen before the main playing screen appears. If you do not get the title screen, turn the power off, and re-insert the game program cartridge. If it still fails to show a title screen, try another game cartridge to make sure your console is properly hooked up.

Once the main playing screen comes up, the game select switch will select the starting level of the game (0-9). The game reset switch will clear the playing field and start the game at the currently selected starting level. The color/bw and difficulty switches are not used with this game.

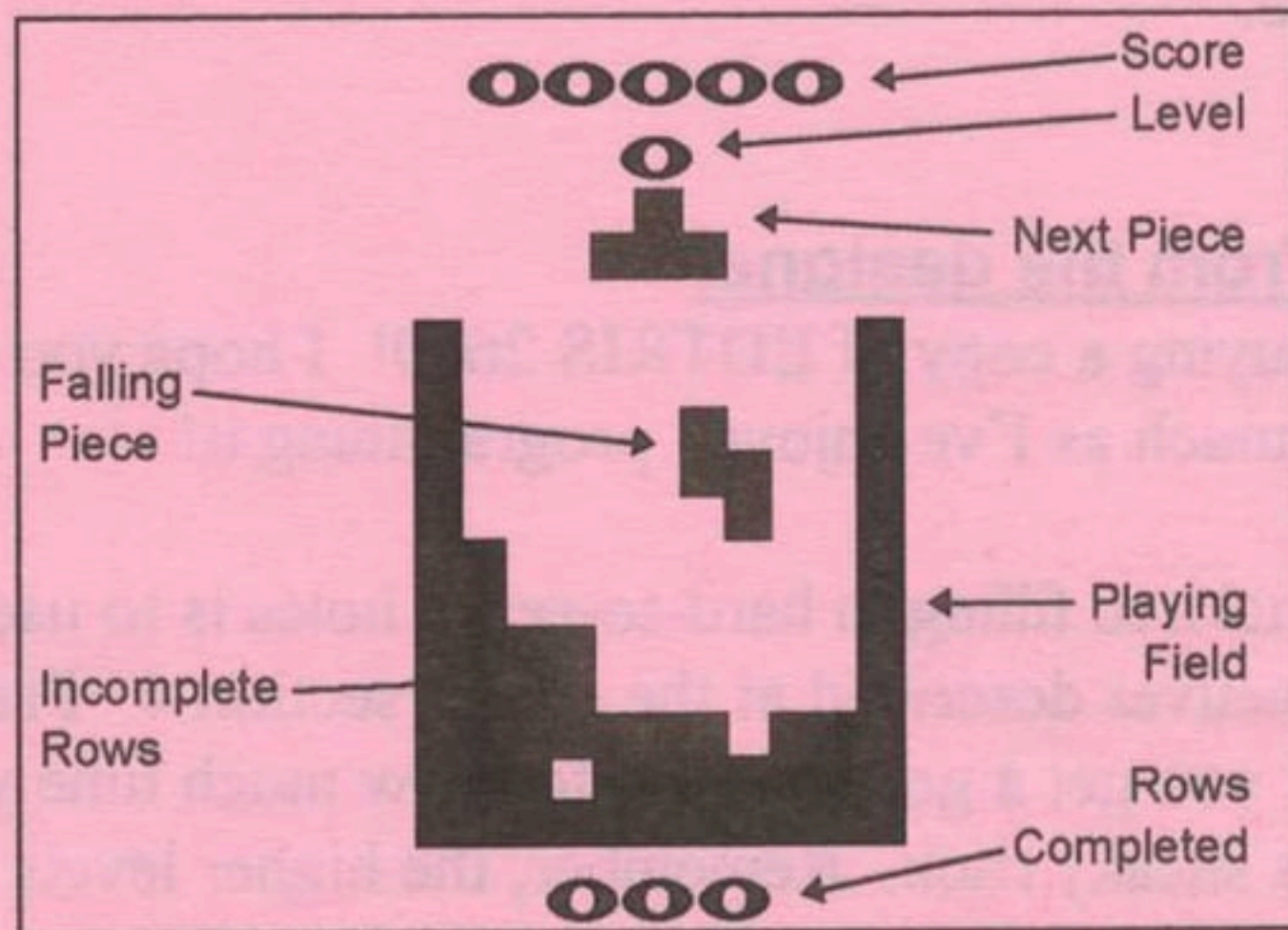
Use the left joystick controller with this game. Press left or right to move the currently falling piece left or right. Pressing the fire button will rotate the currently falling piece 90° clockwise. If the piece does not rotate, it is too close to the edge, and there is not enough room for it's new position. If you have time, you can move the piece away from the edge, rotate it, and position it again. Pressing down on the joystick will cause the current piece to fall much faster. Once you stop pressing down, the piece will resume the original speed.

### 3.0 Scoring

You will receive 1 point for each puzzle piece that lands safely. You will receive 15 points for each row of solid color that you complete. The game will go to the next level (and speed up) after each set of 8 lines is completed, up to level 9.

### 4.0 The game screen

The objects on the main playing screen are as follows:



Your score is displayed at the top of the screen. Below that, the current level is displayed (0-9). Below that, you will see the piece that will appear after your current piece can fall no further. The main playing field is where all the action takes place. In it, you can control the falling piece. Once the falling piece lands on the bottom of the playing field, or an incomplete row, it will stop, and the next piece will start at the top. There is a small amount of time after the falling piece hits another object, but before the next piece starts, when you can "slide" the falling piece left or right. On the bottom of the screen, the number of rows that you have completed is displayed.

## **5.0 Sounds and Music**

During the game, a song will play in the background. Each time you reach a higher level, the tempo will speed up to match the faster falling speed.

When you complete a solid row of color, you will hear a “swish” sound as that row fades away.

Just after a new piece appears at the top, you will hear a “whaaaa” sound. This will help you know when it is safe to start positioning the new piece.

## **6.0 Notes from the designer**

Thanks for buying a copy of EDTRIS 2600! I hope you enjoy playing it as much as I've enjoyed programming it!

One of the tricks to filling in hard-to-reach holes is to use the “sliding” maneuver described at the end of section 4. Practice this move so that you get a good feeling for how much time you have to complete this sneaky trick. Remember, the higher levels move so fast that they don't leave much time for this!

Try to keep the playing field as empty as possible. Once you get to the higher levels, you don't have much time to position your pieces, and even less if the uncompleted rows are stacked up high!

If you have Internet access, drop me a line between games! My email address is: [ed@iitmax.acc.iit.edu](mailto:ed@iitmax.acc.iit.edu)