Game Instructions

Tetris ® Party features many ways to enjoy Tetris with friends and family. This supplement will help you get the most from Tetris Party by understanding the rules and options for each of the game's 18 modes.

Tetris Basics

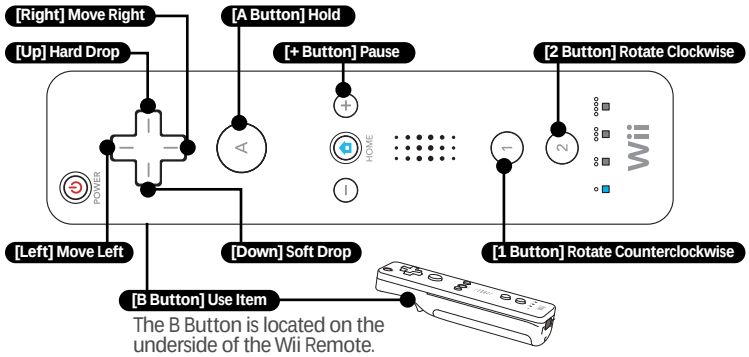
Tetris is played on a grid called the Matrix. Shapes called Tetriminos fall from the top of the Matrix and come to rest at the bottom. Only one Tetrimino falls at a time. Your goal is to manipulate these Tetriminos as they fall so that they fill horizontal lines within the Matrix. The line will be cleared away once every square of the row is filled. Virtually every mode in Tetris Party uses this premise to some extent; however, many are played with additional rules and options.

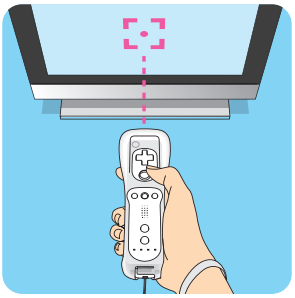
See the Terminology to the right to learn Tetris terms.

Controls

You can play Tetris Party with the Wii Remote or Classic Controller. You will need additional controllers for most of the multiplayer modes in Tetris Party. Note: The Nunchuk is not used.

Simple Style (Standard) Hold the Wii Remote sideways as shown below.

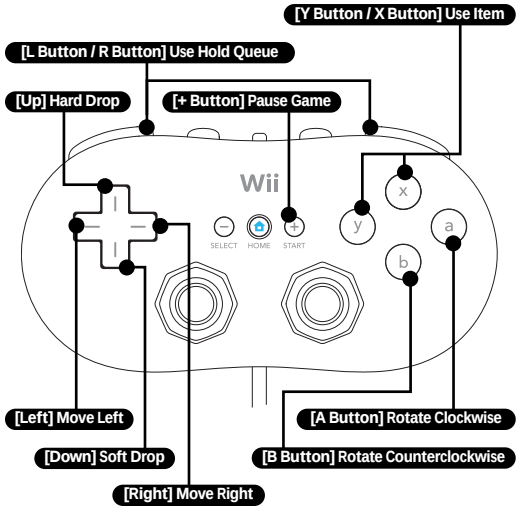




Wii Remote Targeting

Use the Wii Remote pointer to use items in multiplayer games when using the Simple Style controls. Point at the screen and press the B Button to aim at the opponent you wish to use an item on.

Classic Style

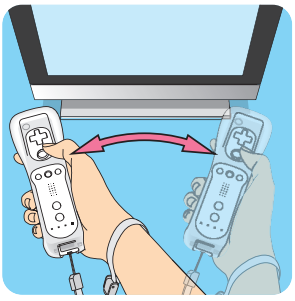


[ZR]/[ZL] are used to simulate the swinging action of the Wii Remote for waving off the effects of a "Smoke" item.

One-Handed Style

Point the Wii Remote at the screen. Flip the controller to return to Simple Style (Standard) controls.

While playing Tetris Party using the One-Handed Style controls, slide Tetriminos from side to side with the Wii Remote. Using this control style, you cannot perform a Hard Drop or rotate the Tetriminos counterclockwise.



Tetris Terminology

Tetrimino: A geometric Tetris shape formed by blocks (called Minos) connected along their sides.

Matrix: The grid that creates the active game area. Tetriminos fall from the top-middle just above the top of the Matrix (off-screen) to the bottom.

Next Queue: The Next Queue shows the player what the next five Tetriminos will be. The top Tetrimino in the Next Queue (inside the circle) will begin to fall once the previous Tetrimino locks down.

Hold Queue: Store a falling Tetrimino for use later in the Hold Queue. When called for, the held Tetrimino swaps places with the currently falling Tetrimino, and begins falling from the top of the Matrix.

Hard Drop: An action that causes the Tetrimino in play to drop straight down instantly from its current location onto the first surface it lands on. Once performed, the player cannot further manipulate the Tetrimino.

Soft Drop: An action that causes the Tetrimino to drop at an accelerated rate (about 20 times the normal speed) from its current location.

Line Clear: The result of when a horizontal row is completely filled with blocks and removed from the Matrix. All pieces above the Line Clear shift down to fill the space.

Single Player Modes

Many of the single player modes have multiplayer equivalents. Use these modes to sharpen your skills before your friends arrive!

Marathon

Play a traditional game of Tetris with no time limit. Marathon's difficulty increases as you play through its 15 levels.

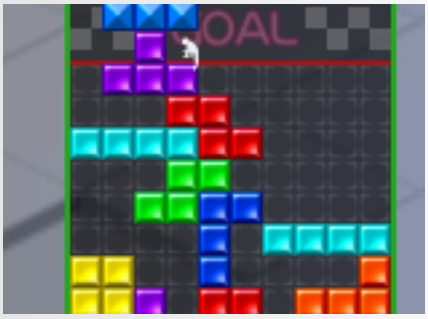
Computer Battle

Take on a computer controlled foe. Adjust the difficulty settings to your personal preference, featuring 15 levels of difficulty in total.

Beginner's Tetris

Simple shapes and a small Matrix make Beginner's Tetris the ideal game for new and younger players.

Field Climber

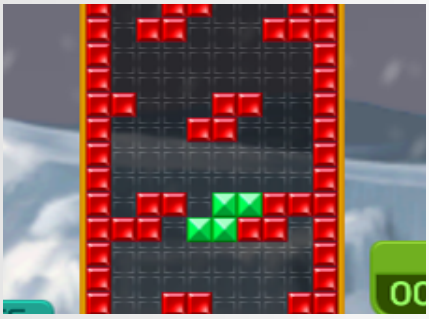


Build a ladder of Tetriminos to the top of the Matrix as quickly as possible to help the climber reach the goal. The climber can ascend only one-Mino-high blocks. Be sure not to squish him with a Tetrimino or it's game over.

Shadow

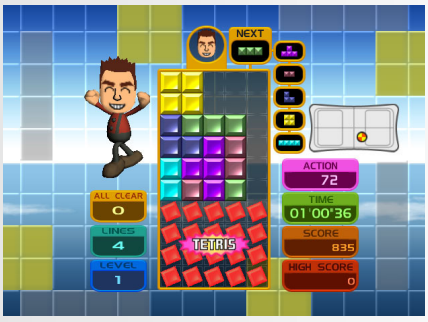
Fill in the shadowed area of the Matrix to complete a hidden picture. Fill the picture as quickly and as neatly as possible for the best score. You can skip Tetriminos a limited number of times.

Stage Racer



Unlike the other modes, your goal in Stage Racer isn't to clear lines. Instead, you must guide a Tetrimino through a tricky course of scrolling blocks. Get to the finish by sliding and spinning the Tetrimino as quickly as you can.

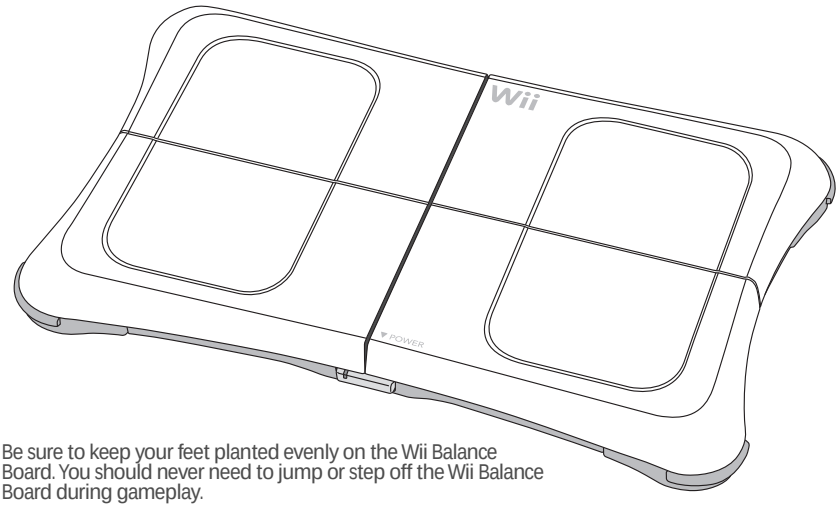
Tetris with the Wii Balance Board



Get your body into the game with Tetris on the Wii Balance Board. This single-player-exclusive mode begins simple blocks. The levels will get more challenging as you get better and better.

Using the Wii Balance Board

There are three basic controls for the Wii Balance Board. Lean your whole body side-to-side to slide the Tetriminos left and right. Rotate the Tetriminos by squatting firmly onto the Wii Balance Board. Finally, lean forward or backward to make the Tetriminos do a Soft Drop.



Be sure to keep your feet planted evenly on the Wii Balance Board. You should never need to jump or step off the Wii Balance Board during gameplay.

Multi-Player

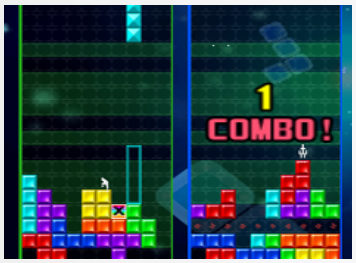
You can play Tetris Party with your friends in a number of game modes, either locally or via Nintendo Wi-Fi Connection. For most modes, additional hardware is required.

VS Battle

Face off against a mix of rival players and CPU opponents. Clear lines and use items to force your opponents to lose. The number of lines you clear determines the number of lines sent into your opponents' Matrices.

VS Hot Lines

Be the first to clear highlighted lines before your opponent. Once you've cleared one of the designated lines it will disappear. Play with a partner and work together to each target specific lines to clear.



VS Field Climber

The standard rules are the same as those for Field Climber. Win by reaching the goal first. Each time a player passes through a checkpoint, a Line Kick item is awarded.

VS Shadow

The standard rules are the same as those for Shadow. Complete the puzzle first and have the highest completion rate at the end of the game to be declared the winner.

VS Stage Racer

The standard rules are the same as those for Stage Racer. Win by either reaching the goal first or when your opponents can no longer continue playing.

Co-op Tetris

A two-player game in which participants cooperate to clear lines on a field that is double the width (20 columns wide) of a normal Matrix. The Tetriminos that enter the Matrix vary for each player. The standard rules of Tetris apply. The Hold Queue is shared between the two players.

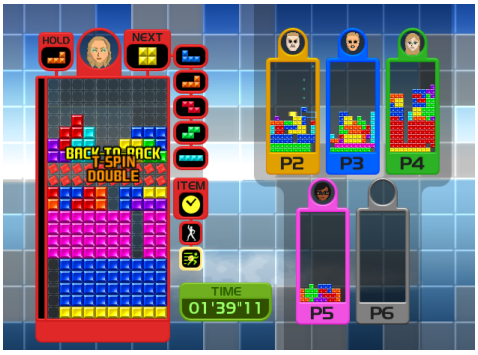
Duel Spaces

Players compete to see who can enclose the most space with their Tetriminos (the Tetriminos themselves count as space). Players take turns controlling a Tetrimino. The player whose Tetrimino closes off an area is awarded the space. At the end of the game, the player with the largest total area is declared the winner.

Nintendo Wi-Fi Connection

Go online with Tetris Party and play against people from around the globe. The standard rules for Wi-Fi gameplay are the same as those in VS Battle. In "World Battle," members are chosen at random from players worldwide. In "Friend Battle," participants are players who have mutually registered Friend Codes.

Play against up to five people at a time via Nintendo Wi-Fi Connection.



Items and Item Use

Item Blocks will appear during a game when the Item setting is "ON" in some multiplayer modes. Clear the line containing the Item Block to obtain an item. Press the B Button to use an item you have obtained. You can stock up to three items, but you must use them in the order you obtained them.

Smoke
Effect: One Opponent.

Aim your Pointer at an opponent's Matrix and press the B Button to cover that Matrix in smoke. Shake the Wii Remote to get rid of the smoke.

Speed Up
Effect: All Opponents.

Use this item to increase the drop speed of your opponents' Tetriminos for a short time.

Block Shot
Effect: Anyone.

Aim your Pointer at an empty area in any Matrix and press the B Button to send blocks to that area. The greater number of times you rapidly press the B Button, the more blocks you can send into that area.

Line Kick
Effect: Anyone.

Use this item to clear lines on your Matrix. To choose a line just point at it and activate the Line Kick.

Cascade
Effect: Self.

When this item is activated the Tetriminos you lock down will break apart and fill in the spaces beneath them for a short time.

Lock
Effect: All Opponents.

Use this item to stop all opponents' Tetriminos from rotating for a short time.

Field Climber
Effect: All Opponents.

Use this item to cause a climber to appear in your opponents' Matrices. If the climber is crushed, penalty blocks will appear from the bottom.

Shift
Effect: Self.

Aim your Pointer towards one side of your Matrix, then press the B Button. The blocks will align together in the area where you aimed the pointer.

Time Stop
Effect: All Opponents.

Activating this item will temporarily freeze your opponents' game play for a short amount of time. Your own game play will not be affected during this time.

Hide
Effect: One Opponent.

Aim your Pointer at an opponent's Matrix and press the B Button to temporarily hide their Next queue.

Wii Ware

AUTHENTIC TETRIS GAME

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