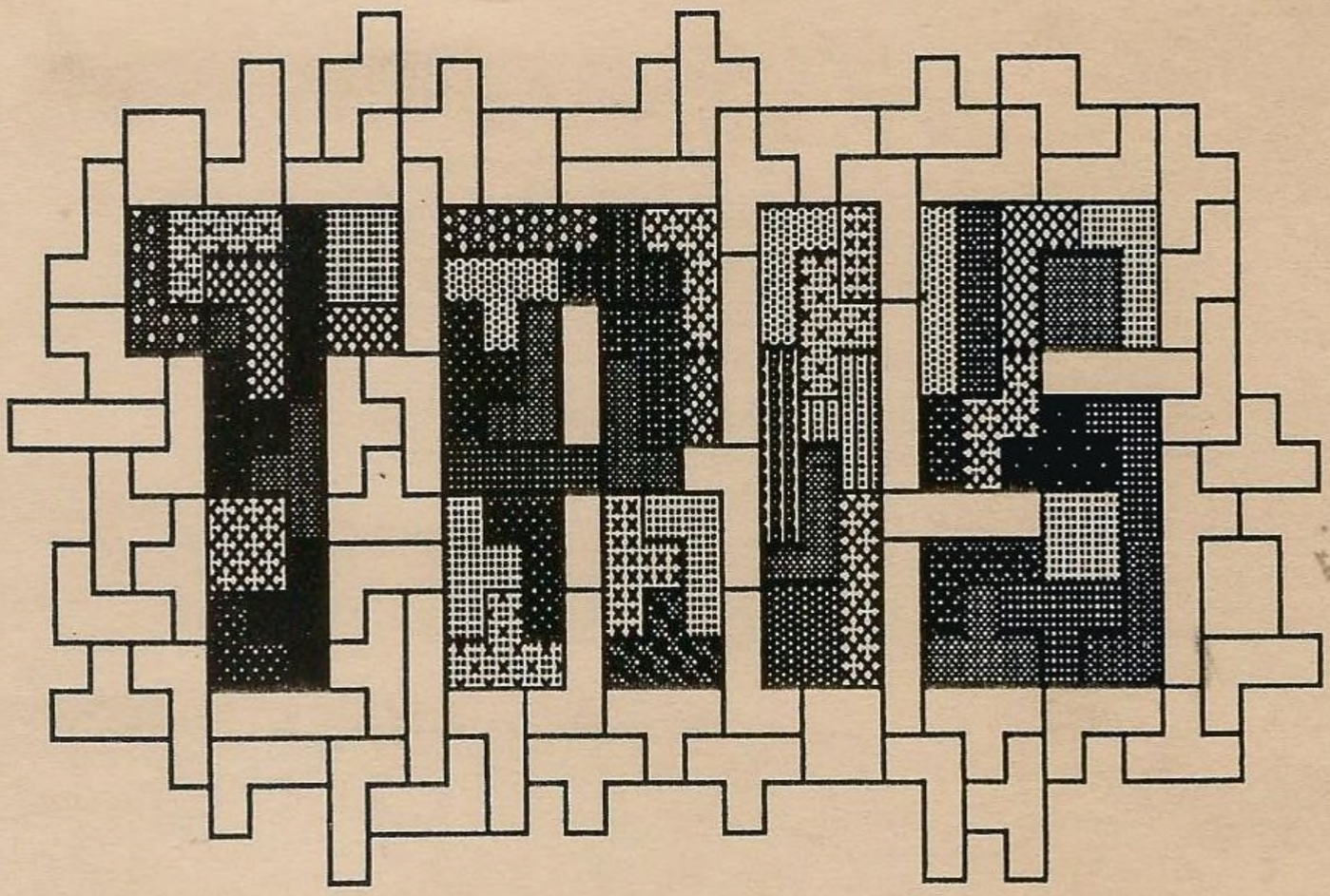

By Jim Reiss

Tris 2

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The release of Tris 2 adds new improved graphics and two new features To the already successful Tris game: Reverse Twist and Mutant Blocks. To access these features select them after you have pressed any key to continue on from the title screen. Simply press the "Y" key to turn it on, or "N" to decline.

Asgard Software

Tris

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Introduction

Tris is a remarkable game based on a very popular game from the Soviet Union. Both a strategy and an arcade-style game, in *Tris* the object is to manipulate falling shapes so that they form solid rows in the game area. Completed rows automatically disappear. As the game progresses, the pieces fall faster and faster - making it even more challenging. Though it sounds simple in concept, *Tris* is a game that is easy to play and very difficult to master. There are many strategies that make advancing through this engaging puzzle easier - and there are many ways to lose. All in all, you'll find *Tris* one of the most addictive games ever written for the TI-99/4A or Myarc Geneve 9640.

Loading Instructions

Cartridge Version:

Turn off your TI-99/4A, plug in the Tris module in the cartridge port, and turn it on again. Press a key to advance beyond the Title screen and select "Tris" from the main menu. The program will automatically start.

Disk Version:

A version on disk is distributed only for use under M-DOS on the Geneve 9640. After loading M-DOS, place the program disk in drive one, type **TRIS** at the command line and press **<enter>**. The program will automatically load and run.

Game Specifics

Getting Started

When the title screen appears, press any key to continue on (unless you'd like to watch the rotating colors of the title screen a bit). Before you can play the game you have to tell *Tris* a few things.

Level: Tris is a 10-level game, numbered 0 to 9. Level 0 is the slowest (and easiest), and 9 the fastest (and hardest). First select your starting level by pressing the key for the number of the level you want to begin at.

Height: After you have mastered the basics of the game, you may want to test your skills out. *Tris* will randomly place blocks up to the level you specify - from none to up to 9 blocks high. Selecting a level other then zero gives you the added challenge of not only keeping up with falling blocks but also removing the ones already there by filling in rows. As above, press a key from 0 to 9.

Preview: *Tris* offers a piece preview function which will display the shape of the next piece to drop while the current one is falling. This is particularly useful in higher levels and for planning strategy. Press the "Y" key to turn it on, or "N" to decline.

Alternate Keys: Some keys are easier to use for some people then for others. Two entirely different sets of controls for the game (which are described in depth below) are included. Press "Y" to select the "Alternate set", or "N" to select the standard keys.

Controls

The falling pieces in *Tris* can be manipulated with both the standard and alternate sets of keys. Which set you use is determined by how you answered the question for Alternate Keys in the setup options.

Function	Standard Keys	Alternate Keys
Move left	S	J
Move right	D	L
Rotate piece	<space bar>	K
Drop piece	<enter>	<space bar>
Pause game	P	P

Press the move left and move right pieces to move the falling piece one block to the left or right. When you press the "Rotate piece" key it will rotate the piece at 90 degree angles along its axis. You will need to rotate piece frequently to fit them into spaces properly. Once you have rotated and positioned the piece properly, you can "drop" it into place rapidly by pressing the "Drop Piece" key. This gains extra points in relation to the height you drop the piece from. Finally, if you need to pause the game, simply press "P".

When the game is over, you can press **FCTN-8** to restart the game with the same setup screen options you specified for the previous game, or **FCTN-9** to return to the setup screen. Finally, you can press **FCTN-=** at any time to quit from either the cartridge version or the Geneve MDOS disk version of the game.

Credits

Game Design: Jim Reiss, Chris Bobbitt
Programming: Jim Reiss
Graphics: Chris Bobbitt, Jim Reiss
Sound Effects: Bruce Harrison, Jim Reiss
Theme Music: Ken Gilliland
Playtesting: Charles Earl, Ruth O'Neill, Jim Horn, John Bobbitt

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