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PRINTED IN JAPAN

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INSTRUCTION BOOKLET



NINTENDO⁶⁴



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Tetrisphere™* Game Pak for your Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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THE NINTENDO® 64 CONTROLLER™

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



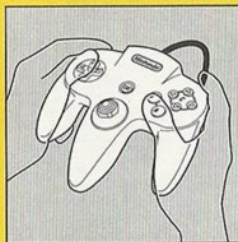
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

Holding the Nintendo 64 Controller



While playing Tetrisphere, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. By using your left and right index fingers, you can operate the L and R Buttons as well.

Connecting the Nintendo 64 Controller

To play any of the one-player game modes, connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two-player games, connect a second controller to any other socket. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the POWER to OFF, make any controller connection changes, then return the POWER to ON to resume play.



You must use two controllers to play the 2-Player VS. Mode.



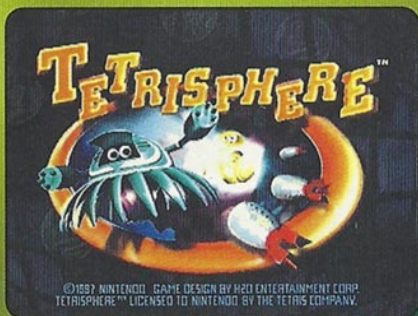
Controller Functions:

Start	Start and pause the game
+ Control Pad	Move cursor - Toggle menu items
A Button	Drop pieces - Select menu items
B Button	Grab and slide pieces - Back up through menu screens
Z Button	Drop pieces - Select menu items

L Button	Move sphere closer to screen (puzzle mode only)
R Button	Move sphere away from screen (puzzle mode only)
C▲ Button	Reset puzzle (puzzle mode only)
C▼ Button	Use magic item (except puzzle mode)

Before Starting the Game

Correctly insert the Game Pak into the Nintendo 64 Control Deck and move the POWER switch to the ON position. When the demo begins, press START to display the title screen. Press START again to display the Game Mode menu.



Starting the First Time



When the Control Deck is turned on and the game is started for the first time, you will immediately be taken into a tutorial session. It is advisable to make sure you are trained in the basic fundamentals before jumping right in and playing the game. Without learning the basics, you might find things to be a bit more difficult.

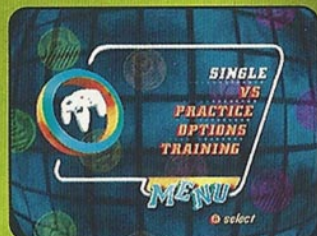
Training

Training gives you the tools you will need to become an accomplished Tetrisphere player. Your choices are BASIC, ADVANCED and PUZZLE training. We recommend taking a peek at all of them before starting a new game.



The Select Screen

Selecting SINGLE will advance you to the single player game select screen. Before starting a game you can load an existing name, change or add a new name, as well as select your robot of choice. Press START to move the cursor to the mode select menu. For details about each mode see Single Game Modes beginning on page 14.



VS

This mode lets you compete against a friend. See VS Game Modes beginning on page 16.

Practice

In this mode you can play at your leisure, setting the parameters to fit your comfort level. Hone your skills to perfection before trying them on the real thing.



Options

Choose AUDIO to change various sound settings. DATA EDIT will let you edit your saved information. SCORES will display the high scores. Select CONTROLS to view the controller configuration.



How To Play

Tetrisphere is a game where you must arrange like-shaped pieces together, then break them out in order to achieve your goal. Pieces can be arranged on any side of each other just as long as they are flush when you attempt a break. In the bottom left corner of the screen you will see the pieces available to drop. The piece rotating is the one you currently control. There must be at least two like pieces together before you can drop. If you are uncertain, look at the cursor. The cursor will glow white, indicating that it is OK to drop. To move a piece into place, simply press and hold the B Button to grab it, then use the + Control Pad to maneuver it. When making your drop, press the A Button to drop the piece on or next to the like pieces to eliminate them from the sphere. It can get tricky sometimes! Pieces lined directly underneath also count. Remember, a drop must be made before you will be allowed to remove any pieces and advance to the next piece.



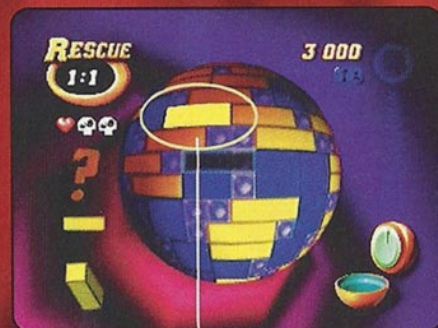
Bad Drop



If you place a piece incorrectly you will lose one of your hearts. If you make three bad drops on the sphere, the game is over. Your ultimate goal is to reach the core of the sphere. The various modes offer different and unique quests, in many of which exposing the core is only part of your goal.

Power Pieces

Power pieces are the key to completing spheres with style, not to mention completing them more efficiently. Power pieces are created when you break between three and nineteen pieces at once. To know how many pieces you have broken out, look to the top right corner of the screen and you will see a "combo counter." When you do a combo, little white balls will fly out and rain down onto the sphere, turning any piece they hit into a glowing power piece. The advantages of using these pieces are enormous. Power pieces can be slid up and over other pieces on the sphere, but only one block high. Power pieces will allow you to create higher combos. For example, if you begin your break on a power piece, the pieces connected to and after it will break slower. The advantage to this is that while the pieces are slowly breaking, you will have extra time to break other pieces, adding to the combo count.



Power Piece

Speed Meter

Another way that power pieces help you is to reduce the threat of the Speed Meter. In the bottom right corner of the screen you will see an orange and blue Speed Meter icon. The purpose of this is to regulate how much time you spend on a sphere. While playing, the meter will empty. When the blue meter empties and turns yellow, the sphere will slowly start moving toward the screen. If the sphere gets too close and hits the screen, you will be forced into a bad drop. When the yellow meter empties and turns to red, you are really in trouble! The use of power pieces will help to reduce this threat. When power pieces are broken, time is added to the meter. If you are good enough, you can effectively keep the Speed Meter in the blue and never have to worry about the sphere moving too close.



The Morphing Piece

Occasionally a question mark icon will appear among the pieces in your "next" list. This is the "Wild Card Piece." When this piece is next, it will change and "morph" into every piece type. The Wild Card Piece allows you to make a drop onto any legal set of pieces. Although the shadow of your cursor will not take the shape of any particular piece, you can grab, slide and drop onto any piece on the sphere.



**Wild Card
Cursor Shadows**



OK to drop



Not OK

Magic

Power pieces also help you to earn Magic. You can create higher combos using power pieces. Higher combos allow you to earn your magic. When you do a combo of twenty or more you will earn magic. Magic removes large numbers of pieces from the sphere at once. When you've earned a magic, its icon will appear at the bottom of the Speed Meter. To use your magic, simply press the C▼ Button.



Firecracker

- Blows out a small section of pieces.



Bundle O' Dynamite

- Destroys pieces in a spread.



Electro Magnet

- Pulls pieces from sphere.



Atom

- Peels off the top layer of the sphere.



Bomb

- Destroys a massive area of pieces.



Ray Gun

- Slices and removes pieces through to the core.

Single Game Modes

Rescue

This mode is fairly straightforward. You must remove pieces from the sphere to rescue your robot friends from the core. Sound easy? Think again! There are 100 stages, and they tend to get a little "unfriendly" as you progress through the ranks.



MULTI
DIG THROUGH THE
PIECES WITH THE
'A' BUTTON.
COMPLETELY
UNCOVER ANY
PICTURE TO WIN.

Hide & Seek

Hide & Seek is very similar to Rescue, but with a twist. You will be given instructions on what needs to be done for each sphere. Simply breaking out pieces will not always be your goal. Where are your friends?

Well, you will find them at the core of every fifth stage, but it's not always going to be easy.

Puzzle

Here you will find 100 of the craftiest puzzles around! In each level you will be given a certain number of Drags and Drops. To drag a piece, press and hold the B Button over the desired piece and use the + Control Pad to move it where you like. To make a drop, just move the cursor over the piece you wish to remove and press the A Button. If you think you've made an error, just use the C Button to reset the puzzle and give it a second try. To provide alternate distance perspectives, use the L and R Buttons to move the sphere closer or farther away from the screen.



Time Trial

Forget those robots, this mode is only about score! You only have five minutes to rack up a high score. There are several elements other than breaking pieces that contribute to your score. The number of core pictures you uncover and spheres you complete also play an important factor when trying to score big. What do power pieces do... Hmmm, I wonder?



VS CPU

In addition to playing the VS mode head-to-head, it can also be played against the computer. Choose your favorite 'bot, then take on the rest. When you need to stop your quest, you can! Your progress in all Single game modes is auto-saved to Game Pak memory, allowing you to continue later. See page 16 for details on playing the VS modes.

X-Value

The "1X" under your score is your multiplier. Besides dropping on pieces, there are other ways they can be broken. These techniques build up your "X-value." To learn these coveted techniques, you must finish both Basic and Advanced Training. X-value is available in all modes and, just like power pieces, will reduce the Speed Meter threat. In Time Trial it will only help your score. For example, do a combo worth 10,000 points with a 3X value, for 30,000 points! The higher your X-value, the higher you score! The highest X-value is 20; but to reach it, you must use advanced techniques. Are you ready?



VS Game Modes

VS & VS CPU

If you are looking for hard-core, head-to-head competition, playing against the CPU or with a friend will definitely give it to you! The objective

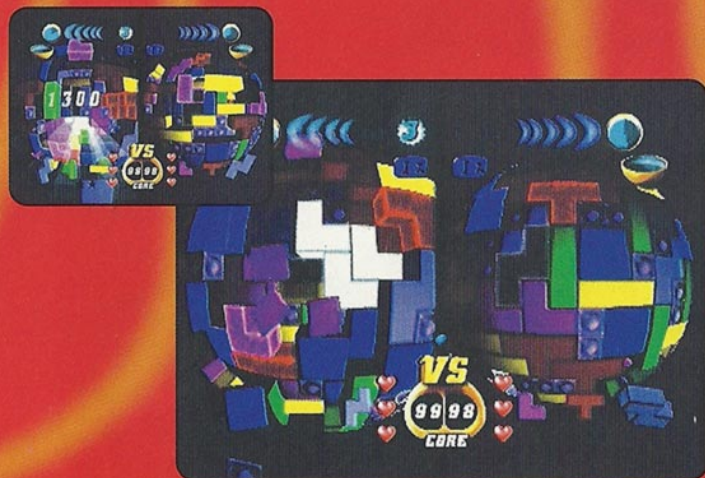
is to uncover the required number of core pictures before your opponent does. If either player bad-drops three times before uncovering all of the required cores, the player with hearts remaining is the winner.



Dark Pieces

When playing VS games, the rules change slightly. If you think the fear of a Speed Meter is frightening, you have only begun to experience true "Phere," as dark pieces bring a whole new meaning to the word! To attack your opponent, you must do combos of at least four. When you do this, the opponent's pieces start turning dark. You cannot drop on a dark piece to break it. To do so

Dark Pieces



is considered a bad drop, and you will lose a heart. Dark pieces cover your opponent's sphere, making it harder to reach the core.

Dark pieces can, however, help you turn the tables on the opponent. Though you cannot drop on a dark piece, you can drop on any regular pieces connected to it. If dark pieces are used in a combo, they will send more dark pieces back to the opponent. If you do a combo of ten, and five of them are dark, the effect would be a 15-piece attack on your opponent! If your attack is severe enough, your opponent's sphere will zoom back and a pile of dark pieces will dump right into his lap! You can also get rid of dark pieces by using the special drop techniques. The special techniques will not only help get rid of dark pieces, but also raise your X-value. If your X-value is higher, the potential for you to drop large quantities of dark pieces will be enormous!

Introducing The 'Bots

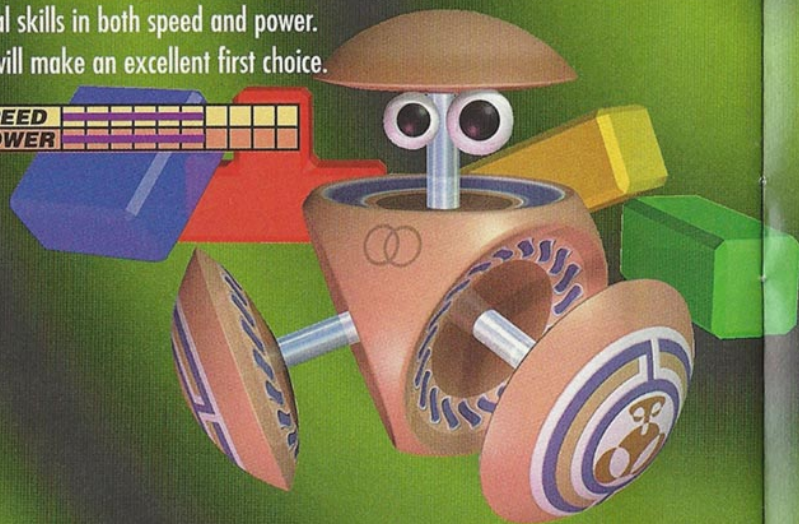
If you are looking to make some new friends, you can find them right here. These miniature mechanized puzzle buffs stand by to assist you in conquering the sphere. Each 'bot has its own special abilities to better suit your gaming needs.

Speed and Power

Speed and Power determine the 'bots' effectiveness on the sphere. "Speed" determines how fast you can move the cursor and "Power" controls how fast you can move while dragging a piece. Will it be speed or strength? You decide!

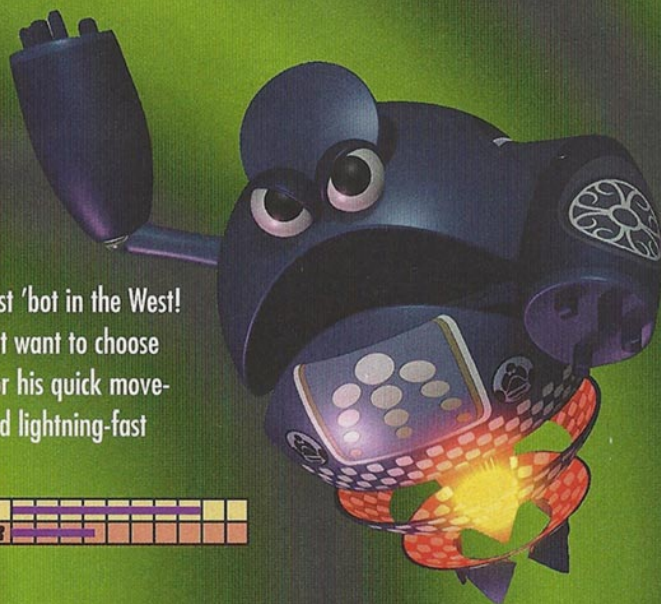
Wheels

Wheels has well-rounded talents, possessing equal skills in both speed and power. He will make an excellent first choice.



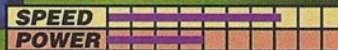
Rocket

The fastest 'bot in the West! You might want to choose Rocket for his quick movements and lightning-fast reflexes!




Gear

Although Gear is not quite as fast as Rocket, you might find his increased Power more suitable.



Turbine

Sound fast and powerful? He is! Turbine is the third fastest of all the 'bots, and handles like a charm.

SPEED 



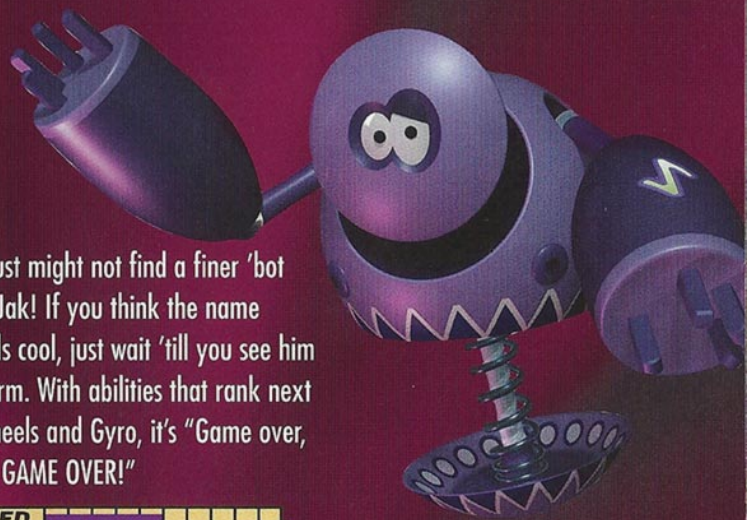
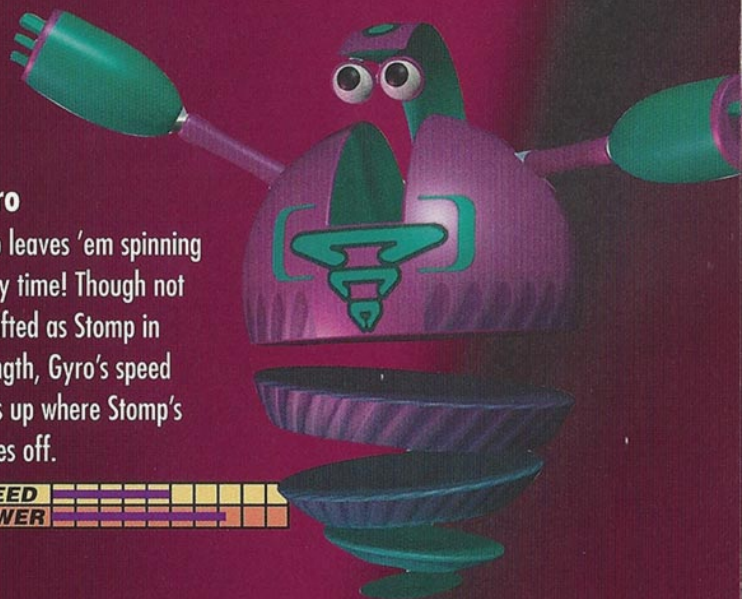
Stomp

If you want big-time muscle, Stomp is your 'bot! Herculean in strength, but a little slow on the draw, use him and give 'em the hurt!



Gyro

Gyro leaves 'em spinning every time! Though not as gifted as Stomp in strength, Gyro's speed picks up where Stomp's leaves off.



Jak

You just might not find a finer 'bot than Jak! If you think the name sounds cool, just wait 'till you see him perform. With abilities that rank next to Wheels and Gyro, it's "Game over, man. GAME OVER!"

IMPORTANT:

REV - B

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REV - I

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This warranty is valid only in the United States.