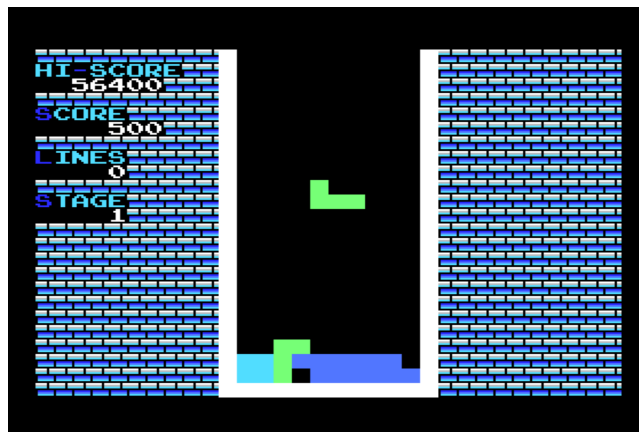


Q-TETRIS USER MANUAL

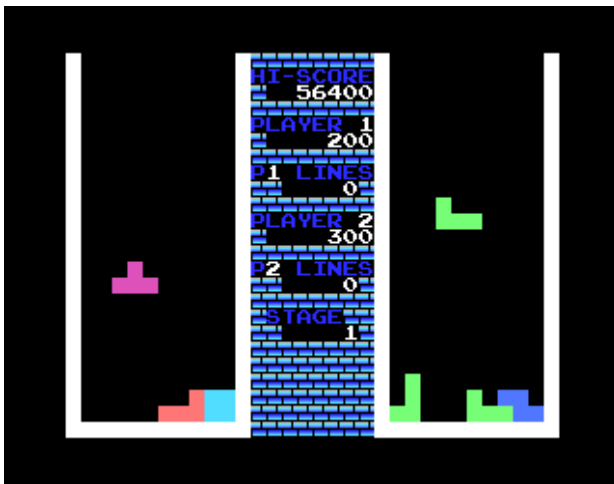
- SYSTEM REQUIREMENTS -
- MSX1 with 16KB RAM and 16KB VRAM -

- GAME OBJECTIVE -

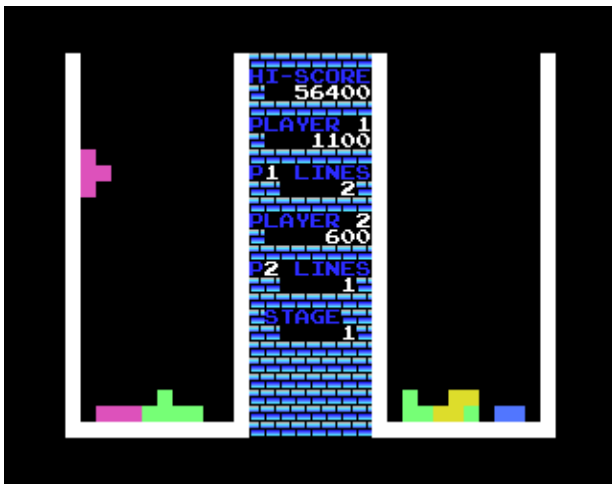
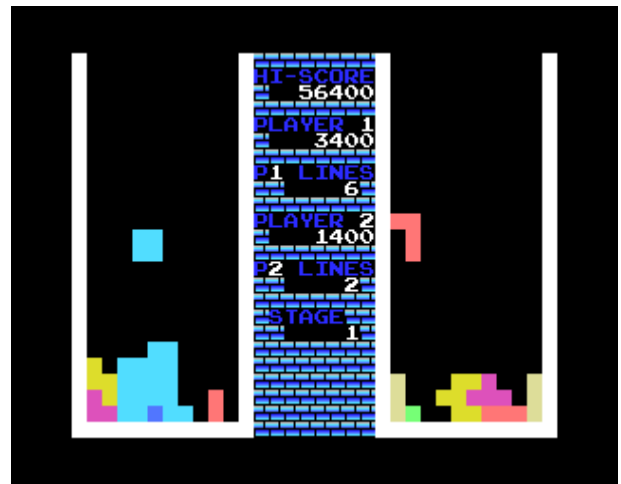
Q-TETRIS starts with one of the most immediate and universal concepts in video game history but builds upon it to create a variant particularly well-suited to the MSX1. Its standout feature isn't simply the ability to play Tetris, but rather a genuinely well-structured simultaneous two-player mode, featuring independent playfields, separate scores, line counts, and shared progression across various stages. The presentation is instantly recognizable. The title screen features a distinct arcade aesthetic, with the Q-TETRIS logo prominently displayed, on-screen instructions, and an interface framed by light and dark blue brickwork. It is a deliberately retro style that fits an MSX production perfectly. Once the game begins, the black background allows the multicolored tetrominos to stand out clearly, while white borders sharply define the two play areas. The central vertical panel is particularly well-designed. It manages to display all essential information—HI-SCORE, PLAYER 1, P1 LINES, PLAYER 2, P2 LINES, and STAGE—within a very compact space. In two-player mode, it is immediately obvious who is in the lead and how many lines each player has completed. Occasionally, large text elements like "STAGE CLEAR!!" and "BONUS STAGE" overlap parts of the central area, creating a somewhat crowded look, but this also reinforces the 1980s arcade game vibe. The two-player mode is the game's greatest strength.



This is where Q-TETRIS develops a personality of its own. It isn't simply a matter of two Tetris games running side-by-side; the stage-based progression turns the match into a race of speed and endurance. In the first level, the goal is to clear 10 lines. In the second, the target doubles to 20, and in the third, it rises to 30. The first player to reach the milestone triggers the end of the stage for everyone still in the game. This creates great competitive tension: it's not enough to simply keep your own board clear—you have to try to complete lines faster than your opponent. Even more interesting is how elimination is handled. The footage shows Player 2 completely filling their board and hitting "GAME OVER" during Stage 2. The game doesn't stop the match, and—crucially—it doesn't revive Player 2 for the next stage. Their board remains frozen with the "GAME OVER" message displayed while Player 1 continues alone. This is an excellent design choice, as it transforms the second half of the match into a genuine survival challenge: the remaining player can continue to clear stages and boost their score.

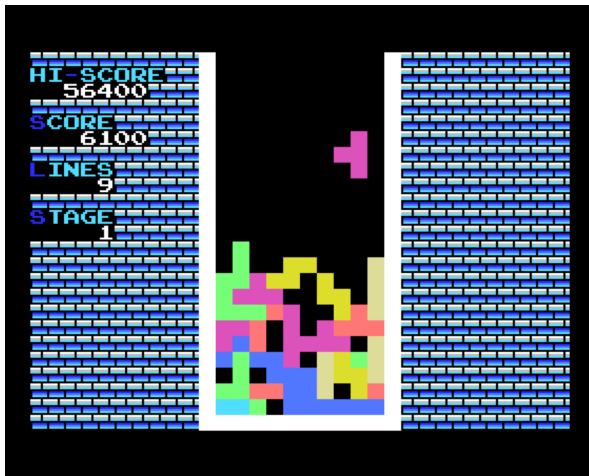
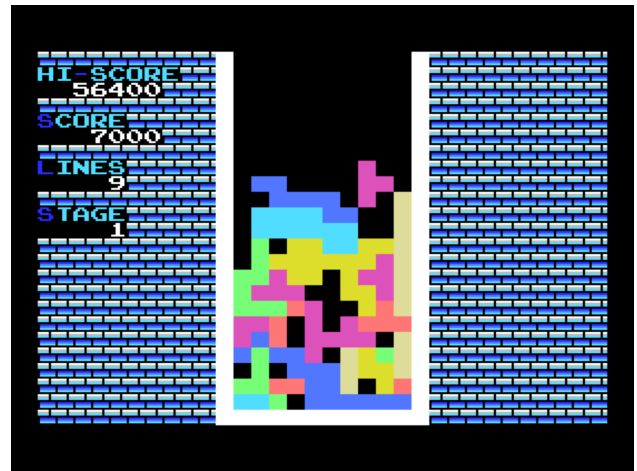


GAME INSTRUCTIONS - Q-TETRIS is an MSX1 puzzle game inspired by the classic Tetris formula, but featuring a particularly interesting simultaneous two-player mode. F1 — 1 PLAYER: starts a single-player game. F2 — 2 PLAYERS: starts a simultaneous two-player match. PLAYER 1: uses the cursor keys. Left/Right move the piece; Down accelerates its descent. SPACE rotates the tetromino. PLAYER 2: uses the joystick connected to port 2. Left/Right move the piece, Down accelerates its fall, and the fire button is used for rotation. The goal is to arrange the tetrominoes to form complete horizontal lines. A completed line is cleared, freeing up space in the well.

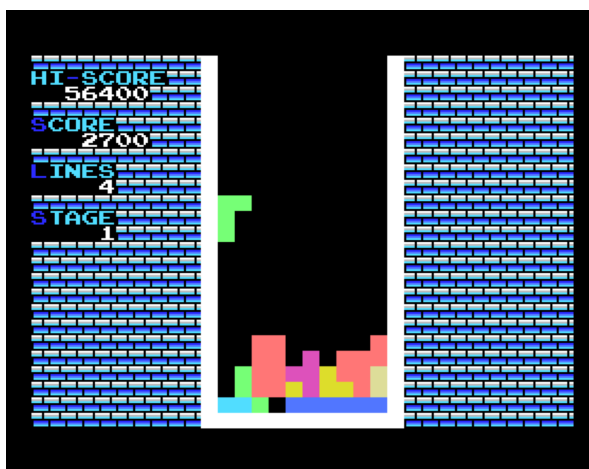


You must prevent the blocks from piling up to the top of the playfield. If there is no longer enough space to properly place a new piece, that player gets a GAME OVER. In 2-player mode, the playfields are completely separate: Player 1 on the left and Player 2 on the right, with the information panel in the center. The central panel displays the high score, Player 1's score and line count, Player 2's score and line count, and the current stage number. At the start of each level, a screen reading something like "STAGE 1 — ARE YOU READY?" appears before the action resumes. The objectives become progressively harder. In the video, Stage 1 requires 10 lines, Stage 2 requires 20, and Stage 3 requires 30. Upon advancing to the next stage, the line counter resets to zero. It only takes one active player reaching the stage objective for "STAGE CLEAR!!" to appear and the game to advance to the next level. In Stage 1, for example, Player 1 completes the objective while Player 2 is still far behind. After Stage 1, a 2,000-point bonus stage is awarded; after Stage 2,

it is 4,000 points; and after Stage 3, it is 6,000 points. The observed behavior thus indicates a progression of 2,000 points multiplied by the stage number.



In Stage 1, Player 2—who is still in the game—also receives the bonus when Player 1 completes the stage. A player who has already been eliminated, however, does not receive subsequent bonuses. Two-player mode does not end when the first participant loses. Player 2 hits "GAME OVER" during Stage 2: the words "GAME OVER" appear clearly in the right-hand play area, their field freezes, and they stop receiving tetrominoes. The surviving player continues alone. Player 1 completes Stage 2, tackles Stage 3, completes it, and reaches Stage 4, all while "GAME OVER" remains displayed on the right. The eliminated player does not re-enter the game upon the level change. Stage 4 is actually reached in the footage. Based on the observed progression, the objective appears to be 40 lines with an 8,000-point bonus; this is an inference drawn from the formula used for the first three stages, as the video ends before Stage 4 is completed. One thing I do not want to fabricate is the precise mathematical table of points awarded for each individual line or placement: while the score increase is clearly visible in the footage, it is impossible to isolate every specific value with absolute certainty. The stage bonuses of 2,000, 4,000, and 6,000 points, however, are clearly visible.



DIRECTION:

Player 1: cursor keys or joystick in port 1

Player 2: joystick in port 2
PLAYER 1: Space bar or fire button (A) on joystick 1 to change the brick's position
PLAYER 2: Fire button (A) on joystick 2 to change the brick's position

F1: to PAUSE the game.

- SCORING -

- 100 points are awarded for each brick placed.
- 200 points are awarded for each completed line.
- - STAGE CLEAR BONUS (End of Level) -
- Upon completing a level, each player receives a bonus of 2,000 points multiplied by the current level number.

This manual accompanies the Q-TETRIS ROM.

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