



TETRIS® THE GRAND MASTER 4
-ABSOLUTE EYE-

GAME MANUAL

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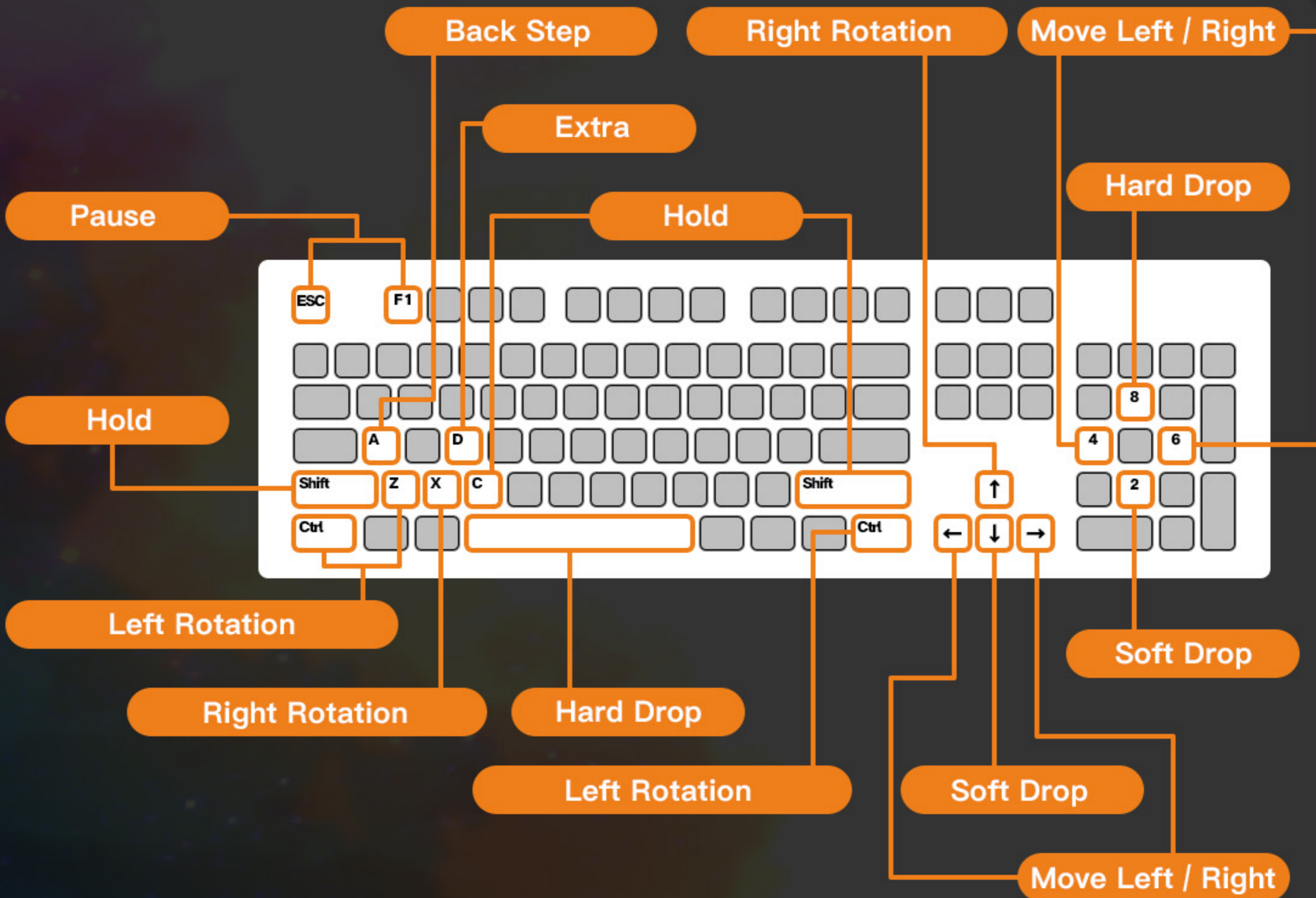
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CONTROLS



KEYBOARD



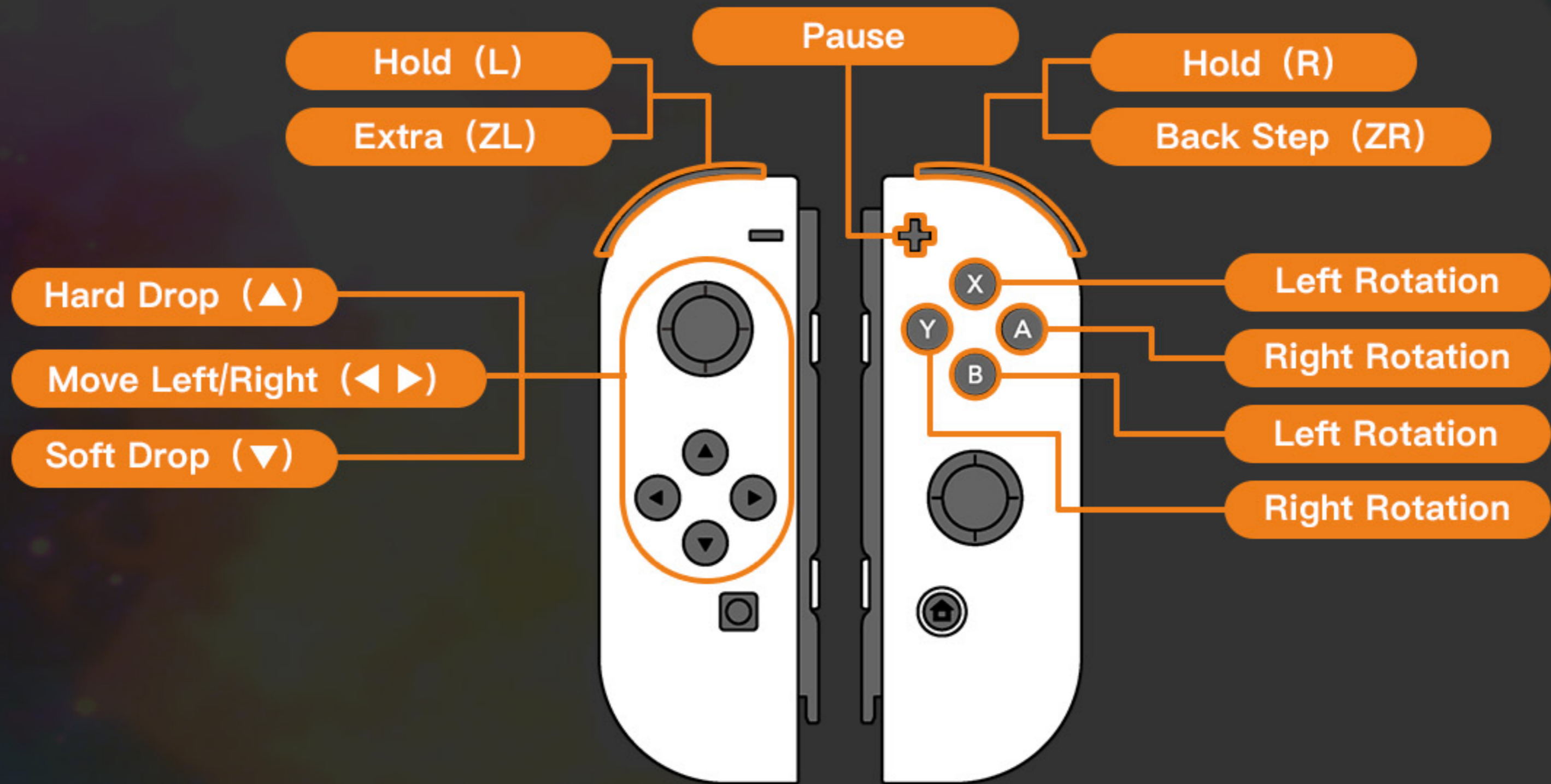
Keyboard	
Left Rotation 1	Z
Right Rotation 1	X
Left Rotation 2	Ctrl
Right Rotation 2	↑
Hold	C or Shift
Move Left/Right	← → or Num4 Num6
Soft Drop	↓ or Num2
Hard Drop	Space or Num8
Extra	D
Back Step	A
Pause	ESC or F1
Confirm	Space or Enter
Back	ESC or BackSpace



CONTROLS



JOYSTICK



Joystick	
Right Rotation 1 / Confir m	A
Left Rotation 1 / Back	B
Left Rotation 2	X
Right Rotation 2	Y
Hold	L R
Move Left/Right	◀ ▶
Soft Drop	▼
Hard Drop	▲
Extra	ZL
Back Step	ZR
Pause	+



MAIN MENU



PLAY GAME

Play “TETRIS THE GRAND MASTER 4” in various game modes.

PRACTICE

Learn the basics and practice in various game modes. View your replays.

RECORD

View your play stats, score ranking, and KONOHA Characters.

OPTION

Adjust the game options.



PLAY GAME



ARCADE MODE

Single player game mode. Select the operation type.

STANDARD

World standard operation type of TETRIS. The color of the Tetriminos is a world standard color scheme. After the Hard Drop, Tetrimino will immediately be immobilized and cannot move. If you have not played the TGM series much, you may prefer to choose this type.

TGM

TETRIS THE GRAND MASTER series operation type and Tetrimino color scheme. After the Hard Drop, you can move or rotate for a bit.

PLAYER VS. PLAYER MODE

Local 2 Player Mode.



PLAY GAME



MARATHON

A mode to compete for a score in normal TETRIS. The game is over when the pile reaches the top.



NORMAL

A mode playing normal TETRIS. Compete for the time to reach Level 999.





PLAY GAME



ASUKA

A mode for intermediate to advanced players. Compete to see how far you can raise the level within the time limit by promptly placing Tetriminos that fall at top speed.

This mode has two functions that are not in other game modes.

- **Back Step (Rewind)**

The Tetrimino you move at that time can be rewound to the time of its appearance and redone.

- **Infi nity**

Even after placing Tetrimino, it can be moved without limitation if it is moved or rotated within a certain period.





PLAY GAME



MASTER

A mode for advanced players where all TETRIS skills are tested. Level up as much as possible. Tetriminos will fall at top speed from the start!



Earn medals by completing the following terms. The game's movement may change depending on the number of medals!?

ALL CLEAR

Terms: All Clear

TETRIS

Terms: Tetris Line Clear

T-SPIN

Terms: T-Spin Double or T-Spin Triple

Pikii

Terms: Pikii appears from Level 300. A certain area freezes, and it will not clear even the rows are set. It defrosts, and the rows of blocks clear after reaching a certain level.



PLAY GAME



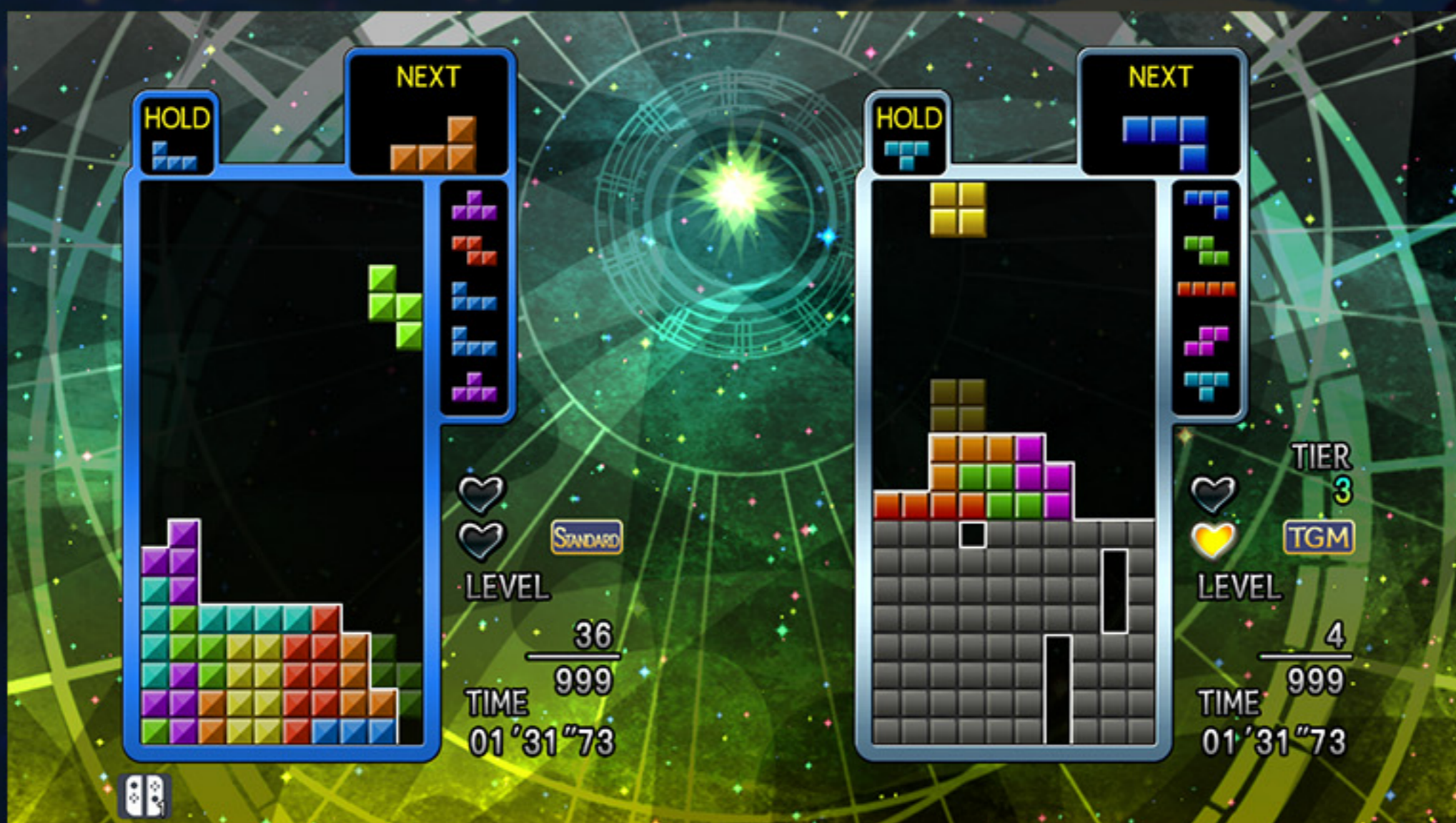
KONOHA

A mode playing with Big Minos and each All Clear gradually releases bonus illustrations. There is an All Clear Guide at the first part. It is game over when the pile reaches the top or time runs out. The time returns by clearing the line. View the illustrations from [RECORD] > KONOHA CHARACTER ENCYCLOPEDIA.



SHIRANUI

A mode you play against the CPU opponent. CPU tiers at the start are 1 to 5, and higher tiers will be released by winning matches. The secret tier appears under certain conditions.





PRACTICE



A mode you can practice “TETRIS THE GRAND MASTER 4” in different ways.

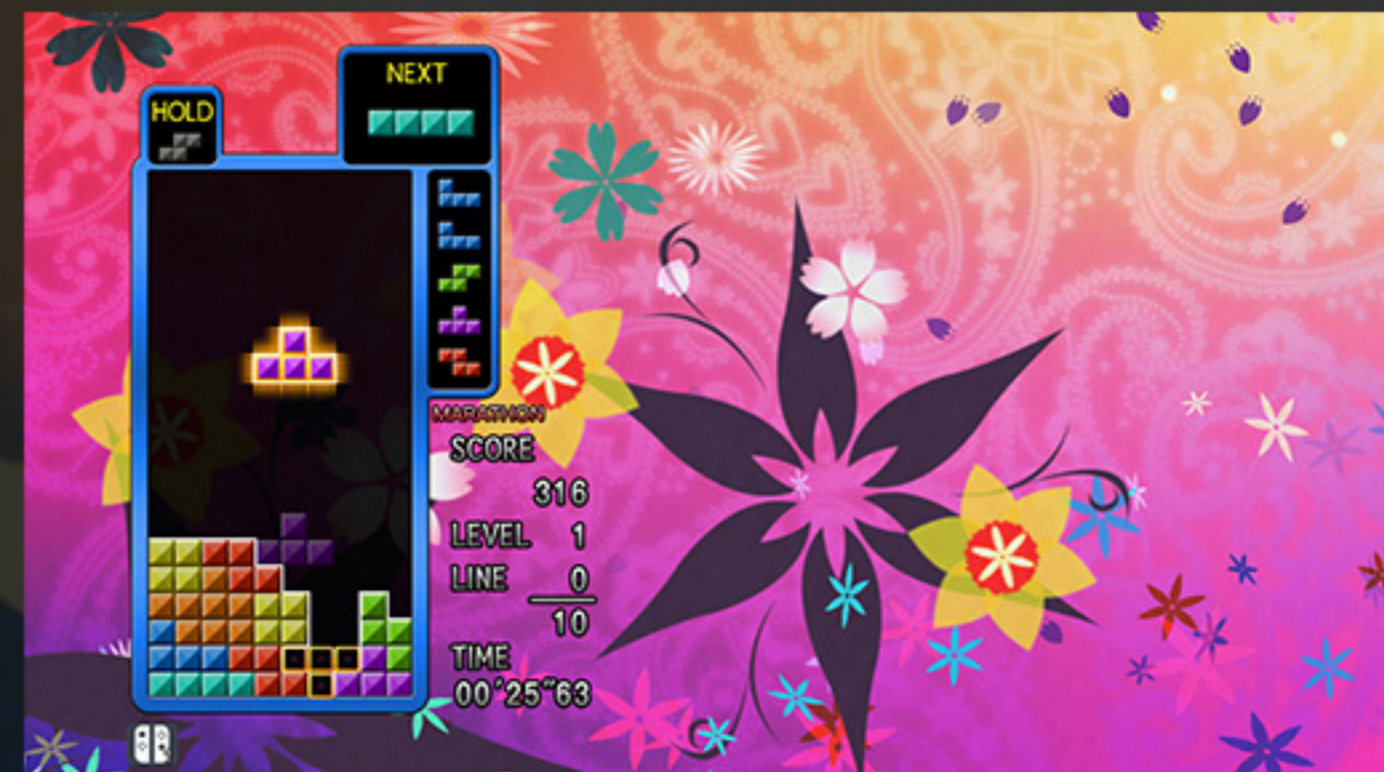
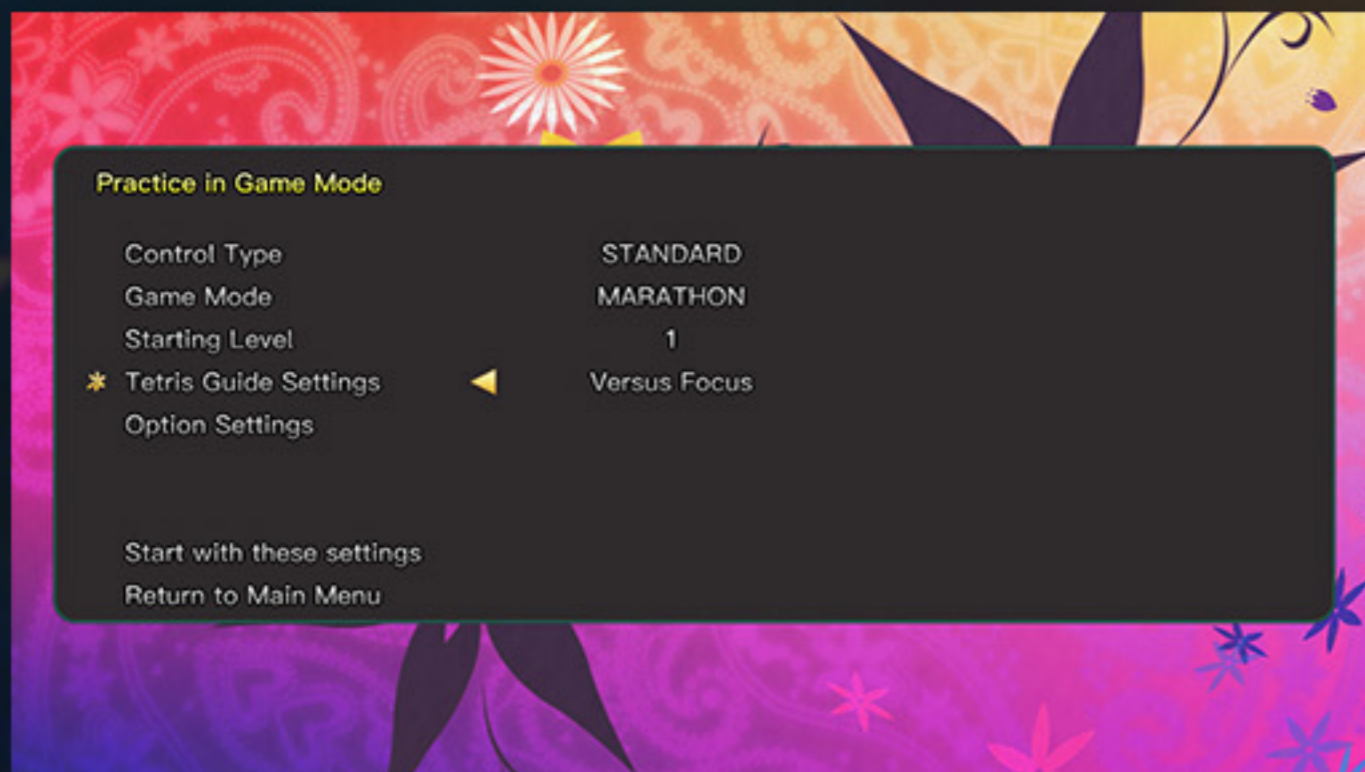
PRACTICE WITH TEXTBOOK

A sample/guide will appear on the screen. Learn about T-spin and other movements.



PRACTICE IN GAME MODE

Practice by setting the operation type, game mode, and starting level. Setting TETRIS Guide will guide the best Tetrimino position.



PRACTICE FROM REPLAY

Practice by using the replay data.

Play Replay: Play replays. A pause, rewind, and fast forward are available.

Play Under Same Conditions: Play under the same conditions as the replay data.

Replay Competition: Compete with the replay data replaying on the 2P side.

Delete replay data: Replay data can be deleted.



RECORD



View scores and other various play stats.

ACHIEVEMENTS

View various stats in play, such as Total Tetriminos, Total Lines, Tetris Line Clears, T-Spins, Total RENs, etc.

- ※ Only gameplay from Arcade Mode will be reflected.
- ※ Gameplay from Versus or Practice modes will not be counted.

SCORE RANKING

View the score ranking in each game mode.

KONOHA CHARACTER ENCYCLOPEDIA

View the characters revealed in KONOHA Mode.



RECORD



GAME SETTINGS

Change the settings of the Player vs. Player Mode and auxiliary game features such as, Total Next and Hold ON/OFF.

SOUND SETTINGS

Change the volume settings of background music and special effects.

CONTROLLER SETTINGS

Adjust the keyboard and joystick settings.

CREDITS

View staff credits.



TETRIS[®]
THE GRAND MASTER 4
-ABSOLUTE EYE-

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