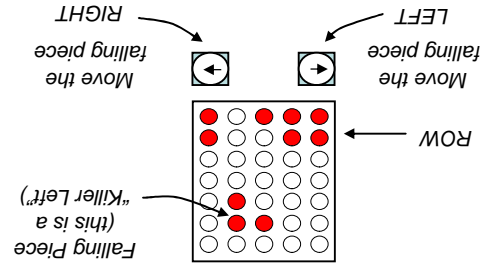
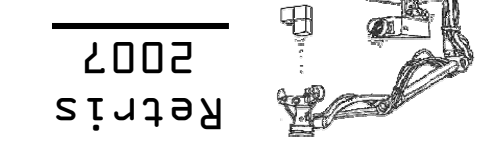


Try to fill the ROWS. They'll disappear when you do, moving the other dots down.

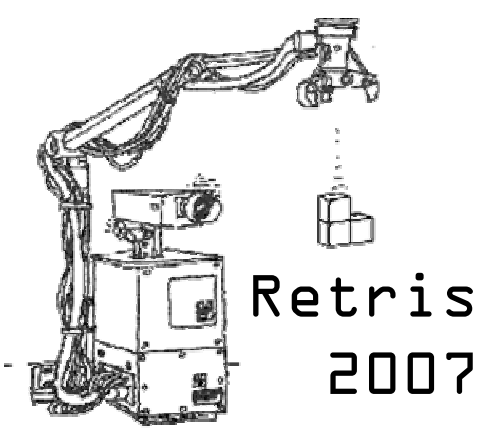


## How To Play

The Retris robot is out to defeat you! It knows one thing, and one thing only, how to drop pieces on you! Can you defend yourself? Sure you can! But for how long? Show the Retris-bot who is boss!



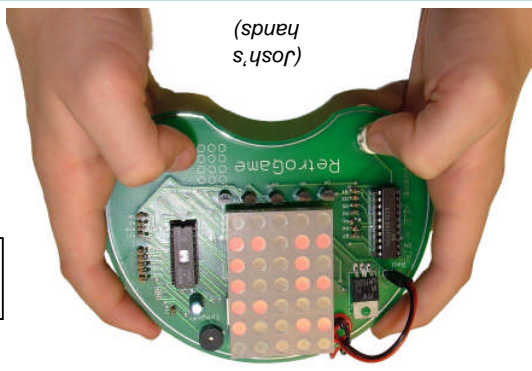
## Retris 2007



## Instruction Manual

The second game for  
RetroGame

January 2007 – EJR  
eric@rothfus.com



- The game has electronic wiring on the top and bottom. If you touch it with your fingers the game will do crazy things! But it won't hurt you or the game.
- So to play the game normally, you should try to hold the game so not to touch the wiring (much) on the bottom. Hold it like this:

## How to Hold the Game

## Neat Stuff

- Want to slow down the game? Use your finger to touch the resistor marked R8 just above the right button. Don't worry, it won't hurt you or the game!
- Open this paper for a list of the pieces.

- The RetroGame is very safe. Kids can safely touch any wire or part on the board without damaging the game or *themselves!*
- However, the game has small parts that can be removed. Please keep the game away from very small children.
- If the game starts to operate erratically, the batteries are probably getting weak. The game *eats* batteries. Sorry about that!

## Notes to Parents

## Scoring

- Each time a piece successfully moves down, you get 10 points.
- Each time a line is cleared, you get 100 points.
- Each time you move, you lose 1 point.
- 500 bonus points each time you clear all pieces off of the display!
- The score is shown at the end the game.

## How To Win

- There's no "winning" in Retris. You just try to get the highest score.
- The pieces come in randomly, so you need luck to win!
- Each time you clear 2 lines, the game speeds up.
- After 32 cleared lines, it slows back down again.
- You can move a piece after it hits bottom, but be quick about it!

For sponsoring the PCBs!



&



For assembling the PCBs!

Special thanks to: