

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

QUADSTACK

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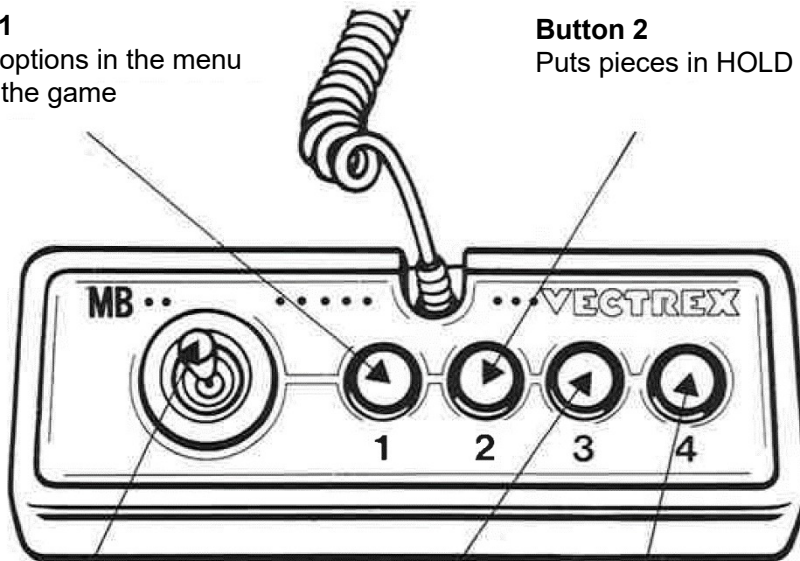
GAME CONTROLS

Button 1

Selects options in the menu
Pauses the game

Button 2

Puts pieces in HOLD



Joystick

L / R – Move
Down – Quickly drop piece
Up – Instantly drop piece

Button 3

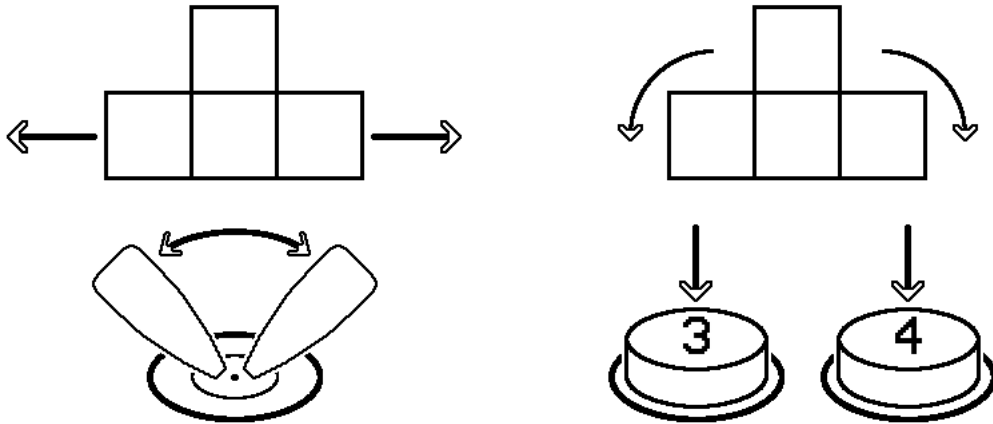
Rotate left

Button 4

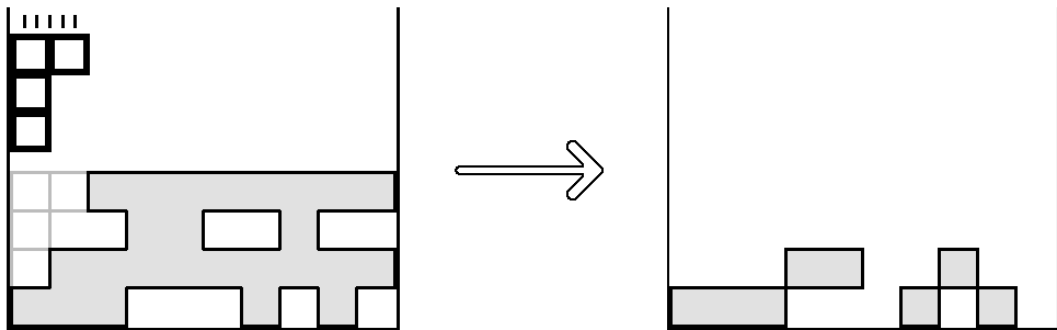
Rotate right

BASICS

Pieces, known formally as *Quad-Minos*, are falling from above! Using your skills, *move* and *rotate* them into place. Joystick Left and Right moves the piece in said direction while Button 3 and 4 rotates it in different directions.



Locked pieces slowly fill up the board. If they form a line, it gets *cleared*; all *Minos* in that row are removed and all lines above get moved down. The more lines you clear at once, the more points you gain (see Section: **SCORING**).

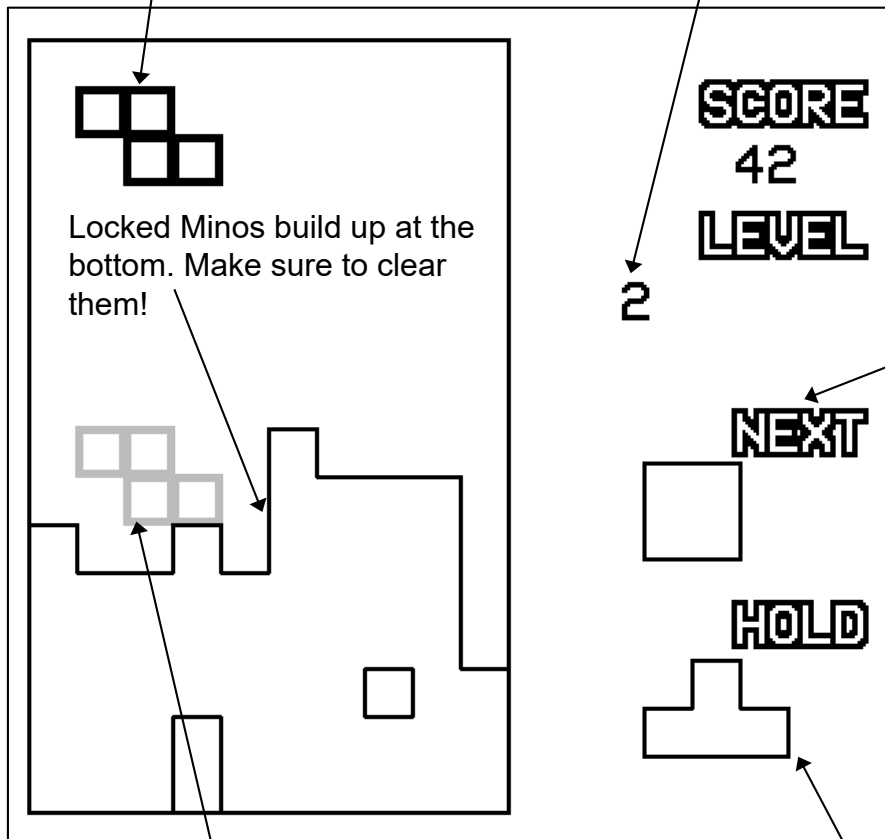


Every 10 lines you clear, you level up and the game gets harder. Once you have no space to drop another piece, the game is over. Go for a high score!

GAMEPLAY

Your current piece! It can be moved around. If it stays on the ground for longer than half a second, it *locks*.

The level determines your current difficulty and how many points you gain (see section **LEVELS**).



Locked Minos build up at the bottom. Make sure to clear them!

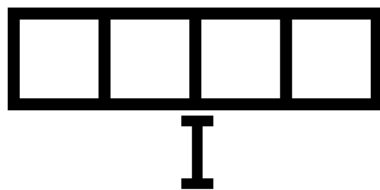
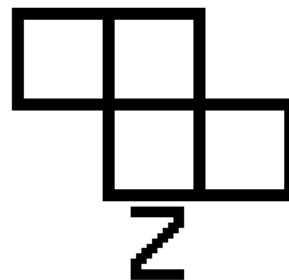
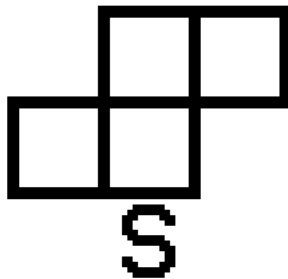
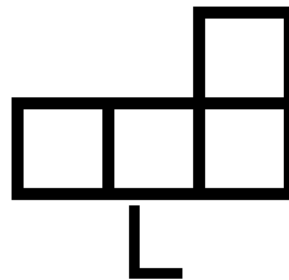
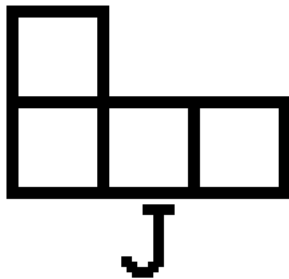
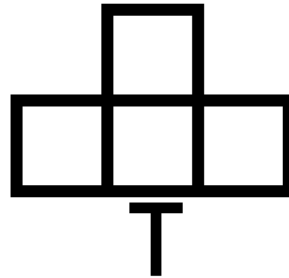
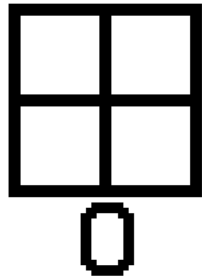
2

After your piece locks, the next piece you get is the one shown here.

The *shadow* of your current piece! It shows where it will drop on its current path.
Drop there faster with the help of a *Soft Drop* (Joystick Down), or instantly using a *Hard Drop* (Joystick Up)!

Use Button 2 to store a piece in HOLD for later. If you already have a piece in HOLD, it becomes your current piece!

THE QUAD-MINOS



LEVELS

For levels 1 through 15, each level increases the rate at which your piece falls. You might notice that Level 15 is called M0 though, or MASTER 0.

MASTER levels instead reduce the time until a piece locks. These levels are brutal and only the most dedicated of all players will manage to persist through them.

SCORING

Scoring is done based on line clears.

The more lines you clear at the same time, the more you earn!

T-Spins have their own score table; for how to do them, see section **ADVANCED: SPINS AND T-SPINS**.

Lines cleared	Points
1	1
2	3
3	5
4	8

T-Spin Lines	Points
None	4
1	8
2	12
3	16

The amount of points is further multiplied by the current level. For example, three line clears at level 4 earns you $3 \times 4 = 12$ points. MASTER levels have the highest multiplier, at 15.

VIEWING YOUR HIGH SCORE

While your machine is turned on with this game cartridge inside, your high score is saved. Press the Reset button to view it! The high score will be reset if the machine is turned off.

ADVANCED TIPS

DISABLING NEXT

For confident players.

The NEXT box can be disabled by pressing Button 2 while paused.

DISABLING THE SHADOW PIECE

For players who really want to challenge themselves.

The shadow piece can be disabled by pressing Button 3 while paused.

PRO MODE

Are you so ridiculously good that the game has to get faster for you?

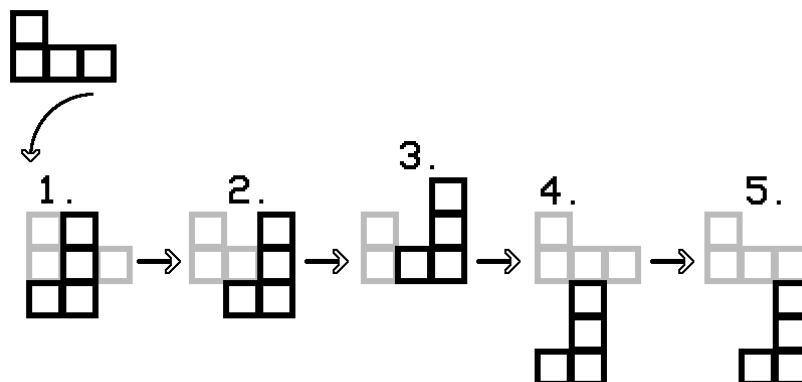
Press Button 4 while paused to enable Pro Mode. You will see whether it is turned on in the pause menu.

Your sideways movement speed is doubled and soft drops will always happen at the fastest possible speed!

ADVANCED: SPINS AND T-SPINS

This game uses what is known as the SRS (*Super Rotation System*). This allows you to *kick* your piece into tight spaces using a rotation.

Every piece has 5 possible kicks for each rotation, which are attempted in order until the piece isn't blocked. For example, the kicks for this piece are:

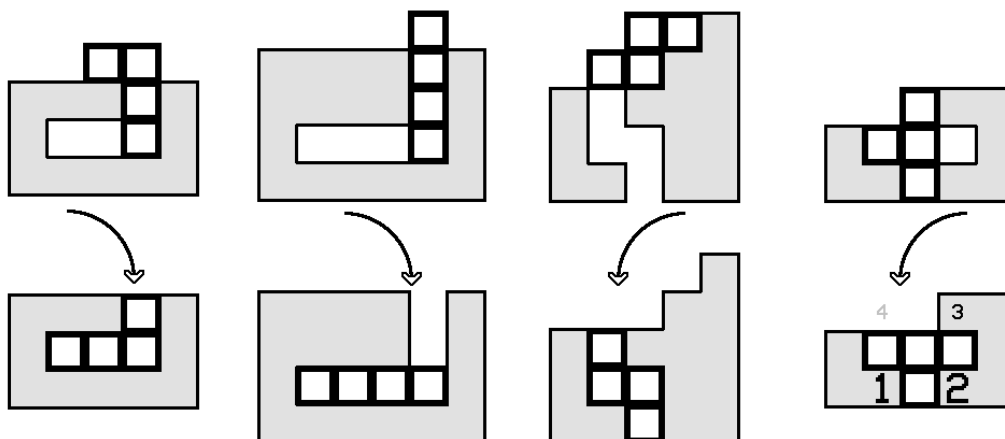


Tricks that use kicks to put pieces in hard-to-reach spots are known as *Spins*.

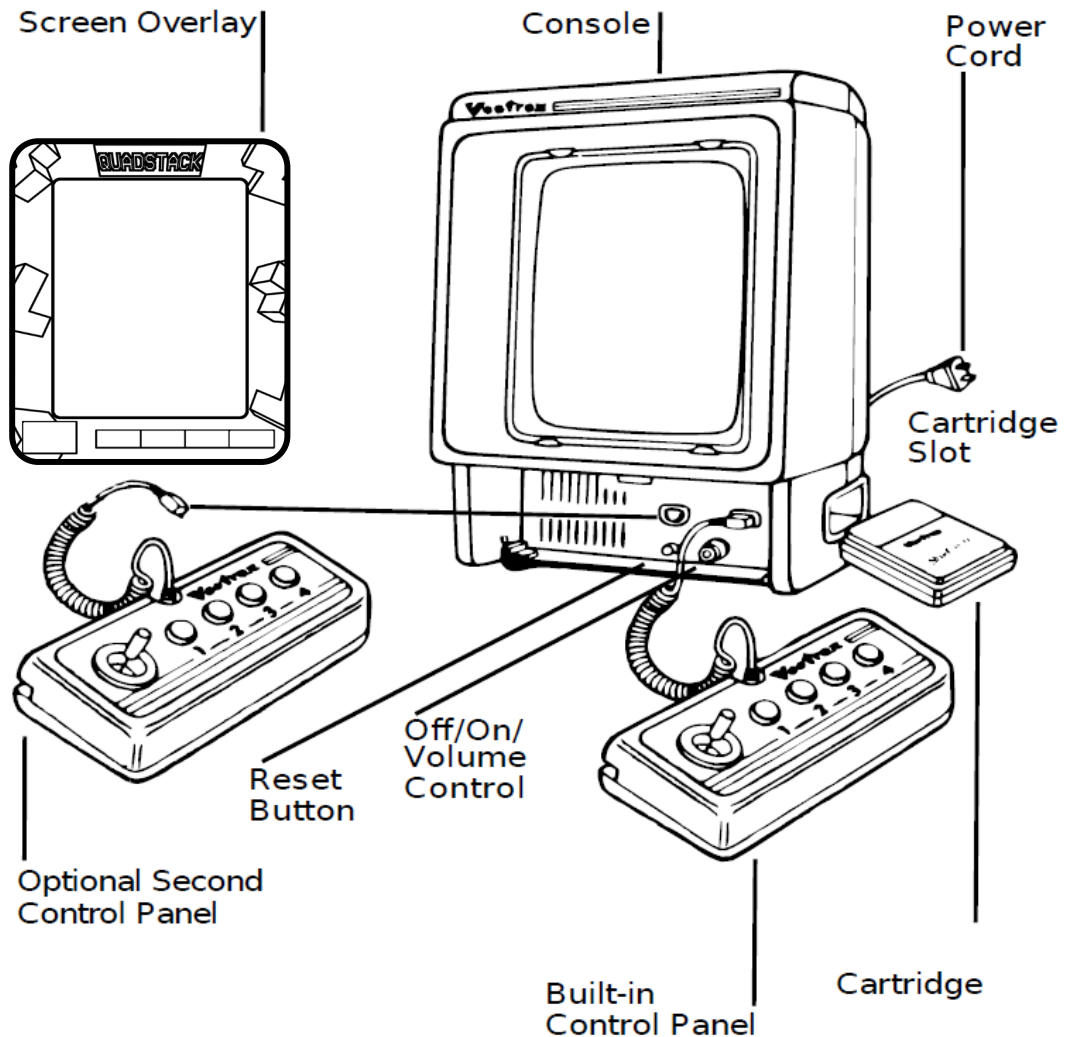
The T Quad-Mino is unique here, as it gets bonus points if it locks right after a Spin! This is a *T-Spin*. T-Spin line clears have a unique sound.

T-Spins only count under the *Three-Corner Rule*. That is, the T Quad-Mino has to be pointing to two corners, while having a third corner behind it.

Some of the Spins are shown here, highlighting the Three-Corner Rule as well. These are just a few of the many Spins that are possible!



SETTING UP



CREDITS

This game was developed by Create&DestroyDev for a student project. It was part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2026, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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