ADVANCED LEVEL SCORING - SCORING POINTS
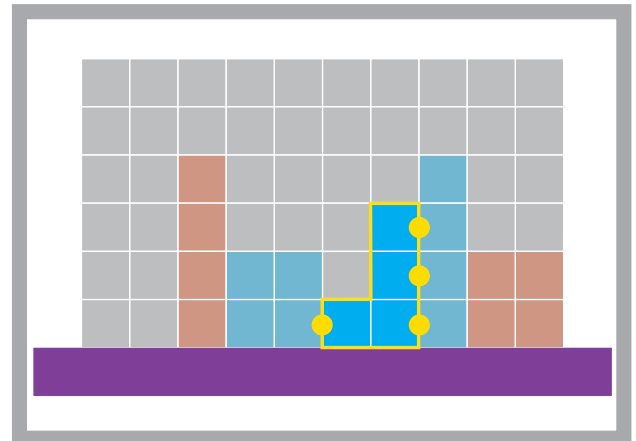
In both GAME 1: SPEED & GAME 2: COUNTDOWN, there are three ways of SCORING POINTS:
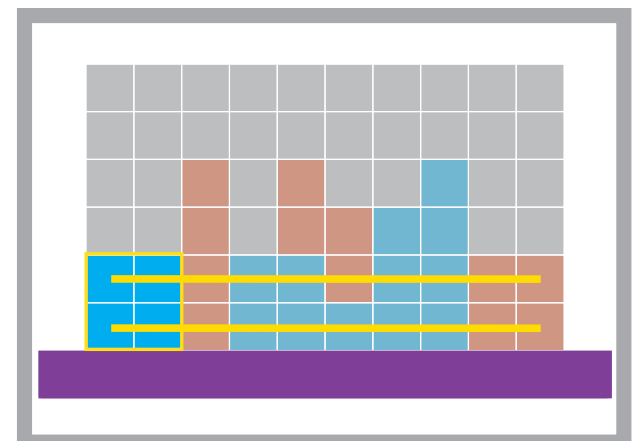
1. Playing a Tetrimino which lands touching one (or more) of the same colour scores 1 push of the "+" button for each horizontal or vertical "**touch point**" (●) connection made. Play then passes to the other player.

> 4 touch points created. Score = 4 pushes of the "+" button

2. Playing a Tetrimino which completes a full row (or rows) across the Matrix in any combination of colours scores 3 pushes of the "+" button for each row created. The player is awarded another turn.

> 2 rows created. Score = 6 pushes of the "+" button

3. Playing a Tetrimino which lands touching one (or more) of the same colour AND completes a full row (or rows) across the Matrix in any combination of colours scores 1 push of the "+" button for each horizontal or vertical "touch point" connection made and 3 pushes of the "+" button for each row created. The player is awarded another turn.

> 1 row and 5 touch points created. Score = 8 pushes of the "+" button
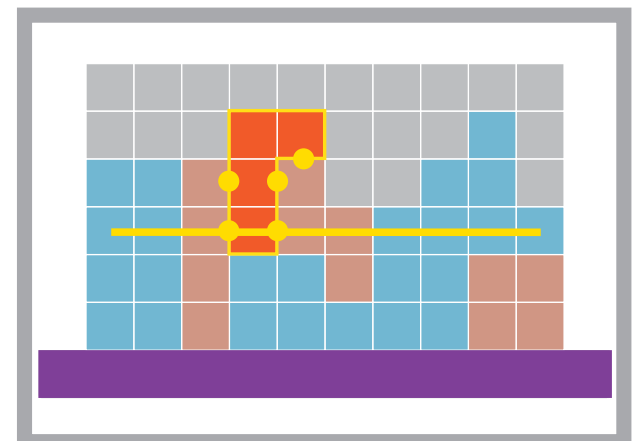
NOTE: Each time a full row is created, make sure you slide the Row Counter to the top of that row to help remember the position of the last full completed row.

ADVANCED LEVEL SCORING - LOSING POINTS

## In the advanced game, LOSING POINTS are played exactly as the standard rules.

1. For playing a Tetrimino which lands leaving an unfillable hole(s) below it (◯), the player must press the "-" button 1 time for EACH hole created. Play then passes to the other player.

2 holes created. Score = 2 pushes of the "-" button
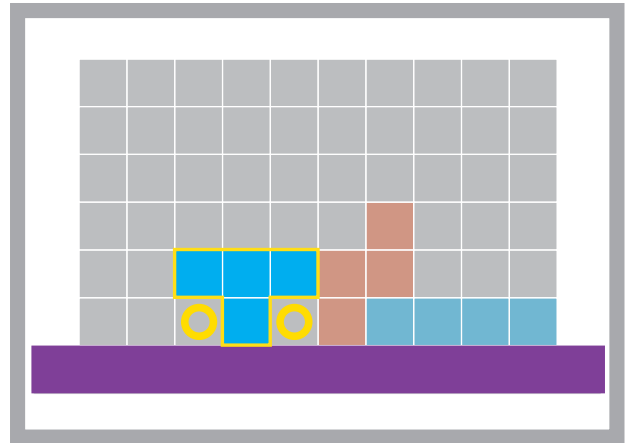
2. For playing a Tetrimino which lands touching one (or more) of the same colour BUT creates an unfillable hole(s) below it, the player must press the "-" button 1 time for EACH hole created but DOES NOT score any points for the touching Tetriminos. Play then passes to the other player.

1 hole and 1 touch point created. Score = 1 push of the "-" button
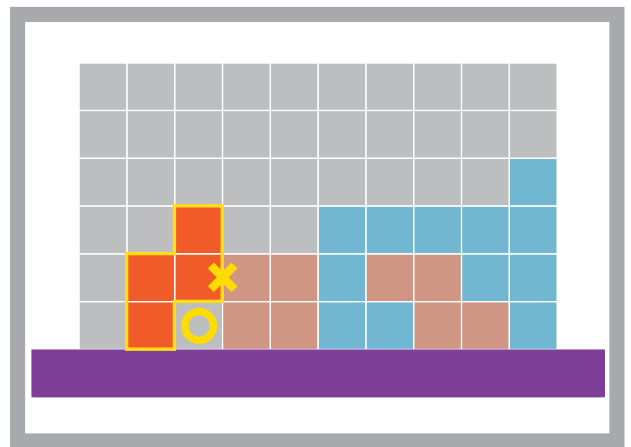
3. For playing a Tetrimino which lands creating a full row (or rows) across the Matrix BUT leaves an unfillable hole(s) below it, the player must press the "-" button 1 time for EACH hole created but DOES NOT score any points for the rows created. Play then passes to the other player.

2 holes and 1 row created. Score = 2 pushes of the "-" button
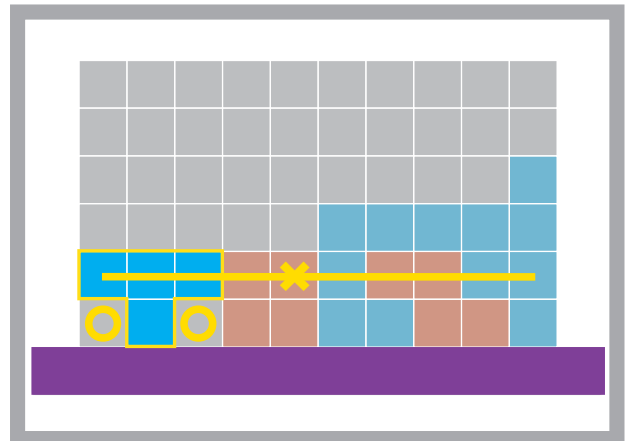
NOTE: If a player is unfortunate to play a series of Tetriminos which lose points, it is possible that their score could become negative. This will be indicated by a "-" in front of their score.

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