

RETRO TETRO

1-4 Players | Ages 8 and up | 20-30 minutes

Retro Tetro has malfunctioned and is threatening the homes of all of the Meeple People! Save the video board game world from rogue polyomino buildings by diverting them carefully around the Meeple People and onto their proper places. As the hero of the digital world, use the foresight granted to you by the polyomino cards and use precision to maximize points in this retro style puzzle game.

CONTENTS:


4 Arcade Boards
128 Polyominoes
30 Polyomino Cards
7 Life Cards
8 Objective Cards
1 Reference Card
60 Coins
16 Pink Squares
1 Scorepad

SETUP:

Give each player an Arcade Board, 32 polyominoes (4 in each of the 8 shapes) and 2 objective cards. Each player will pick one and return the other to the box.

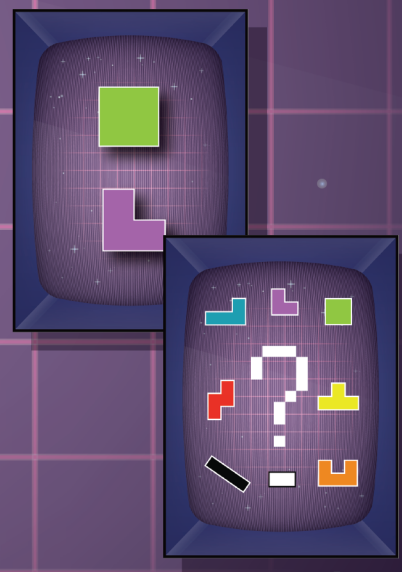
Shuffle the 30 polyomino cards and return six cards to the box. Then, deal two cards to each player and set the face down deck in the middle of the table. Pick a first player.

HOW TO PLAY:

The object of Retro Tetro is to avoid placing a polyomino over the , cover polyomino symbols with their correct shape, fill out the highlighted squares and build tall columns to gain the most points. You will place 24 polyominoes on your Arcade Board over the duration of the game, so making sure to pick the right ones are crucial. Note: The objective card gives a chance for bonus points at the end of the game.

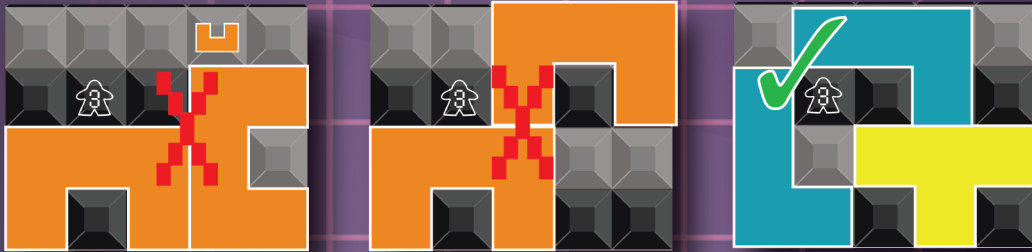
Starting with the first player, each player will play one card from their hand on their turn. This card will determine which polyomino all players must play to their Arcade Board. Each card will have two polyominoes (or in the case of a wild card) a "?" symbol. Once all players have chosen a polyomino shown on the

card, the active player draws a new card and play continues in clockwise order. The game ends when 24 cards have been played. If there are no cards left to draw, they will play the only card remaining in their hand on their last turn.

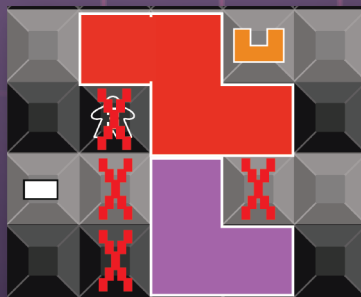


PLACEMENT RULES:

1. If you cannot use a piece without placing it directly above or touching sides of the same shape, you will pay 2 💰 as a penalty and set that piece aside. The 2 💰 penalty is applied for each of the 24 pieces you are unable to play. Corners may touch, however.



2. You must place a piece directly above another piece already played or the bottom of the board.
3. You cannot place a piece below another in the same column. Shifting, or nudging, a piece below another is not a legal move-- as shown in the example below.



SCORING:

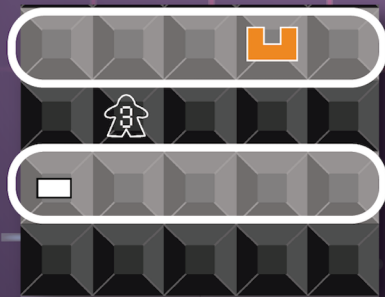
There are multiple ways to score points. Points can be acquired during the game (in the form of 💰) or at the end of the game.

During the game, take 1 💰 every time you:

1. Cover a polyomino symbol on the board with the matching polyomino.




2. Every time you fill a half row that is highlighted.



You must fill in the half row COMPLETELY. There are rows with two half rows highlighted. Each half row counts as one 💰 when filled.

SCORING:

At the end of the game, gain 1 point for every  you have in front of you.



Then, score in the following ways:

1. Score 1 point for every column where a polyomino exists above the green line. It does not matter if there is a polyomino supporting it in that column.



2. Score 2 points for every  covered by a polyomino at the top of the board.



3. Score the points shown in each  symbol still visible. If you cover no , they are all worth a total of 17 points.

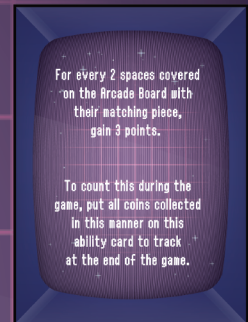
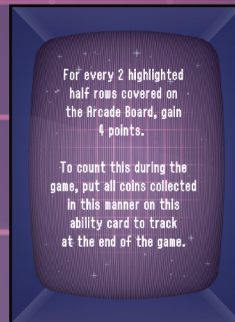
4. Score the points earned from objective cards.

The highest score wins! In the instance of a tie, the player with the most coins wins. If still a tie, the player with the most covered  wins.

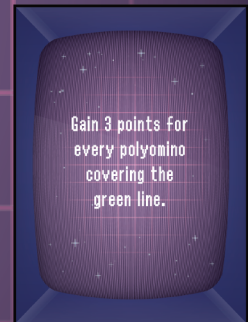
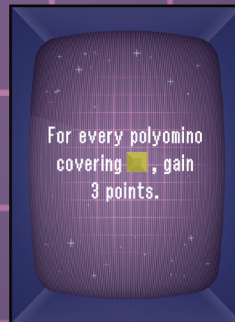
OBJECTIVE CARDS:

You will get dealt one of eight objective cards for each game. These objective cards give you the chance to earn bonus points for fulfilling certain requirements.

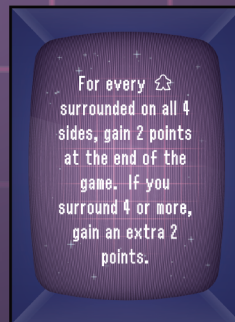
Gain points for every group of two coins collected for either half rows or covering spaces with their matching piece.



Gain points for each polyomino covering the specified area. Covering means on top of a specific item.



Gain points for each of the Meeple People surrounded on all four sides.



OBJECTIVE CARDS:

Gain points for each polyomino above the green line. They can be touching the green line but not covering.

For every polyomino completely above the green line, gain 2 points at the end of the game.

Gain points for the total number of black squares uncovered divided by 2.

For every 2 black squares uncovered below the green line, gain 1 point at the end of the game (spaces count.)

Gain a point for every 4 squares covered as well as every gold square covered.

For every 4 squares covered above the green line and every gold square covered, gain 1 point at the end of the game.

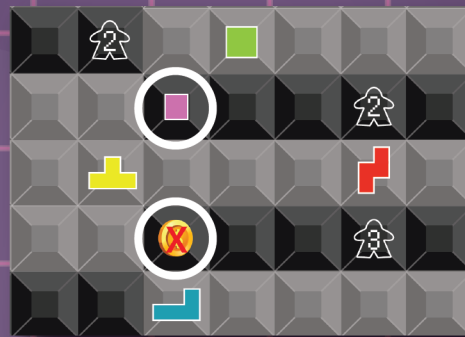
TIP: For a simpler game or if playing for the first time, remove the objective cards. Add them in once you feel comfortable.






ADVANCED MODE:



If you want to play the Advanced Mode, flip over each Arcade Board to its opposite side with the  spaces.

Advanced Mode adds two new board features:

A  and a  space.



Unlike other polyomino spaces on the Arcade Board, the  actually gives you a new piece instead of a coin when covered. Any piece can cover . When the  is covered by any piece, a pink single square is gained and can be played in conjunction with another piece on a future turn. Should the  be covered by a pink square, gain 3 .

The  space causes the player that covers it with any piece to lose two coins that they have gained. If you have no coins, the  penalty doesn't apply.

SOLO MODE:

The evil Tetro Corporation has decided to capitalize on the calamity happening in the video board game world by creating a new game from the scrambled code. As the hero of the land, you must jump into Tetro Unleashed and make your way through 12 increasingly difficult levels.

You will gain lives along the way to help you continue your adventure and unlock the multiplayer powers once you reach Level 9. Take 2 lives as a gift and fight for the future of the Meeple People. They are counting on you!
Are you ready?

Rules:

Start on Level 1 with 2 lives (♥).

You must meet the requirement for the level to pass it.

If you do not pass a level, you must use a ♥ to continue.

If you fail with 0 ♥, you must restart at Level 1.

Starting on Level 9, you will choose one objective per level.

Play the game using normal rules but you will be the only one drawing and playing cards.

SOLO MODE LEVELS:

LEVEL ONE: 32 points: The same two colors next to or on top of each other in two separate areas on the Arcade Board.

LEVEL TWO: 35 points: The same three colors next to or on top of each other in two separate areas on the Arcade Board.

LEVEL THREE: 38 points: No more than 6 columns covered above the green line on the Arcade Board.

LEVEL FOUR: 40 points: At least 7 columns covered above the green line on the Arcade Board.

LEVEL FIVE: 42 points: No more than 7 columns covered above the green line on the Arcade Board.

LEVEL SIX: 45 points: 5  and 12 

LEVEL SEVEN: 38 points: 15  without 

LEVEL EIGHT: 45 points: At least 7 columns covered above the green line on the Arcade Board, 3 half rows and 5 

LEVEL NINE: 55 points: 6 

LEVEL TEN: 58 points: 4 half rows and 6 

LEVEL ELEVEN: 60 points: 14  with a full row completed.

LEVEL TWELVE: 60 points: 2 full rows completed and 12 

♥ Gain a life after completing Level 3, 5, 7, 9 and 11.