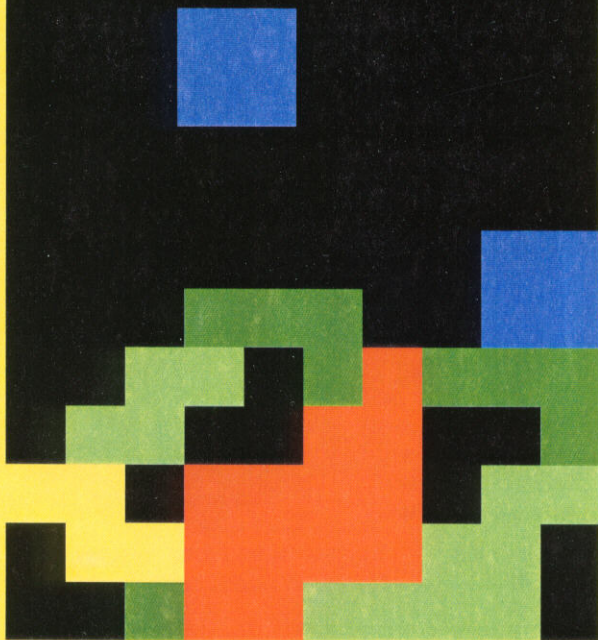# INTELLIJOE Intelligent Joe

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

4-TRIS

FOR COLOR TV VIEWING ONLY

Game Instructions

At the title screen, press a number from [1]-[9] or [C] on the keypad to select a starting level. (Buttons [1] through [9] start you at levels 1 through 9, and [C] starts you at Level 10.) If you press [0] at the title screen, you will be taken to a "Sound Test" screen. (See "Sound Test" below for more details.) Any other input on the controller starts you at Level 4. (Level 4 seemed like a good mid-way default level.)

In the game, the controllers are set up like so:

DISC:	Moves piece left, right or down
Action Buttons:	Rotates piece. Top button rotates counter-clockwise, bottom buttons rotate clockwise.
[4], [6], or [C]	Toggles "Next Piece" display
[7] or [9]	Mutes/un-mutes background music.

Pieces fall until they hit an obstruction which keeps them from falling. When a piece can't fall any further, it is "placed", and a score is assessed for that piece's placement.

Rotate Counter Clockwise

Rotate Clockwise

Rotate Counter-Clockwise

Rotate Clockwise

Toggles "Next Piece" Display

Mutes/un-mutes background music

Moves piece left, right or down

First, the player is awarded a small number of points for each downward move that the player made with the piece. The player is awarded 5 pts per move if the next piece was displayed at while this piece was falling, 10 pts per move otherwise. This rewards fast play. Next, any completed lines are cleared away, and a cleared-line bonus is awarded. The table below illustrates the line clear bonuses. Notice that it's worth your while to clear more lines at a time.

Line Clear Bonuses:

| Number of Lines Cleared | Level Number... | | | | | |
	1	2	3	4	...	n
1	1000	1500	2000	2500	...	500 X (n+1)
2	3000	4500	6000	7500	...	1500 X (n+1)
3	6000	9000	12000	15000	...	3000 X (n+1)
4	12000	18000	24000	30000	...	6000 X (n+1)

As lines are cleared, the player is moved up in level. Each level has a maximum number of lines associated with it, which is "10 X level". When that maximum is reached, the player is moved to the next level. For example, when a player reaches 40 lines, the player moves from Level 4 to Level 5 (if the player didn't start at a higher level number).

Sound Test

The Sound Test screen allows the player to just play around with the sound effects that are embedded in the 4-tris ROM image. Press buttons on the keypad to trigger sound effects and music. Use the action buttons to toggle the music playback speed. Press Disc to exit.

Emulator Notes

• The Numeric Keypad is reversed. Intellivision keypads put [1], [2], and [3] in the top row of the keypad, much like
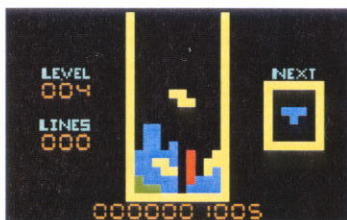
a telephone. The emulator retains this spatial relationship, despite the fact that PC's put [7], [8] and [9] in the top row. So, you will need to remember this little tidbit when starting the game or using the sound-test screen.

• On INTVPC, the [0] key on the keypad is mapped to the Intellivision's [0] and the [.] key is mapped to the Intellivision's [C]. On jzIntv, it's the other way around.

• The "Action Buttons" are mapped to Ctrl, Shift, and Alt.

• The "Disc" is mapped to the arrow keys (the Inverted-T, NOT the ones on the number-pad)!

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