

I'm not a robot



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Players control multiple falling blocks, rotating and positioning them to clear layers in a three-dimensional environment similar to Tetris's gameplay. The game contains multiple modes and variations thereof, as well as different difficulty settings and levels. Parts of 3D Tetris are rendered as 3D wire-frame models. A version of the game entitled Polygo Block[a] was set for release in February 1996 in Japanese markets, but was never released. The game received mostly negative reviews with critics panning it for a lack of originality. Players move falling blocks to fill up a three-dimensional well. 3D Tetris is a puzzle game that uses a three-dimensional playing field as opposed to the traditional two dimensions used in most other versions of Tetris. The play field, called a well, contains 5 vertical layers that players fill with falling three-dimensional blocks. These blocks can be rotated horizontally and vertically, as well as positioned in four different directions. Each block displays a shadow underneath it which indicates where it will land. The game's camera continually adjusts itself, but players can manually readjust it.[1] The HUD displays a radar which provides information about each of the well's five layers, as well as the next block to fall, which is represented by a character.[2][3] The game contains multiple different modes: 3-D Tetris, Center-Fill, and Puzzle, each having variations in how they play.[4] Players can modify the difficulty in these modes as well as the rate by which the blocks fall.[4] In the 3-D Tetris mode, a layer disappears when it is filled with blocks, scoring players points which are displayed in the HUD. If blocks stack over the top of the well, the number of layers will go down by one. The game is over when the final layer is lost. One game mode is based on accumulating points, while the other mode requires players to complete multiple levels by clearing all five layers in each.[2] In the Center-Fill mode, players place blocks in symmetrical patterns around center blocks placed in each well's layers. If a block is placed in a layer's center block, it disappears, and any other blocks in the layer will also disappear, if they have been successfully placed in a symmetrical pattern.[5] Points are gained based on the number of blocks in, the complexity of, and the height of the symmetrical layer.[6] A symmetrical pattern is indicated by a symbol shown in the HUD's radar, as well as the player's score. Like the 3-D Tetris mode, layers will be lost if the blocks go over the top of the well, and the game ends when all layers are lost. One variant requires players to complete as many layers as possible, while the other is the same except with obstacles added.[6] The variant Clear It! requires players to clear ten symmetrical layers on each stage to progress to the next stage.[7] In the Puzzle mode, a shape is displayed in the well at the beginning of each stage. Players are tasked with getting to the highest stage possible by placing blocks in the displayed shape to progress to the next stage. At the end of each stage, a stage-ending animation is displayed. If an incorrect shape is placed, the game ends.[8] 3D Tetris includes an option to save high scores and names entered from the 3-D Tetris and Center-Fill modes, along with progress in the Puzzle mode, to a battery backup.[9] 3D Tetris was developed by T&E Soft and published by Nintendo in North America. A version was planned for Japanese markets entitled Polygo Block, which was to be released in February 1996, but was never released.[10] Like all other Virtual Boy games, 3D Tetris uses a red-and-black color scheme and uses parallax, an optical trick that is used to simulate a 3D effect.[11] The game contains 30 different block types, and renders each one as a 3D wire-frame model until they fall to the bottom of the well, where they are filled in.[11] It was the last game released on the Virtual Boy in North America.[12] ReceptionReview scoresPublicationScoreGame Informer6/10[13]GamePro12/20[14]Next Generation1/5[15]Nintendo Life8/10[1]Entertainment WeeklyD[16] 3D Tetris received mostly negative reviews. One common criticism was over the game's 3D perspective and red-and-black visuals. Entertainment Weekly staff experienced eye strain while playing the game, while writer Jeremy Parish experienced headaches.[16][17] Aaron Curtiss of the Los Angeles Times felt that the 3D effects clashed with the Virtual Boy's visuals, while GamePro writer Scary Larry found its audio and visual presentation minimal.[18][14] GamesRadar+ writer Brett Elston found it difficult to tell what was happening because of the visuals.[19] While Next Generation staff argued that all game modes missed the mark due to lacking the "simple elegance" of Tetris, VideoGames staff was less critical. They felt it was less appealing than Tetris due to the 3D effect, but nevertheless executed well.[15][20] The controls and gameplay received a mixed response. Aaron Curtiss felt the way the play field moved was difficult and frustrating, identifying the controls as difficult, a sentiment shared by Scary Larry. However, Larry felt that the game had the potential to be addictive.[18][14] Staff for Game Informer argued that a 3D Tetris had potential, but it was not executed well, criticizing its slow pace.[13] Jeremy Parish also found pace issues with the game, adding that it also had issues with being too complex.[17] Dave Frear of Nintendo Life agreed that it started out too slowly, but noted that pace increase in higher difficulties made it much more fun.[11] List of Virtual Boy games ⤵ Japanese: ポリゴブロック, Hepburn: Porigo Burokku ⤵ a b c d Frear, Dave (July 23, 2009). "Review: 3D Tetris (Virtual Boy)". Nintendo Life. Archived from the original on December 29, 2012. Retrieved May 24, 2012. ⤵ a b 3D Tetris Instruction Manual (PDF). Nintendo. 1996. p. 12. Archived (PDF) from the original on April 18, 2015. Retrieved April 10, 2015. ⤵ 3D Tetris Instruction Manual (PDF). Nintendo. 1996. p. 20. Archived (PDF) from the original on April 18, 2015. 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April 5, 1996. Archived from the original on April 27, 2009. Retrieved April 10, 2015. ⤵ a b Parish, Jeremy (April 25, 2019). "Tetris concludes our trip through the U.S. Virtual Boy library". Retronauts. Archived from the original on June 7, 2019. Retrieved August 16, 2019. ⤵ a b Curtiss, Aaron (May 2, 1996). "Nintendo Virtual Boy Measures Up to Billing". Los Angeles Times. Archived from the original on August 30, 2019. Retrieved December 30, 2023. ⤵ Elston, Brett (January 11, 2011). "Nine Virtual Boy games the 3DS can completely redeem". GamesRadar+. p. 4. Archived from the original on July 12, 2015. Retrieved April 10, 2015. ⤵ "3D Tetris * Nintendo * \$39.99". VideoGames. May 1996. p. 61. Archived from the original on April 18, 2015. Retrieved April 10, 2015. 3D Tetris at MobyGames Portals: Video games 1990s Retrieved from " 3 The following pages link to 3D Tetris External tools (link count transclusion count sorted list) - See help page for transcluding these entries Showing 50 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Alexey Pajitnov (links | edit) Virtual Boy (links | edit) Tetris (links | edit) Tetromino (links | edit) Tetris Attack (links | edit) Gunpei Yokoi (links | edit) Tetris Worlds (links | edit) Henk Rogers (links | edit) List of Virtual Boy games (links | edit) TetriNET (links | edit) Mario's Tennis (links | edit) Korobeiniki (links | edit) Red Alarm (links | edit) Tetris & Dr. Mario (links | edit) Wordtris (links | edit) List of Nintendo products (links | edit) Tetris (Atari Games) (links | edit) Tetrisphere (links | edit) Jack Bros. (links | edit) Mario Clash (links | edit) The New Tetris (links | edit) List of Tetris variants (links | edit) Tetris Plus (links | edit) Virtual Boy Wario Land (links | edit) The Tetris Company (links | edit) Galactic Pinball (links | edit) Tetris: The Grand Master (links | edit) Tetris DS (links | edit) Innsmouth no Yakata (links | edit) Teleroboxer (links | edit) Vertical Force (links | edit) Bomberman: Panic Bomber (links | edit) Hatris (links | edit) Vladimir Pokhilko (links | edit) Tetris effect (links | edit) Waterworld (video game) (links | edit) Vadim Gerasimov (links | edit) Tetris (Game Boy video game) (links | edit) Polygo Block (redirect page) (links | edit) SD Gundam Dimension War (links | edit) T&E Soft (links | edit) Virtual League Baseball (links | edit) Space Invaders Virtual Collection (links | edit) Nester's Funky Bowling (links | edit) Golf (1995 video game) (links | edit) Magical Tetris Challenge (links | edit) Dragon Hopper (links | edit) Tetris 64 (links | edit) Worms (1995 video game) (links | edit) Blue Planet Software (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from " WhatLinksHere/3D Tetris Tetris Game is a puzzle with shapes, each consisting of several squares, which are falling down a well. By turning and moving the shapes, try to arrange them in a line. When a line of squares is formed, it disappears and all the pieces move down by a square. The goal is to try to prevent the well from filling up. Have fun and improve your geometrical math skills with the following free Tetris games. Classic Tetris Neave Tetris Enjoy the classic Tetris from Neave. Play Tetris Use the Ghost Piece to determine the best fit for the Tetriminio, then point directly where you want to place it. Move the pointer around to view alternative rotations. Tetris Variants 2048 Drop & Merge the Numbers is a super addictive 2048 merge puzzle game. Use your strategy to drop the numbers in the row so they can merge and create a larger number. How good and how far can you go? Let's merge numbers! TenTrix TenTrix is a fantastic puzzle game set on a 10x10 playing board. The objective is to fit all the pieces together in rows like Tetris, but the pieces don't fall. Instead, you can match rows in any direction and place pieces where you want. Blocks Fill Tangram Blocks Fill Tangram is a fun Tangram puzzle game with 12 journeys and 80 levels per journey, with a similar playstyle to 10x10. Fit the colorful blocks into place to win each puzzle. Block Puzzle Plus Work fast and try to rotate the shapes and fit them in place as quickly as possible. As a complete line is formed, the blocks will disappear and your score will increase. There are several different game types to play including bomb, survival and hexa. Can you show off your block puzzle skills? Tetris with Different Themes Mario Tetris 3 Tetris with a Super Mario theme. Tetris with Multiplayer Mode Tetris (1 or 2 Players) Play Tetris with one or two players. Arrange the falling figures so that they can form a line without gaps. This game can be played in one-player or two-players mode. Two players can play against one another on the same computer. In 2-players mode, when you clear at least 2 lines simultaneously you can launch an attack on your opponent. Arix Tetris 1 or 2 players Try out our new and fun Fraction Concoction Game. Add and subtract fractions to make exciting fraction concoctions following a recipe. There are four levels of difficulty: Easy, medium, hard and insane. Practice the basics of fraction addition and subtraction or challenge yourself with the insane level. We welcome your feedback, comments and questions about this site or page. Please submit your feedback or enquiries via our Feedback page.

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