



TEST

4-Tris

RayXambeR, tetchy!



When it was released a few years ago, 4-Tris became the first underground game born on the Intellivision. This was due to the talent and the perseverance of Joe Zbiciak, well assisted by Chad Schell (known for its *Cuttle cart* on

Intellivision but also on VCS2600 and more recently on 7800 with the *Cuttle Cart 2*, which test is in this same issue!). It was in 2000. And the small number of copies produced was not sufficient to satisfy everybody. Perhaps the price was discouraging, because higher than on the other first generation consoles? Now that we know that an Intellivision cartridge is not easy to design at all, and cost more to produce than its colleagues, we accept more easily to spend nearly 50 dollars to buy a new game.

And for all those that missed it, as ourselves at that time, Intelligentvision offers a re-issue of 4-Tris in packaging identical to their previous productions, such as *Stonix* and *MineHunter*. In the



menu: color carton box, color leaflet, two overlays and the cartridge! In

short, a very fine work. One hundred copies were manufactured... and sold! Because of a small miracle, we were able to secure a copy, and that's how we invite you to test a game which name doesn't hide at all its relationship with *Tetris*. This version is quite simply excellent. We get back to the roots of this mythical game that changed the face of video games. Since, there isn't a year without the release of a new *puzzle game*. Graphically, it's perfectly done, even if this kind of game doesn't really invite to artistic feats. The animation is flawless and the soundtrack superb. On this subject, read our first insert to reach a hidden sound-test as well as other tips related to this game.

As for possibilities, the coming tetrominos (yes, that's the name of a brick in Tetris!) is displayed on the right of the screen, thus allowing to anticipate some moves. This option can however been inactivated for those liking difficulty!

Sadly there's no two players mode (technical limit of the machine?), but we will be gaping at the quality of the scores' display. It doesn't seem much but, unless we're mistaken, it's the first game on this machine taking the liberty to modify the scores' "normalized" display.





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It is certain this game is not revolutionizing the genre, but it is pleasant, and you discover you spend a

significant time playing it. And, from the collector point of view, missing a new release on this machine is akin to a sacrilege! You now know what you have to do, even if we wish you the best of courage to find it now. In ReVival,

we sure like make you long for things impossible to find. This is our little sadistic pleasure!



Special issues

Joe Zbiciak created three different versions of his game. Two special versions for the Phillyclassic 2001 meeting (in fact, two batches of cartridges with minor, or even no changes at all) as well as the original version (released, thus, before the reissue by Intelligentvision).



There is also, as a ROM image, a version which hidden Pong (see below) is in black and white!

Tips

See Joe Zbiciak!

On the title screen, you just have to press simultaneously the key "6" and "9" on the first paddle (it works also from the second!) and then to press on Reset. This will make appear the one who must be Joe Zbiciak!



Diagnostic test

Independently from the paddle, you have to maintain the key "I" pressed and press on Reset.



Hidden game

On the first paddle, keep direction "steady". On the second paddle, keep the key "5" pressed. Without releasing it, press on Reset. And voila, you're up to the joys of Pong !



Title	4-Tris
Plate forme	Intellivision
Developer	Intelligentvision
Year	2005
Genre	Réflexion
Media	Cartridge
Player	1 player
Save	No
Language	English
NOTE	7/10

Remark: the game is available under the GPL license. It is not public domain. Consequently, the rights to the game still belong to its author. It can be played on an emulator or by using Chad Schell's Intellicart!