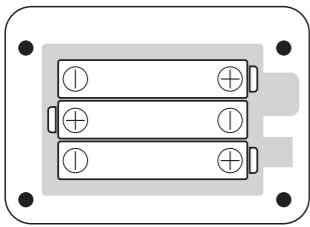
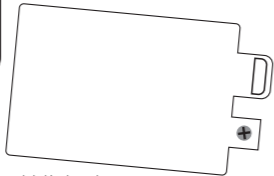


HOW TO CONNECT TO A TV



Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver.



WARNING! Not suitable for children under 3 years due to small parts and choking hazard.

Insert the USB cable into the USB-A socket on a suitable device. This product is not to be directly connected to the mains supply. If this product is used with an adaptor or power bank, please ensure it is UKCA / CE / UL recognised, approved and suitable.

Only use the USB cable provided.

BATTERY INSTRUCTIONS: Requires 3 X AAA, 1.5V batteries (not included) for each controller.

HOW TO INSERT BATTERIES: Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same equivalent type as recommended are to be used. Batteries are to be inserted with the correct polarity (+ and -). Exhausted batteries are to be removed from the product. If using rechargeable batteries, charge under adult supervision and remove before charging. Non rechargeable batteries are not to be recharged. The supply terminals are not to be short-circuited. Do not throw batteries into a fire. Batteries should never be left in the product when not in use for a long period of time.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

CAN ICES-3(B)/ NMB-3 (B)

Instruction sheet and packaging must be retained since it contains important information.

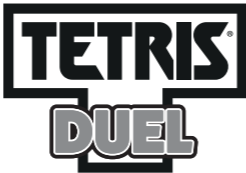
FCC-ID: 2AIPD-320115

Tetris © & © 1985–2025 Tetris Holding. Tetris logos, Tetris theme song and Tetriminos are trademarks of Tetris Holding. The Tetris trade dress is owned by Tetris Holding. Licensed to The Tetris Company. Tetris Game Design by Alexey Pajitnov. All Rights Reserved.



Manufactured for Fizz Creations Inc.
123 Resource Avenue, Oakland, MD 21550.
us.fizzcreations.com
+1-972-528-7847
USASupport@fizzcreations.com
© 2025 Fizz Creations Ltd.
All rights reserved.

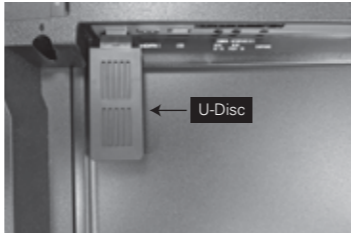
XXXX
MM/YYYY
Made in XXXXX, China
320142 (320148) FIZZ-0868-V1



INSTRUCTION MANUAL

HOW TO CONNECT TO A TV

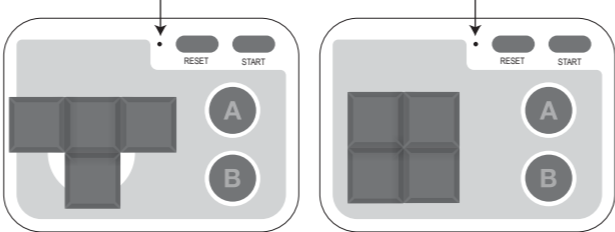
Take the U-Disc game, remove the cap, and plug it into an available port on your TV.



Attach the USB-C power cable to the U-Disc and connect the other end to a USB port on your TV.



A red light will turn on when the game is ready to play.



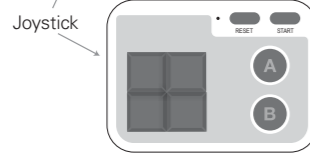
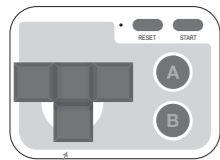
Distance and large obstacles can impact signal stability in wireless gaming and cause a slight lag in the gameplay. For optimal control, sit within 2.5m of the screen, and without any obstructions between the controller and screen.

AIM OF THE GAME

Rotate and position the falling Tetrimino shapes in the Matrix (play field) leaving no open spaces. When an entire horizontal row is filled, the line clears from the Matrix.

If lines are not cleared from the Matrix, the Tetriminos will continue to stack up higher and higher. If the stack of Tetriminos reaches the top of the Matrix, the game is over!

CONTROLS



Tetrimino Joystick (left/right): Move the active Tetrimino

Tetrimino Joystick (down): Soft Drop - Move the active Tetrimino down

Tetrimino Joystick (up): Hard Drop - Instantly drop the Tetrimino to the surface below it

A (in Menu): Start the game

A/B (in Game): Rotate the active Tetrimino clockwise/counterclockwise

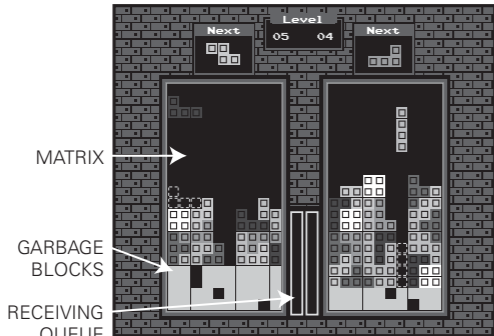
RESET: Reset game

START (in Menu): Settings

START (in Game): Pause game

GAMEPLAY

PLAYER 1 SIDE PLAYER 2/CPU SIDE



In Tetris® Duel, the goal is to outlast your opponent. A player may clear more lines, but if they Top Out first, they lose!

Tactically sending Garbage Blocks to your opponent is vital. Different actions will send rows of Garbage Blocks to the other player. A single Line Clear will not send any rows of Garbage Blocks to your opponent, however more advanced actions will.

ACTION	GARBAGE BLOCK ROWS SENT
Double	1
Triple	2
Tetris™ Line Clear	4
T-Spin Single	2
T-Spin Double	4
T-Spin Triple	6
All Clear	10

If your Receiving Queue is not empty, instead of sending Garbage Block rows to your opponent, the number of Garbage Block rows that you would receive are reduced/cancelled out.

Each row of Garbage Blocks has one block missing. Fill this empty space to clear the row.

GAME MODES

Battle vs. CPU: Play against the computer.

2 Player Battle: Play against your family and friends.

TIPS AND STRATEGIES

Try to keep the Matrix as level as possible.

Watch the Next Queue to plan ahead.

Leave a single column empty on the side of the Matrix and fill it with an I-Tetrimino to achieve a Tetris™ Line Clear.

Keep an eye on your opponent's Matrix.



- Do NOT go to mass production without written approval.
- Do NOT edit the artwork or die cut without consent from the designer.
- All artwork is copyright of Fizz Creations Ltd.

ARTWORK SPECIFICATIONS: PAPER PRODUCT

DATE 21/5/25

DESIGNED BY CP

INFORMATION

320142 (320148) FIZZ US TETRIS DUEL IFU 0868 V1

FINISH

☐ MATT OIL Please don't use 膠覆膜, use 啞油 instead

☐ MATT LAMINATION

☒ UNCOATED

MATERIAL

☒ SPECIFIED ON SPEC SHEET

☐ OTHER: xxx

KEY

CUT (SOLID) ———— CREASE (DASHED) - - - - -

GLUE AREA ////////////////

INK USED FOR THE PRINTING OF THIS PRODUCT OR ITS PACKAGING
MUST BE MINERAL OIL-FREE AS PER THE FRENCH LAW

根据法国法律，用于印刷本产品或其包装
使用的油墨不能含有矿物油成分

Height:148 x Width:210

US ARTWORK