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### who owns tetris?

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**illiterate**  
exec in charge of production fatty

Joined: 01 Nov 2002  
Posts: 3033  
Location: 6th Ring of Hell

[Back to top](#)

**FatXNova**  
Guest

Joined: 03 May 2002  
Posts: 3760

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**illiterate**  
exec in charge of production fatty

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[Back to top](#)

**Zoiks**  
exec in charge of production fatty

Joined: 03 May 2002  
Posts: 3760

[Back to top](#)

**billybollockhead**  
big bad fatty

Joined: 12 Nov 2002  
Posts: 435

[Back to top](#)

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exec in charge of production fatty

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[Back to top](#)

**fatpress**  
exec in charge of production fatty

Joined: 02 Nov 2002  
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[Back to top](#)

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[Back to top](#)

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[Back to top](#)

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[Back to top](#)

**meatFreedom**  
exec in charge of production fatty

Joined: 14 Aug 2002  
Posts: 1699

[Back to top](#)

**milkcarton**  
tester fatty

Joined: 10 May 2002  
Posts: 35

[Back to top](#)

**fu**  
tester fatty

Joined: 08 May 2002  
Posts: 44

[Back to top](#)

**objbuilder**

Joined: 18 Aug 2003  
Posts: 3

[Back to top](#)

**Schmendr1ck**

Joined: 13 Jan 2004  
Posts: 2

[Back to top](#)

**Zoiks**  
exec in charge of production fatty

Joined: 03 May 2002  
Posts: 3760

[Back to top](#)

**bizz**  
programmer fatty

Joined: 29 Nov 2002  
Posts: 158  
Location: UK

[Back to top](#)

**Schmendr1ck**

Joined: 13 Jan 2004  
Posts: 2

[Back to top](#)

**aselus**

Joined: 05 Sep 2003  
Posts: 4  
Location: Cupertino, CA

[Back to top](#)

**illiterate** wrote:  
I didnt think anyone owned the rights to tetris?

**fatpress** wrote:  
Henk's a nice guy. He genuinely LOVES Tetris and wants the game to live on. He (and a few others in his company) tried to do a few new things with the game and they got roasted over an open flame for it. The only reason the last GBA version of Tetris sucked so badly was the lack of a save feature - why couldn't you keep score?

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I never said Henk wasn't a nice guy, but **Blue Planet** was a travesty. If he really loved Tetris (and I think he did, just not as much as his wallet) he would have had a decent development team working on it, not a couple of second rate hacks.

I didnt think anyone owned the rights to tetris?

They surely do. The **Tetris Company** is headed up by Henk Rogers who fortunately saw fit to finally kill **Blue Planet** who he also owned and who did ridiculously shit ports of a game that's almost impossible to fuck up.

Henk's a nice guy. He genuinely LOVES Tetris and wants the game to live on. He (and a few others in his company) tried to do a few new things with the game and they got roasted over an open flame for it. The only reason the last GBA version of Tetris sucked so badly was the lack of a save feature - why couldn't you keep score?

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Sorry - didn't mean to imply that you implied Henk wasn't a nice guy.

As far as the wallet comment, I wonder how mch pressure he was under from THQ to produce "on schedule"

Well if it were only THQ that would be fine, did you see The Next Tetris they did for Hasbro??

He's simply not been willing to spend the time and money doing something polished for a very long time, it's a cash cow. That said - how far can you take Tetris - the gameboy version is still the best.

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No, I didn't see it.

I like not only Tetris DX, but also the N64 game as well - 4 player!!

I still need to crack open my Tetris Worlds for Xbox Live.

tetris worlds is entertaining.. but I think i'll have to turn off the bounce, it makes the game too easy if you can keep fiddling with a piece when it's on the bottom.. means that you don't die until you choose to, and that's not what tetris is about.

Through joy, anger, grief, and happiness, your expression after solving a troublesome puzzle is that of surprise. And each time you advance in the game, it expands your excitement.

Agreed. Tetris is about simple and deep addiction.

Provokes a sense of wonder, it does.

I heard he is now living in Hawaii and entertaining ideas of doing handheld or cell phone games when he's not too busy enjoying life.

He supposedly has deals with most major cell phone companies to publish games on. A good contact to know.

I believe Henk actually owns half the license, with The **Tetris Company** owning the other half of it. Henk does pretty much all the work (or at least did as of a year or so ago) in terms of licensing and development, with TetrisCo signatures needed to sign off on any deals.

Agreed on the **Blue Planet** comments, just a poorly run company, last I heard Henk had a company back in Hawaii, called Blue Wave or something like that, doing cell phone/mobile games.

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man, i thought i looked everywhere for a way to disable the 'bounce' feature and returned it. (ps2 ver.) what platform is yours on?

anyways, also hated that you couldn't use the dpad for control. the stick is not precise enough, imo. very hard to believe a tetris lover made 'tetris worlds.'

**Blue Planet** Software

I came back to see if the main fatbabies site was still essentially dead (yes) and found out that the forums are still kicking a bit.

I always wondered if any of the former Blue Planetees would post the story of BPS and Tetris Worlds. Admittedly this is a dead thread (last post in September I think), but I wanted to shed some light on what really happened and keep Henk happy. While all this was going on, **Blue Planet** was in the throes of severe financial problems. Late paychecks were the norm - sometimes only a day or two late, sometimes as much as two weeks. The threat of a mass walkout convinced management to provide early notification of late paychecks and offer small bonuses or extra vacation days when checks were late.

Ultimately, enough of the problems were fixed that THQ deemed the game acceptable for release. It was a shell of what it could have been if the focus had been on simple, addictive gameplay with a few bits of eye candy to show off the capabilities of the (then) brand-new consoles. The PC version squeaked in before Christmas, but not early enough to make a dent - it hit the shelves on December 22. The PS2 version still had a number of problems and took another couple of months to complete. By this time, THQ was furious. They decided to take the work that had already been done on xbox and GC and hand it to another developer for completion. About this time, **Blue Planet** laid off its entire development staff and "refocused" on doing nothing but managing the Tetris license. I think they now consist of 2-3 employees (including Henk).

For the record, the ownership of Tetris is pretty convoluted. If I remember correctly, a Russian organization (Elorg) owns the copyright on the actual game itself. Elorg is somehow associated with the Soviet university that Alexey Pajitnov worked for when he created Tetris. The **Tetris Company** (TTC) owns the rights to develop Tetris games for PCs and consoles, and has dubbed **Blue Planet** Software the sole agent in charge of administering Tetris licensing. I believe in turn, BPS owns 50% of TTC and BPS is owned by Henk Rogers. The other half of TTC is owned by Alexey and a couple of lawyers or something like that.

Anyway, the main reason for making this post so long after the fact is that I wanted to give those of you who have not been in the game development business a glimpse of what goes on in so many development houses. I also wanted to defend the development team. They are not "hacks"; they were for the most part a talented group of programmers, designers and artists. It was simply impossible for this team to put out a really good game given the time constraints, flawed design, and grossly unreasonable demands placed upon them by Henk Rogers.

Well that's Henk for you. That said I really can't help but wondering why you think developing Tetris in 11 months is a challenge.

aw man, I fuckin' HATE Tetris. It sucks monkey sweaty balls.

Dave  
UK Games Artist/Animator

**Zoiks** wrote:  
Well that's Henk for you. That said I really can't help but wondering why you think developing Tetris in 11 months is a challenge.

I'm not sure if you're looking to get a rise out of me or you just didn't read my previous post. Clearly, writing plain vanilla Tetris is something that any competent programmer could do in a few hours. But that's not what we're talking about here. We're talking about:

- a real-time 3D graphics engine
- a game engine built from scratch with a robust scripting language that allowed designers to build infinite variants of Tetris-type games, many of which had little resemblance to original Tetris (e.g. hotline)
- full online play, which was ultimately scrapped, but not until after a good deal of effort had been wasted on it
- a complex behavior/animation engine for the Mino characters (again, mostly scrapped after well over a man-year was invested in programming, design and art)

And all of this for four platforms with no upfront design documentation, and significant redesigning which began about six months before release and ended right before the PC version went gold. Don't get me wrong, I'm not looking for a pat on the back. I'm saying that because of the skills and dedication of the "second-rate hacks" that I worked with, the game made it to the shelves and turned out to be fairly decent in spite of the massive roadblocks thrown up by Henk.

Anyway, like Tetris Worlds or hate it, I believe me or not, whatever. The main reason for my post was to get the story off my chest, and I've now had my say.

Didn't mean to get a rise, just didn't get that you were starting with a totally blank slate. Seems pretty far into this generation to have been doing so.

Company that owns tetris:

(APPLICANT) V/O ELEKTRONORGEHNIKA AKA THE SOVIET FOREIGN TRADE ASSOCIATION CORPORATION U.S.S.R. CHAIKOVSKY STREET MOSCOW U.S.S.R. 11A

It's now an actual individual since the company has gone caput.  
he lives in Los Altos now if anyone wants to stalk him ;\_P lol

I like code...alot...

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[newtopic](#) [postreply](#) [FatBabies dot Com Forum Index -> Developer's Corner](#)

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Page 1 of 1

Jump to: [Developer's Corner](#) [Go](#)

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