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who owns tetris?

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Author	Message
illiterate exec in charge of production fatty Joined: 01 Nov 2002 Posts: 3033 Location: 6th Ring of Hell	<p>Posted: Tue Jul 15, 2003 8:49 pm Post subject: who owns tetris? quote</p> <p>I would have thought nintendo ownz it heart and soul, but I've heard of tetris (using the NAME tetris) games for competing consoles. what's the deal?</p> <p>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.</p> <p>profile pm ICQ</p>
FatXNova Guest	<p>Posted: Tue Jul 15, 2003 9:13 pm Post subject: quote</p> <p>LICENSING!</p>
illiterate exec in charge of production fatty Joined: 01 Nov 2002 Posts: 3033 Location: 6th Ring of Hell	<p>Posted: Tue Jul 15, 2003 9:28 pm Post subject: quote</p> <p>are you suggesting nintendo would rent the tetris name to a competitor?</p> <p>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.</p> <p>profile pm ICQ</p>
Zoiks exec in charge of production fatty Joined: 03 May 2002 Posts: 3760	<p>Posted: Wed Jul 16, 2003 10:21 am Post subject: quote</p> <p>A company called, funnily enough, The Tetris Company, own the rights to Tetris. Nintendo I believe own it for handhelds. Hence why Hasbro, THQ, and everyone and their mother can put out crappy Tetris versions on other consoles.</p>
billybollockhead big bad fatty Joined: 12 Nov 2002 Posts: 435	<p>Posted: Thu Jul 17, 2003 10:31 am Post subject: quote</p> <p>I didnt think anyone owned the rights to tetris?</p>
Zoiks exec in charge of production fatty Joined: 03 May 2002 Posts: 3760	<p>Posted: Thu Jul 17, 2003 10:41 am Post subject: quote</p> <p>billybollockhead wrote: I didnt think anyone owned the rights to tetris?</p>
fatpress exec in charge of production fatty Joined: 02 Nov 2002 Posts: 2971 Location: Far removed from where you are...	<p>Posted: Thu Jul 17, 2003 11:08 am Post subject: quote</p> <p>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?</p>
Zoiks exec in charge of production fatty Joined: 03 May 2002 Posts: 3760	<p>Posted: Thu Jul 17, 2003 11:21 am Post subject: quote</p> <p>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?</p>
fatpress exec in charge of production fatty Joined: 02 Nov 2002 Posts: 2971 Location: Far removed from where you are...	<p>Posted: Thu Jul 17, 2003 12:06 pm Post subject: quote</p> <p>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.</p>
fatpress exec in charge of production fatty Joined: 02 Nov 2002 Posts: 2971 Location: Far removed from where you are...	<p>Posted: Thu Jul 17, 2003 11:41 am Post subject: quote</p> <p>Sorry - didn't mean to imply that you implied Henk wasn't a nice guy.</p>
Zoiks exec in charge of production fatty Joined: 03 May 2002 Posts: 3760	<p>Posted: Thu Jul 17, 2003 11:48 am Post subject: quote</p> <p>Well if it were only THQ that would be fine, did you see The Next Tetris they did for Hasbro?? ☹</p>
fatpress exec in charge of production fatty Joined: 02 Nov 2002 Posts: 2971 Location: Far removed from where you are...	<p>Posted: Thu Jul 17, 2003 12:06 pm Post subject: quote</p> <p>Zoiks wrote: 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.</p>
meatFreedom exec in charge of production fatty Joined: 14 Aug 2002 Posts: 1699	<p>Posted: Fri Aug 15, 2003 8:31 pm Post subject: quote</p> <p>No, I didn't see it.</p>
milkcarton tester fatty Joined: 10 May 2002 Posts: 35	<p>Posted: Sun Aug 24, 2003 2:31 pm Post subject: quote</p> <p>I like not only Tetris DX, but also the N64 game as well - 4 player!! ☺☺</p>
fu tester fatty Joined: 08 May 2002 Posts: 44	<p>Posted: Sat Sep 27, 2003 2:48 pm Post subject: quote</p> <p>I still need to crack open my Tetris Worlds for Xbox Live.</p>
objbuilder Joined: 18 Aug 2003 Posts: 3	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>illiterate wrote: 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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>man, i thought i looked everywhere for a way to disable the 'bounce' feature and returned it. (ps2 ver.) what platform is yours on?</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>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.'</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>While designing the tool and working on the gameplay itself, Henk (the "Master Game Designer" if you read the TW credits) left the bulk of the rest of the work to the Lead Designer and Lead Developer. Detailed designs began to take shape, development began, compromises were made, and the project began to look like it could actually be done on time.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>Four months later, Henk called for a team meeting to get an update on development progress. Upon hearing about the direction development was taking, he freaked out. His "vision" had been utterly destroyed. Henk saw this game as a platform for the "Mino" characters. If you've played TW, the Mino is the little cube that sits in the lower left corner of your screen and watches the board while you play. Henk's vision was for each world to be comprised of dozens or hundreds of Minos that interacted intelligently with the player and each other, constructed the world as your gameplay progressed, and generally gave a feeling of life to each world. He also wanted a "Mino city" which provided online gameplay, buddy lists, and a tournament/ranking system. Needless to say, this was overambitious at best for a title that was expected to be on the shelves in less than a year.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>With six months left until Christmas, Henk insisted on totally revamping the design of the game. The compromises for playability were thrown out. He insisted on redesigning the clean and simple multiplayer UI in favor of a complex, confusing interface that took three times as long to develop and debug. One programmer spent almost 100% of his time for 4-5 months working on nothing but the Mino AI engine, and effectively all of his work was thrown out of the final product.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>Henk, the Lead Designer and the Lead Developer had meeting after meeting, argument after argument, and THQ got more and more nervous as Christmas approached and the game was largely unplayable. The development team put in 70, 80, even 100 hour weeks, sometimes 30-35 hours at a time, trying to make the game playable 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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>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).</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jan 13, 2004 7:20 pm Post subject: quote</p> <p>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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Wed Jan 14, 2004 3:08 pm Post subject: quote</p> <p>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. ☹</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Wed Jan 14, 2004 7:53 pm Post subject: quote</p> <p>aw man, I fuckin' HATE Tetris. It sucks monkey sweaty balls.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Thu Jan 15, 2004 7:19 pm Post subject: quote</p> <p>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.</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jul 13, 2004 3:16 pm Post subject: quote</p> <p>Company that owns tetris:</p> <p>(APPLICANT) V/O ELEKTRONORGEHNIKA AKA THE SOVIET FOREIGN TRADE ASSOCIATION CORPORATION U.S.S.R. CHAIKOVSKY STREET MOSCOW U.S.S.R. 11A</p> <p>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</p>
Schmendrick Joined: 13 Jan 2004 Posts: 2	<p>Posted: Tue Jul 13, 2004 3:16 pm Post subject: quote</p> <p>I like code...alot...</p>

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