These search terms have been highlighted: blue planet tetris company FatBabies dot Com FatBabies Forums FAQ Search Memberlist Usergroups Register Profile Log in to check your private messages Log in who owns tetris?

DVuniYoUzEJ:www.fatbabies.com/phpbb/viewtopic.php%3Ft%3D3649%26sid%3Db4366956596eb9b7dcedbadd041e7441+%22blue+planet%22+%22tetris+company%22&hl=ja

Google is neither affiliated with the authors of this page nor responsible for its content.

This is Google's cache of http://www.fatbabies.com/phpbb/viewtopic.php?t=3649&sid=b4366956596eb9b7dcedbadd041e7441 as retrieved on 27 Feb 2005 05:19:24 GMT.

Google's cache is the snapshot that we took of the page as we crawled the web.

production fatty

Posts: 3033

Back to top

Posts: 3760

Back to top

big bad fatty

Posts: 435

Zoiks

Back to top

Posts: 3760

Back to top

exec in charge of production fatty

Joined: 02 Nov 2002

Location: Far removed from where you are...

fatpress

Posts: 2971

Back to top

Posts: 3760

Back to top

exec in charge of production fatty

Joined: 02 Nov 2002

Location: Far removed from where you are...

fatpress

Posts: 2971

Back to top

Posts: 3760

Back to top

exec in charge of production fatty

Joined: 02 Nov 2002

Location: Far removed

from where you are...

fatpress

Posts: 2971

Back to top

exec in charge of production fatty

Joined: 01 Nov 2002

Location: 6th Ring of Hell

illiterate

Posts: 3033

Back to top

meatFreedom

exec in charge of production fatty

Joined: 14 Aug 2002

Joined: 10 May 2002

Joined: 08 May 2002

Posts: 1699

Back to top

milkcarton

tester fatty

Posts: 35

fu

Back to top

tester fatty

Posts: 44

Back to top

objbuilder

Posts: 3

Back to top

Schmendr1ck

Joined: 13 Jan 2004

Posts: 2

Joined: 18 Aug 2003

exec in charge of production fatty

Joined: 03 May 2002

Zoiks

exec in charge of production fatty

Joined: 03 May 2002

Zoiks

exec in charge of production fatty

Joined: 03 May 2002

exec in charge of production fatty

Joined: 03 May 2002

billybollockhead

Joined: 12 Nov 2002

Zoiks

Joined: 01 Nov 2002

Location: 6th Ring of Hell

The page may have changed since that time. Click here for the current page without highlighting.

This cached page may reference images which are no longer available. Click here for the cached text only. To link to or bookmark this page, use the following url: http://www.google.com/search?q=cache:-

newtopic | postreply **FatBabies dot Com Forum Index -> Developer's Corner View previous topic :: View next topic Author** Message illiterate (2) quote Posted: Tue Jul 15, 2003 8:49 pm Post subject: who owns tetris? exec in charge of production fatty 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? Joined: 01 Nov 2002 Posts: 3033 Location: 6th Ring of Hell 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. 👗 profile) (💹 pm) 🐯 ICQ Back to top **FatXNova** (4) quote Posted: Tue Jul 15, 2003 9:13 pm Post subject: Guest LICENSING!

Back to top illiterate (4) quote Posted: Tue Jul 15, 2003 9:28 pm Post subject: exec in charge of

Through joy, anger, grief, and happiness, your expression after solving a troublesome puzzle is that of surprise. And each time you

A company called, funnily enough, The **Tetris Company**, own the rights to Tetris. Nintendo I believe own it for handhelds. Hence

They surely do. The **Tetris Company** is headed up by Henk Rogers who fortunately saw fit to finally kill **Blue Planet** who he also

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

Henk's a nice quy. 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

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

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

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.

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

Through joy, anger, grief, and happiness, your expression after solving a troublesome puzzle is that of surprise. And each time you

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

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

Agreed on the **Blue Planet** comments, just a poorly run company, last I heard Henk had a company back in Hawaii, called Blue

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

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

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 Planeteers would post the story of BPS and Tetris Worlds. Admittedly this is a dead

development (even something as seemingly simple as Tetris) is incredibly difficult these days. I was a member of the Tetris Worlds development team. When the project started, it was extremely ambitious: four platforms (PC/PS2/X/GC) in 11 months. As you all know, Christmas is king in this business, and we were under tremendous pressure from THQ to get two of these (PC/PS2) on the

First of all, I think Henk Rogers loves Tetris. It is his baby, it made him a mint, and he really cares about keeping the game alive and fun. That being said, I think Henk also has a massive ego and is blissfully ignorant of the realities of game development, and I think these were the main factors in the train wreck that was Tetris Worlds. When we first began development, Henk provided a set

of hand-drawn story boards to work from. No design document, no functional specification, only a stack of drawings and a few

a Tetris design tool. This tool allowed the designers to create Tetris-style games using a simple GUI-driven Mac application.

scribbled notes in the margins. Then he disappeared, to "handle business" and work with an outside contractor who was developing

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,

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

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

Henk, the Lead Designer and the Lead Developer had meeting after meeting, argument after argument, and THQ got more and

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,

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

For the record, the ownership of Tetris is pretty convoluted. If I remember correctly, a Russian organization (Elorg) owns the

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.

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**

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

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.

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

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

- a game engine built from scratch with a robust scripting language that allowed designers to build infinite variants of Tetris-type

- a complex behavior/animation engine for the Mino characters (again, mostly scrapped after well over a man-year was invested in

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

Anyway, like Tetris Worlds or hate it, believe me or not, whatever. The main reason for my post was to get the story off my chest,

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

(APPLICANT) V/O ELEKTRONORGTECHNIKA AKA THE SOVIET FOREIGN TRADE ASSOCIATION CORPORATION U.S.S.R. CHAIKOVSKY

Oldest First

Jump to:

Developer's Corner

You cannot post new topics in this forum You **cannot** reply to topics in this forum You cannot edit your posts in this forum You **cannot** delete your posts in this forum You cannot vote in polls in this forum

- full online play, which was ultimately scrapped, but not until after a good deal of effort had been wasted on it

impossible for this team to put out a really good game given the time constraints, flawed design, and grossly unreasonable

sometimes as much as two weeks. The threat of a mass walkout convinced management to provide early notification of late

more nervous as Christmas approached and the game was largely unplayable. The development team put in 70, 80, even 100 hour

thread (last post in September I think), but I wanted to shed some light on what really happened and why video game

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.

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

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.

as his wallet) he would have had a decent development team working on it, not a couple of second rate hacks.

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?? ³

Well if it were only THQ that would be fine, did you see The Next Tetris they did for Hasbro?? $^{oldsymbol{\circ}}$

That said - how far can you take Tetris - the gameboy version is still the best.

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.

Posted: Thu Jul 17, 2003 12:39 pm Post subject:

advance in the game, it expands your excitement.

Posted: Thu Jul 17, 2003 10:33 pm Post subject:

Posted: Fri Aug 15, 2003 8:31 pm Post subject:

Posted: Sun Aug 24, 2003 2:31 pm Post subject:

Posted: Sat Sep 27, 2003 2:48 pm Post subject:

Wave or something like that, doing cell phone/mobile games.

Deposited: Tue Jan 13, 2004 7:20 pm Post subject: **Blue Planet** Software

shelf by Christmas 2001, with the xbox and GC versions to follow close behind.

compromises were made, and the project began to look like it could actually be done on time.

was overambitious at best for a title that was expected to be on the shelves in less than a year.

nothing but the Mino AI engine, and effectively all of his work was thrown out of the final product.

paychecks and offer small bonuses or extra vacation days when checks were late.

Tetris license. I think they now consist of 2-3 employees (including Henk).

demands placed upon them by Henk Rogers.

Posted: Wed Jan 14, 2004 3:08 pm Post subject:

Posted: Wed Jan 14, 2004 7:53 pm Post subject:

Posted: Thu Jan 15, 2004 6:45 pm Post subject:

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

games, many of which had little resemblance to original Tetris (e.g. hotline)

and turned out to be fairly decent in spite of the massive roadblocks thrown up by Henk.

💹 profile) 💹 🧸 pm

66

Dave

The profile

about:

UK Games Artist/Animator

Zoiks wrote:

challenge. 🐸

- a real-time 3D graphics engine

programming, design and art)

and I've now had my say.

Posted: Thu Jan 15, 2004 7:19 pm Post subject:

Posted: Tue Jul 13, 2004 3:16 pm Post subject:

It's now an actual individual since the company has gone caput.

Display posts from previous: All Posts

Powered by phpBB 2.0.8 © 2001, 2002 phpBB Group

FatBabies dot Com Forum Index -> Developer's Corner

he lives in Los Altos now if anyone wants to stalk him ;_P lol

😹 profile 😹 🗸 pm

have been doing so.

🐱 profile) (😹 🐱 pm

I like code...alot...

🐱 profile 😹 🗸 pm

nostreply postreply

Company that owns tetris:

STREET MOSCOW U.S.S.R. 11A

Back to top

Posts: 3760

Back to top

Posts: 158

Location: UK

Back to top

Schmendr1ck

Posts: 2

Back to top

Posts: 3760

Back to top

aselus

Posts: 4

Back to top

newtopic

Page 1 of 1

exec in charge of production fatty

Joined: 03 May 2002

Joined: 05 Sep 2003

Location: Cupertino, CA

Zoiks

Joined: 13 Jan 2004

programmer fatty

Joined: 29 Nov 2002

bizz

exec in charge of production fatty

Joined: 03 May 2002

Zoiks

Provokes a sense of wonder, it does.

Agreed. Tetris is about simple and deep addiction.

why Hasbro, THQ, and everyone and their mother can put out crappy Tetris versions on other consoles.

auote 🖫

(4) quote

(2) quote

" quote

(2) quote

(4) quote

(2) quote

(4) quote

(4) quote

(2) quote

(4) quote

a quote

(4) quote

(2) quote

(4) quote

aquote 🔍

(2) quote

(4) quote

(4) quote

All times are GMT - 5 Hours

Go

are you suggesting nintendo would rent the tetris name to a competitor?

advance in the game, it expands your excitement.

Posted: Wed Jul 16, 2003 10:21 am Post subject:

Posted: Thu Jul 17, 2003 10:31 am Post subject:

I didnt think anyone owned the rights to tetris?

Posted: Thu Jul 17, 2003 10:41 am Post subject:

Posted: Thu Jul 17, 2003 11:08 am Post subject:

Posted: Thu Jul 17, 2003 11:21 am Post subject:

Posted: Thu Jul 17, 2003 11:41 am Post subject:

Deposited: Thu Jul 17, 2003 11:48 am Post subject:

Posted: Thu Jul 17, 2003 12:06 pm Post subject:

I didnt think anyone owned the rights to tetris?

owned and who did ridiculously shit ports of a game that's almost impossible to fuck up.

Tetris sucked so badly was the lack of a save feature - why couldn't you keep score?

so badly was the lack of a save feature - why couldn't you keep score?

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

- how far can you take Tetris - the gameboy version is still the best.

billybollockhead wrote:

🐱 profile 🚨 💆 pm 🖼 ICQ

profile)

a profile a pm

🐱 profile) (😹 🦝 pm 🛚

🐱 profile) (😹 🦝 pm

🐱 profile) (😹 🙇 pm

🚨 profile 😹 🗸 pm

🐱 profile) (😹 🦝 pm)

No, I didn't see it.

🐱 profile) (😹 🧸 pm)

🐱 profile) (😹 🦝 pm) 🐯 ICQ

🐱 profile) (😹 🐱 pm

🐱 profile 💹 💆 pm

🐱 profile 😹 🗸 pm

illiterate wrote:

lover made 'tetris worlds.'

😹 profile) 😹 🧸 pm

any deals.

life.

Zoiks wrote:

fatpress wrote: