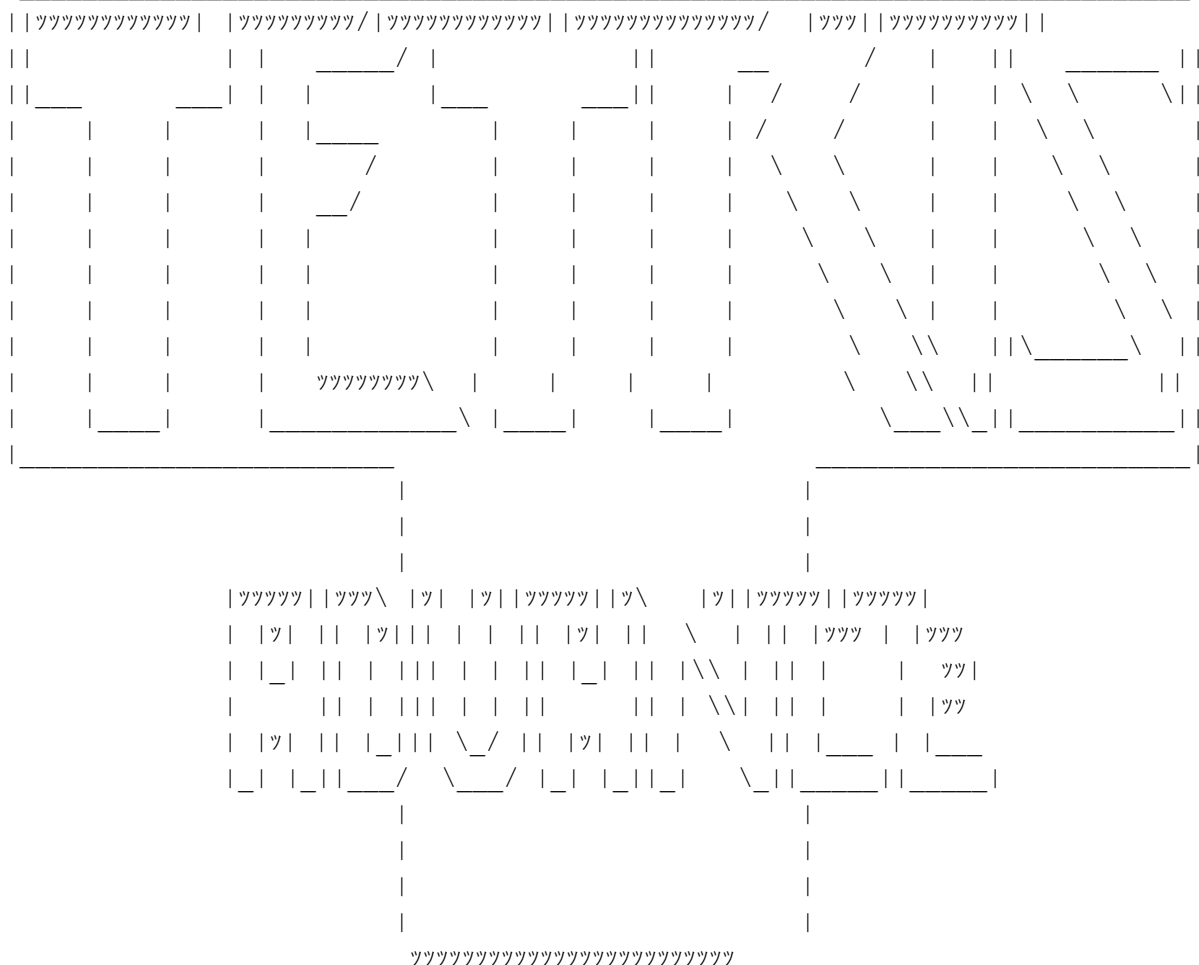


Minna no Soft Series: Tetris Advance (Import) FAQ

by Devis0r

Updated on Jan 4, 2004



Minna no Soft Series: Tetris Advance

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Best viewed in Courier New, Size 10, with Borders at 1cm each.

=====
-----1. Introduction-----
=====

Tetris is a very addicting game from the early 1990's, now in the new millennium (2003) Success (A developer) has reproduced the classic Tetris into a Colorful, vibrant and Advanced version of it, which is now know as Tetris Advance.

Not only is it a remake, but it's also an update, with brand new features such as multiplayer, challenges and various other modes.

=====
-----2. Game Basics-----
=====

=====
-----2.1 Controls-----
=====

-----D-Pad
Move in the direction pressed.

-----A Button:
Switch block to the left.

-----B Button:
Switch block to the right.

-----L Button:
Nothing.

-----R Button
Nothing.

-----Start/Pause Button:
In-Game Menu

-----Select
Nothing.

=====
-----2.2 Menus-----
=====

-----Endless
An endless game with no rules, play until you lose.

-----Time Attack
It's a race against time to get a "Tetris."

-----Challenge
Choose a challenge and beat it.

-----Vs. Standard
Find an opponent and fight them in an Endless duel of Tetris.

-----Vs. Arrange
Something... Probably the first to get a "Tetris."

-----High Score
Displays your saved High Scores.

-----Start/Pause
Brings up a menu, you can choose to do a few things here.

- Restart
Restart the game

- Exit
Exit the game

There are more but these are the standard ones.

=====

-----2.3 HUD-----

=====

Otherwise known as the on-screen display.

=====

- Standard Display -

=====

This is the area you are usually play in.

	HOLD			NEXT			
	2.						
					^		
					4.		
			1.		LEVEL	^	
						5.	
					LINES	^	
			3.			6.	
					SCORE	7.	

1. Area of play.
2. What shape you are holding.
3. Composer, watch the band play.

Challenge Mode: Timer.

- 4. Displays the next six shapes.
- 5. Displays what level you are on.
- 6. Displays how many lines you have done.
- 7. Displays your total score.

```

=====
-----3. Tetris Pieces-----
=====

=====
-                               3.1 L Piece                               -
=====

```

The L piece can sometimes be helpful or very bad for you. The main problem with this shape is the fact that it has a little bit sticking out which may make you screw up your layout or it may win you the game.

Here is how they appear in the game, with each of their rotations.

```

      - - - - -
      |_|_|_|  |_|_|
      |_|_|_|  |_|_|
      |_|_|_|  |_|_|
      |_|_|_|  |_|_|

      - - - - -
      |_|_|_|  |_|_|_|
      |_|_|  |_|_|
      |_|_|  |_|_|
      |_|_|

```

Below is how to make a box out of the rotations.

```

      - - - - -
      |_|_|_| | | | | | |
      |_|_|_|  |_|_|_|
      |_|_| + |_|_| = |_|_|_|
      |_|_|_|  |_|_|_|
      |_|_|_|  |_|_|_|

      - - - - -
      |_|_|_|_| | | | | | |
      |_|_| + |_|_| = |_|_|_|_|
      |_|_|_|_|  |_|_|_|_|
      |_|_|_|_|

```

```

=====
-                               3.2 J Piece                               -
=====

```

Much like the "L" Piece, the J piece can also be very irritating and may also screw up your game or win your game. The L and J pieces are basically the same, but they have been reversed, so there isn't much to say about this.

Here is how they appear in the game, with each of their rotations.

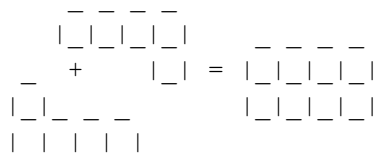
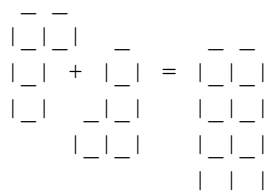
```

      - - - - -
      |_|_|_|  |_|_|
      |_|_|_|  |_|_|
      |_|_|_|  |_|_|
      |_|_|_|  |_|_|

```



Below is how to make a box out of the rotations.

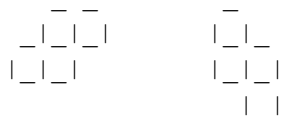


```

=====
-                               3.3 S Piece                               -
=====
  
```

The S piece can be a useful piece for those awkward spots left behind by other pieces. The S piece is never good to be first or put onto a flat surface because it also leaves behind a gap, which you will have to fill it later on.

Here is how they appear in the game, with each of their rotations.



Below is how to make a box out of the rotations.

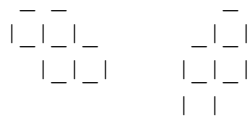
None

```

=====
-                               3.4 Z Piece                               -
=====
  
```

The Z piece is much like the S piece it also can be a useful piece for those awkward spots left behind by other pieces. Just like the S piece the Z piece is never good to be first or put onto a flat surface because it also leaves behind a gap, which you will have to fill it later on.

Here is how they appear in the game, with each of their rotations.



Below is how to make a box out of the rotations.

None

```

=====
-                               3.5 O Piece                               -
=====
  
```

A Bad piece for many. This piece has no little bits on the side and it can't be rotated into any other shape. Make sure you keep a flat surface somewhere in your game to make it easier.

Here is how they appear in the game, with each of their rotations.

```

  _ _
  |_|_|
  |_|_|
  
```

Below is how to make a box out of the rotations.

It can't be put into a block anymore than what it is.

```

=====
-                               3.6 T Piece                               -
=====
  
```

This can be an incredibly useful piece; it gets rid of some edges and makes the surface flat allowing you to get an easy "Tetris." This shape is just so versatile and useful.

Here is how they appear in the game, with each of their rotations.

```

          _ _ _ _
          |_|_|_|  |_|_| |
          |_|      |_|_|_|
          |_|_|    |_|_|_|
          |_|_|_|  |_|_|_|
          |_|      |_|_|_|
  
```

Below is how to make a box out of the rotations.

No proper box shapes available.

```

=====
-                               3.7 I Piece                               -
=====
  
```

Here is how they appear in the game, with each of their rotations.

```

  _
  |_|
  |_|
  |_|
  |_|
          _ _ _ _
          |_|_|_|_|
  
```

Below is how to make a box out of the rotations.

```

  _   _   _
  |_| |_| |_|_|
  |_| + |_| = |_|_|
  |_|   |_|   |_|_|
  |_|   |_|   |_|_|

  _ _ _ _ _   _ _ _ _ _   _ _ _ _ _
  |_|_|_|_|_| + |_|_|_|_|_| = |_|_|_|_|_|
  
```

=====
=====
- 4.1 Endless -
=====

=====
Overview
=====

Endless is based on the original Tetris concept of falling blocks which must be put into lines to get destroy them and get points for it all. Undoubtedly you would have played this classic Tetris somewhere, so you would know what this mode is about.

=====
Strategy Guide
=====

Since the blocks are completely random, I can't give any specific walkthrough to the game, but I can give you strategies on the game.

Your main objective is to achieve a "Tetris" which is a large box of blocks cleared. See the Tetris section for more information (section 6.4).

The easiest way to achieve a Tetris is to layer all of your pieces and leave a small gap near the edges of the field. So when you get an I piece it will fit perfectly in the gap and clear away four lines giving you a Tetris.

A less effective way is to take things easy and clear line-by-line, although you most likely won't achieve a Tetris it is still an easy way to get a lot of points. But to win you should at least attempt to get a Tetris.

Make sure you always look at the next few blocks; this can help you on your placement of your current and future piece.

Always try to leave a clean surface of two blocks just incase an O piece is going to come down. This can be all the difference if your not paying attention.

=====
Strategy Guide - Block Placement
=====

Unlike the above, this section is to give you tips on where to put your blocks to achieve a Tetris.

If you get an I piece, you should put them vertically on the side so they get rid of some space for future lines. There's no real need to put them horizontally unless you can get a Tetris, otherwise it might just cost you a game.

The Z and S pieces are usually the hardest to put somewhere due to there weird shapes. You should hide these in the corners of the sides or put them next or on top of each other to form another shape, this will make it much easier for other pieces to fit together with it.

When you get a T piece you should put them flat on the screen so there's a little bit pointing to the top of the screen, this will allow strange shapes like Z or S to have a spot to go. If the bottom of the screen is already taken

up, you should try to fight a small gap in which the T shape can fight in to get rid of the gap and possibly even get a line cleared.

As I said in the previous section the O pieces are best put onto a flat surface, otherwise they might screw up your layout, these can be some of the most annoying pieces; you have a perfect layout then a O piece comes down, and you can make the conclusions. Just watch out for these blocks.

Sometimes the L or even J pieces can be quite useful but a lot of the time they can be annoying. If you get either one on the first few blocks, I suggest you put them on the sides vertically so they don't take up too much room. No matter which way you put them they still allow a chance for an S or Z to have a place on the field. If you have a two block deep gap these can be very useful to fill it in.

=====
- 4.2. Time Attack -
=====

=====
Overview
=====

Race against the clock to get a Tetris. A very challenging mode, which tests your skills to the ultimate level. A very good game if you are getting bored of the Endless Mode and need something more.

=====
Strategy Guide
=====

There is a maximum of ten levels for this mode, and it is possible to finish them all within the time limit. Just speed up your block placement and get a lot of Tetris'.

Try to get a few Tetris' for this mode and it will be done with quickly. It's basically the same as Endless mode, but much faster. This mode is basically just Speedy Endless, or Endless Speed.

=====
Strategy Guide - Block Placement
=====

Nothing special here, just the same as before, but much faster.

Try making columns for the pieces to fit in.

Put the O pieces on the far left, then the I pieces next to it, then the L and J, then the S, then T and lastly Z. Hopefully it should all fit together nicely and you should easily achieve a Tetris.

=====
- 4.3. Challenge -
=====

=====
Overview
=====

There are a lot of different missions for this mode, each are basically the

same though. Another good game if you're getting bored of the Endless mode or even Time Attack mode. This mode allows you to have more fun by doing special missions instead of having to play the same game over and over.

=====
Strategy Guide
=====

Unlike the rest of the game this mode features many small missions. I will list them all along with a strategy on beating them.

=====
01. Mystery Mode
=====

Finish this mode (like the normal game) and see something mysterious. This is unconfirmed, and just a simple hypothesis.

=====
02. T's Challenge
=====

In this mode you only have T's as blocks, no others. You must finish the game by getting a Tetris (or more), with only T's. If I can figure out a perfect way to do this I'll put it up.

=====
03. Fast Mode
=====

Just like the normal game, but very fast. I don't think this game is worth it; it's way too fast!

=====
04. 100
=====

I assume you must do 100 Lines to finish this mission. Not much is known about this mode.

=====
05. 10
=====

I assume you must get to level 10 on this to win, but I could be wrong (which I usually am). This game is just like the normal Timer Game.

=====
06. 10-2
=====

Not sure about this one either, it looks and feels exactly the same as before.

=====
07. 9
=====

This is the same as the previous two, but get to level 8 (?).

=====

08. No Rotations

=====

This game is quite challenging, you can't rotate the blocks and all you can do is to move them down and try to get a Tetris.

=====

09. Free Fall

=====

Another Quick falling one, much like mode 3. These are just too fast!

=====

10. Normal

=====

I have no clue; it seems the same as 5 and 6, and Timer Mode.

=====

-----5. Multiplayer-----

=====

=====

- 5.1 Multiplayer Mode -

=====

Tetris Advance features a multiplayer mode, in which you can battle against your friends in a Tetris mode of your choice.

Sorry, I do not know much else of this feature. If you do know something about The Multiplayer Mode please contact me, my contact is in the Guides disclaimer Section.

If you find this FAQ anywhere else apart from the sites listed in the Guide Disclaimer e-mail me at Devis0r@hotmail.com

=====

- 5.2 Vs Standard -

=====

=====

Overview

Play against a friend in the classic Endless mode. See who can get the most points and become victor while watching the other lose. Good clean fun, but may get boring (not your friend the game).

=====

=====

Strategy Guide

=====

This is just the same as Endless mode.

=====

Strategy Guide - Block Placement

=====

This is just the same as Endless mode.

=====
- 5.3 Vs Arrange -
=====

=====
Overview
=====

I don't know anything about this mode (I don't have any friends who also buy imported games). I assume you have to arrange the pieces and then play them, still I don't know. If you do know please tell me by e-mailing me at DevisOr@hotmail.com

=====
Strategy Guide
=====

I don't know anything about this mode. Sorry for any inconvenience.

=====
Strategy Guide - Block Placement
=====

I don't know anything about this mode. Sorry for any inconvenience.

=====
-----6. Extras-----
=====

=====
- 6.1 Secrets -
=====

- Faster
Hold down "Down" on the D-Pad to make the shapes go down faster.

- Slower
Hold down "Up" on the D-Pad to make the shapes slow down.

=====
- 6.2 Tips -
=====

- Keep watching the Next few shapes. Press Start when a block comes down to pause the game, you can now see the next few blocks without having to worry about the falling piece.

- Know what each shape is, even for their rotated forms.

- Experiment with different patterns and layouts to achieve a winning result.

- Gain more points by starting on the Higher levels. But you can also start on the lower levels and work your way up.

- Always try to keep a clean surface for an "O" piece.

- If you are running out of space hold down "Up" to slow down the piece and make a decision.

- Holding down "Down" on the D-Pad will make the pieces go down faster, this can be useful when you begin a game. Doing this also gives you more points.

6.3 Scoring

Achieving points depends on your level and how many lines you make at a time. Below is a table of scoring.

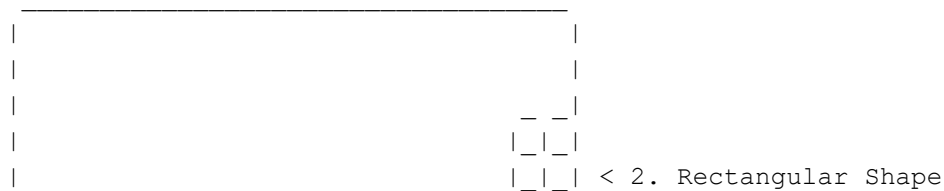
Single = One Line
Double = Two Lines
Triple = Three Lines
Tetris = Four Lines

Level	Single	Double	Triple	Tetris
00	0040	0100	0300	01200
01	0080	0200	0600	02400
02	0120	0300	0900	03600
03	0160	0400	1200	04800
04	0200	0500	1500	06800
05	0240	0600	1800	07200
06	0280	0700	2100	08400
07	0320	0800	2400	09600
08	0360	0900	2700	10800
09	0400	1000	3000	12000
10	0440	1100	3300	12400
11	0480	1200	3600	13200
12	0520	1300	3900	14400
13	0560	1400	4200	15600
14	0600	1500	4500	16800
15	0640	1600	4800	18000
16	0680	1700	5100	19200
17	0720	1800	5400	20400
18	0760	1900	5700	21600
19	0800	2000	6000	22800
20	0840	2100	6300	24000
+1	+40	+100	+300	+1200

There is a total amount of 99 Levels for this game, and I'm not going to list all of the scores for it, just enough for a few hours of play.

6.4 Tetris

I admit I should have put this somewhere above to make it more clearer, but to get a Tetris you must get a row of four pieces in a box then put in some so it forms a perfect box allowing you to get a Tetris. Below is a diagram (Thanks to Alaskanpie's diagram for inspiration).



-----8. Guide Disclaimer-----
=====

=====
- Sites That Are Allowed -
=====

Sites that are allowed to use my guide are:

<http://www.gamefaqs.com>
<http://www.ign.com>
<https://www.neoseeker.com>

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=====

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=====
- E-Mailing Me -
=====

- No Spam/flaming/pathetic hacking attempts
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.

My E-mail: Devis0r@hotmail.com

=====
- Credits -
=====

- Alexy Pajitnov for making the Tetris game.
- Success for making the game.
- Alaskenpie's Tetris FAQ for information on pieces and inspiration for some areas.