

Tetris Worlds Walkthrough Final

by kenb215

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Tetris Worlds GBA

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=====
1.00 Introduction
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To find something quickly, use Ctrl. + F.

This is my Tetris Worlds Walkthrough. The most current version can always be found at www.gamefaqs.com. It is intended to be a complete and detailed walkthrough for all aspects of the game. If you have any input, contact me at kenbarney@optonline.net, with Tetris Worlds as the subject, or use the message board at [gamefaqs](http://www.gamefaqs.com). All people who contribute will be given credit.

If you liked this walkthrough, you might like my other work. Find it at <http://www.gamefaqs.com/features/recognition/34422.html>

=====
2.00 Controls
=====

- A BUTTON.....Rotate counter-clockwise
- B BUTTON.....Rotate clockwise

UP.....Hard Drop
DOWN.....Soft Drop
LEFT.....Move piece left
RIGHT.....Move piece right
R BUTTON.....Hold piece
START.....Go to pause menu
R BUTTON (Popular Tetris).....Move piece right
L BUTTON (Popular Tetris).....Move piece left

See Hidden Tetris at the bottom for how to get it.

=====
3.00 Story
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Although the story was removed for the Gameboy Advance version of Tetris Words, it still exists.

The story of the Minos.

There are many theories as to the origin of the Tetrions (the playing field in Tetris Worlds). The simple truth is that the Tetrions are the only evidence of a long since forgotten space-faring species. Tetrions are Gateways to planets orbiting distant stars. They can only be opened by an intelligent species because it works only for those who unlock the secrets of the falling Blocks. We have called the gate opening activity Tetris. And while it is the key to connecting us to distant worlds, Tetris has been found to be very addictive by all intelligent species.

The mission is to evacuate the Minos on Hadar 4 to six other planets that have been identified as suitable for terraforming. Mino scientists have discovered that their star (Hadar) has become unstable and as a result the surface of Hadar 4 will reach 5000 Kelvin's, which is well past the maximum operating temperature of the Minos. The best Mino Tetris players have been identified as the gate openers. Six Tetrinauts will be sent to the planets to open the Tetrion gates from the other side to facilitate the exodus.

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4.00 Glossary
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Matrix- The area of the screen where you can maneuver the pieces.

Tetrion- The matrix and the area around it.

Tetrimino- One of the seven shapes that can be formed with four blocks according to the rules of Tetris.

Block- One of the four pieces that makes a Tetrimino. Individual blocks are invisible in normal Tetriminos, but some can be seen in Multiminis, or when the rest of the Tetrimino is cleared.

Hard Drop- The Tetrimino drops immediately to the bottom. Done by pressing UP.

Soft Drop- The Tetrimino drops down faster. Done by pressing DOWN.

Tetris- The act of clearing four lines at once.

Garbage- The blocks already in the matrix at the start of the game, or those added during a multiplayer game.

Multimino- A tetrimino that contains more than one color block.

Sticky Blocks- Blocks that glue together when next to the same color.

Polyminos- Shapes formed by joining sticky blocks together.

Critical Mass- When a polymino has 25 or more blocks in it, and disappears from the matrix.

Lock Down- The moment when a Tetrimino can not be moved any more.

Gravity- The force, or condition where, blocks can fall after lock down.

Cascades- Multiple line clears caused by gravity.

Minos- The cubic character that rates your progress from the side of the screen. He does not always do a good job, depending on your method of playing.

Line Clear- When an entire row is filled with blocks, and then removed from the Matrix

T-Spin- The action of rotating a "T" block into a tight space.

Hot-Line- A specially marked row in the Matrix where Line Clears will earn lines toward your score.

Fusion- v. When an atom block joins the Fusion blocks.

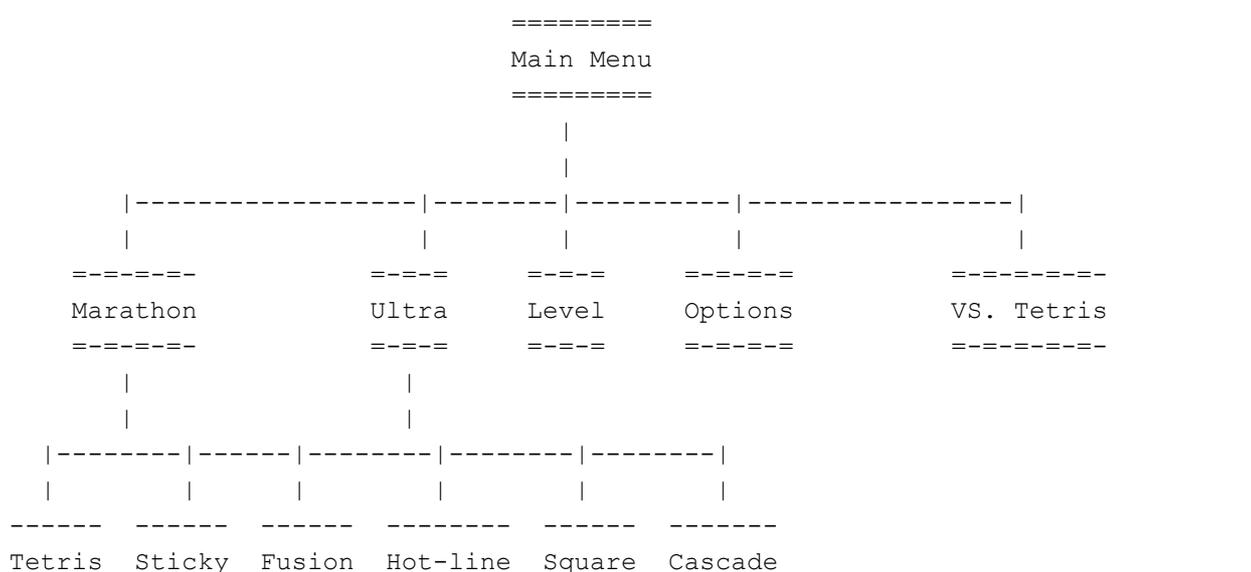
Pure Square- A square of four blocks to a side formed by identical Tetriminos.

Combo Square- A square of four blocks to a side formed by different Tetriminos.

Avalanche- When the Tetriminos separate into blocks and collapse.

Top Out- When there is no more room in the Matrix for Tetriminos.

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5.00                               Menu
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Level
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Press right and left to select starting level.

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VS. Tetris
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Start a two player Tetris game.

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Options
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| | | | | |

Sound World Next Piece Ghost Piece Hold Game Credits

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|-----|-----|

Song Music Sound

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| | |

Press right or left to select song, music, and volume level.

World

|
Press right or left to select background type.

Next Piece, Ghost Piece, Hold

|
Press right or left to enable or disable these options.

Game Credits

|
Press a to see the creators of the game.

=====
Pause Menu
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|-----|-----|
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The air world shows a moon in the background of a hazy atmosphere.

At level 1 an alien jellyfish creature flies to a point on the screen, sometimes spins, then floats away.

At level 3 an eagle will fly across the screen.

At level 5 a small hawk will fly strait across the screen.

At level 6 a red colored jellyfish creature will appear.

At level 14 a spaceship will fly strait across the screen in a random direction.

Forest

The forest world shows a muddy river flowing in a dirt bank with several barren trees.

At level 1 a deer walks from the left. It may drink, shake its head, wag its tail, or eat a plant from off screen.

At level 3 the trees will sprout leaves, and evergreen trees will grow in the background.

At level 4 a rabbit hops at the right, and stands on its back legs.

At level 5 the trees in the background will grow. Also, a squirrel will scamper, wag its tail, stand on its back legs, and eat an acorn that will appear.

At level 6 a deer will walk at the bottom right, eat, and shake its head.

At level 8 the river will clear slightly, and the ground around it will turn green.

At level 15 the squirrel will dig into the ground.

Mountain

The mountain world shows a mountain range with grass in front. Trees grow when you start

At level 1 a bear walk across, sits, and shakes its head.

At level 3 the trees disappear and re-grow.

At level 4 an antelope will walk across.

At level 5 the trees grow larger, and new trees will grow. Also, two antelopes will butt their heads together.

At level 6 an eagle will fly overhead, and it may circle.

At level 7 the trees will grow larger.

At level 12 Bigfoot will appear at the top of the mountain.

Snow

The snow world shows a valley in a pile of snow. Ice crystals will grow.

At level 1 a penguin walks and slides across the screen, and shakes its head.

At level 3 the crystals will grow.

At level 4 a seal will flop its way across. It may also roll on its side.

At level 5 the crystals will grow again.

At level 6 the seal will flap its flippers, and play with a snowball.

Also, a bear will walk across the screen and shake its head.

At level 9 the crystals will grow a final time.

General Tetris Strategies

GLITCH WARNING

Occasionally, when nearly all of the matrix is filled, and you use the hold button, R, the game will say game over.

Rotating a piece will prevent it from locking down.

If you have a piece that you need to "climb" over the blocks next to it, try spinning it in both directions and it may rise over.

Only press down, or up, when you are certain that the piece is in the correct place.

If you use hold, it is usually possible to get several Tetrises in a row with no gaps.

=====
Tetris
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Default World: Water

Goal is to clear 5 times the level number in lines.

Level 1	-----	5 lines
Level 2	-----	10 lines
Level 3	-----	15 lines
Level 4	-----	20 lines
Level 5	-----	25 lines
Level 6	-----	30 lines
Level 7	-----	35 lines
Level 8	-----	40 lines
Level 9	-----	45 lines
Level 10	-----	50 lines
Level 11	-----	55 lines
Level 12	-----	60 lines
Level 13	-----	65 lines
Level 14	-----	70 lines
Level 15	-----	75 lines

Scoring is as follows.

Single	-----	1 line
Double	-----	3 lines
Triple	-----	5 lines
Tetris	-----	8 lines
2 or more Tetrises	----	21 lines + 8 for each Tetris more than 2
T-spin	-----	1 line
T-spin with one line	--	3 lines
T-spin with two lines	-	7 lines

Strategies:

Try to get frequent Tetrises, and back to back Tetrises.

An easy way to get a Tetris is to fill up the whole area except for the far left or right part of the matrix.

=====
Sticky
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Default World: Fire

Goal is to clear the bottom line of garbage in the matrix.

The number of lines of garbage is the same as the level number.

Strategies:

Use the multiminios, the pieces that are more than one color, to fill the spaces that would be out of reach with a normal piece. This will not work though if the piece is the same color as the one next to where it lock down.

If you can fill the bottom row, go out of your way to do so.

If you have a large polymino, add a few more blocks of the same color to remove it.

Try to cause cascades, multiple line clears after each other, if you can to clear the garbage faster.

=====
Fusion
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Default World: Air

GLITCH WARNING

Sometimes when you beat a level, all of the blocks will be stacked on top of the new blocks that are made when the next level starts. If you can just get two more atom blocks to connect to the fusion block on top, you can beat the level, and everything will be normal the next time.

The goal is to connect twice the level number of atom blocks to the fusion block in the corner.

The number of lines of garbage is the same as the level number.

Strategies:

Put the first atom block in hold for when it might be needed.

In the first 4 levels, just clear the garbage so you can reach the fusion block, then stack the remaining blocks on top of each other until you finish.

If an atom block connects to the fusion block, it will still count, even if it disconnects.

Starting with level 5, try to spread the atom blocks evenly across the matrix.

=====
Hot-line
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Default World: Forest

Goal is to clear 5 times the level number in Hot-lines.

Level 1-----	5 lines
Level 2-----	10 lines
Level 3-----	15 lines
Level 4-----	20 lines
Level 5-----	25 lines
Level 6-----	30 lines
Level 7-----	35 lines
Level 8-----	40 lines
Level 9-----	45 lines
Level 10-----	50 lines
Level 11-----	55 lines
Level 12-----	60 lines
Level 13-----	65 lines
Level 14-----	70 lines
Level 15-----	75 lines

The bottom Hot-line counts as one. The one above it counts as two. The highest line counts as six.

Getting multiple hot lines at once simple adds the score from each together.

At the end of each level, an avalanche will occur.

Strategies:

Stack the blocks on top of each other to reach the higher lines.

Multiminors break, use this to fill a Hot-line below where the piece you have can normal reach.

Don't try to fill lines below the Hot-line you are using.

Always try to fill the Hot-line below the one you feel most comfortable with.

=====
Square
=====

Default World: Mountain

Goal is to clear 10 times the level number in lines.

Level 1-----	10 lines
Level 2-----	20 lines
Level 3-----	30 lines
Level 4-----	40 lines
Level 5-----	50 lines
Level 6-----	60 lines
Level 7-----	70 lines
Level 8-----	80 lines
Level 9-----	90 lines

Level 10----- 100 lines
Level 11----- 110 lines
Level 12----- 120 lines
Level 13----- 130 lines
Level 14----- 140 lines
Level 15----- 150 lines

Scoring is as follows.

Single----- 1 line
Double----- 3 lines
Triple----- 5 lines
Tetris----- 8 lines
2 or more Tetrises---- 21 lines + 8 for each Tetris more than 2
T-spin----- 1 line
T-spin with one line-- 3 lines
T-spin with two lines- 7 lines

Strategies:

Every piece can make a square except for the "s" and "z" piece.

The "T" piece can only make a pure square, with itself.

Always try to hold a piece except for the "T", "s", and "z", so it can be used for a square.

If you can make a square easily, then always do so.

=====
Cascade
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Default World: Snow

Goal is to clear 5 times the level number in lines.

Level 1----- 5 lines
Level 2----- 10 lines
Level 3----- 15 lines
Level 4----- 20 lines
Level 5----- 25 lines
Level 6----- 30 lines
Level 7----- 35 lines
Level 8----- 40 lines
Level 9----- 45 lines
Level 10----- 50 lines
Level 11----- 55 lines
Level 12----- 60 lines
Level 13----- 65 lines
Level 14----- 70 lines
Level 15----- 75 lines

Scoring is as follows.

Single----- 1 line
Double----- 3 lines
Triple----- 5 lines
Tetris----- 8 lines

Universe

On the main menu screen, there is a universe spinning. Press and hold R to make it spin faster. Press and hold L to make it spin quickly in the opposite direction.

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9.00 Copyright
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=====
10.00 Thanks
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Thanks to the game manual for much information.

<http://www.thq.com/tetrisworlds/story.asp> for the official storyline.

http://www.tetris.com/building_blocks/building_blocks.html for terms and strategies.

Zachary Felix for correcting how many lines the top most Hot-line counts as.

EOF (End Of FAQ)

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