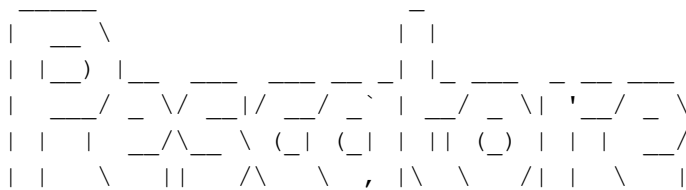


Pescatore FAQ

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Updated to v1.0 on Feb 2, 2007



This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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1. Controls
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A.....Rotate Piece
B.....Rotate Piece
Up.....N/A
Down.....Descend Piece Faster
Left.....Move Piece To Left
Right....Move Piece To Right
Start....Pause
Select...Pause

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2. Walkthrough
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Gameplay Basics

This game plays a lot like Dr. Robotnik's Mean Bean Machine for the Sega Genesis in which you must make combinations of same color objects. As the game starts you can choose the difficulty, music, block skin, and the wallpaper for the screen.

--Modes--

Before we get to the meat of the game I'll go over some of the options you can play with before playing the game. First is mode. You can choose to play with yourself and go for a highscore. Next is the choice for Double, for those who like to play with a friend and not just with themselves.

Thwn you can choose either easy, normal or hard which will also change the type of piece you will be playing with as well as the wallpaper for the level. The difficulty changes how fast the pieces will fall down as the faster they go the

faster you need to think and react.

--Music--

If you like to jam out to this games original soundtrack and you can choose 3 different tracks to play with or you can have the game shuffle through them. Or if beeps aren't your musical preference and you can music be silenced and make up your own song.

--Piece--

Like monopoly you can fight over what ridiculous thing you want to use. All the pieces attempt to look like sealife but fail at doing so. One piece looks like the monster in the Legend of Zelda games that shoots rocks at you. Then theres a squid, frog, crab, seal, barnacle, and a turtle.

--Wallpaper--

Theres quite a few different designs to pick from for what your eyes want to be feasted to. Think hard for this choice as if you are good at this game you will be staring at this wallpaper for quite some time. So pick a good one. I'm found of the gold squares myself.

--Clearing the Board--

The basic colors are gold, green, light blue, purple, and blue. In order to clear the screen of these aquatic vermin you must have 2 main colors in the middle with another color on the outside, and the colors must be matching. As an example I've provided a diagram below:

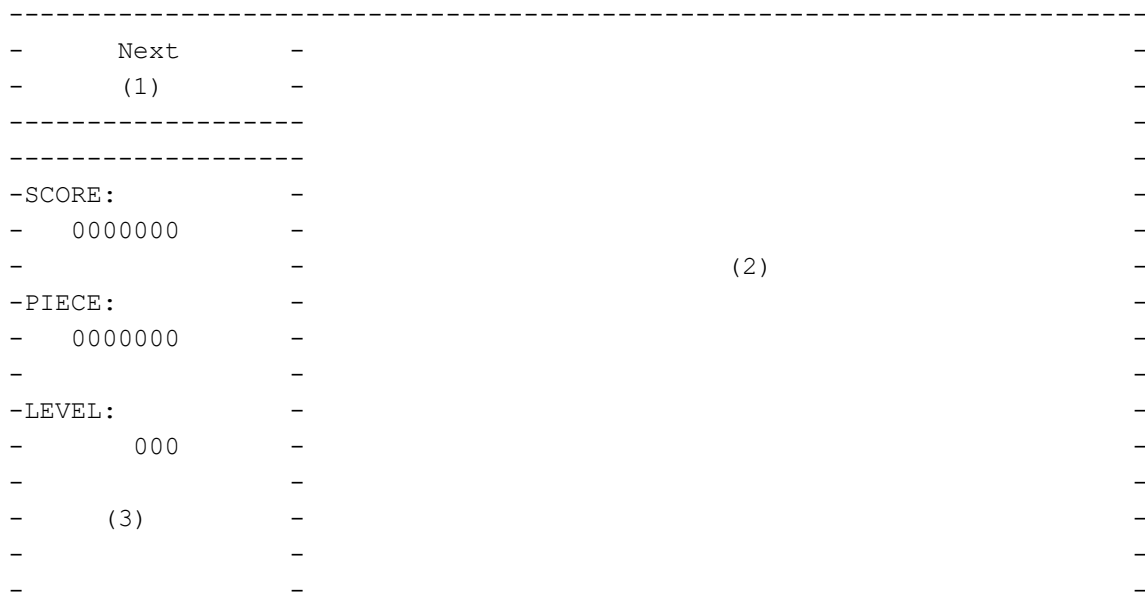
[b]=Blue
[g]=Green

[g][b][b][g]

When you have this sequence of colors they will disappear. Whenever you have a combonation of these colors and are off by one more piece one of the white circles where you must put the remaining piece to clear them away will begin to blink with the pieces that will disappear will shake in fear.

HUD

The HUD, or heads-up display for this game is relatively simple. I will provide a diagram showing where everything is located on it:



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- (1) - This shows what the next sequence of pieces will be to drop down. Use this information wisely in order to plan out how to wipe out pieces in the long run.
 - (2) - This is where you place your pieces. Pieces drop from the top and fill up the screen. If they go over the top of the screen, that's game over.
 - (3) - This part of the screen shows you your score, piece, and the current level you are on. Your score is based on the number of pieces you can place on the screen. The piece part tells you how many pieces you have cleared thus far. And the level tells you what level of difficulty you are on.

Strategies

Your goal in this game is to prevent the pieces from overflowing over the top of the screen. To achieve this you must make a "sandwich" with them. By this I mean you must have one matching color on both sides of two of the same colors in between. For a diagram refer to Gameplay Basics.

There are two different formations to go about getting rid of pieces. The first would be to go in a straight line going either vertical or horizontal. While you can also go diagonally. The key to success at this game is to keep in mind every different colored piece's placement.

Don't panic! Panicking leads you to place pieces where ever without thinking through on what will happen later on. Keep your cool and always think of a way to get yourself out of a bad situation. Look for blinking dots and shaking monsters.

Sometimes by getting one set of monsters it will set off a chain reaction. Pieces that were separated by a recently destroyed set may drop down next to another set that needed that one piece and set off a chain reaction. Always look for opportunities for this.

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3. Disclaimer

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