

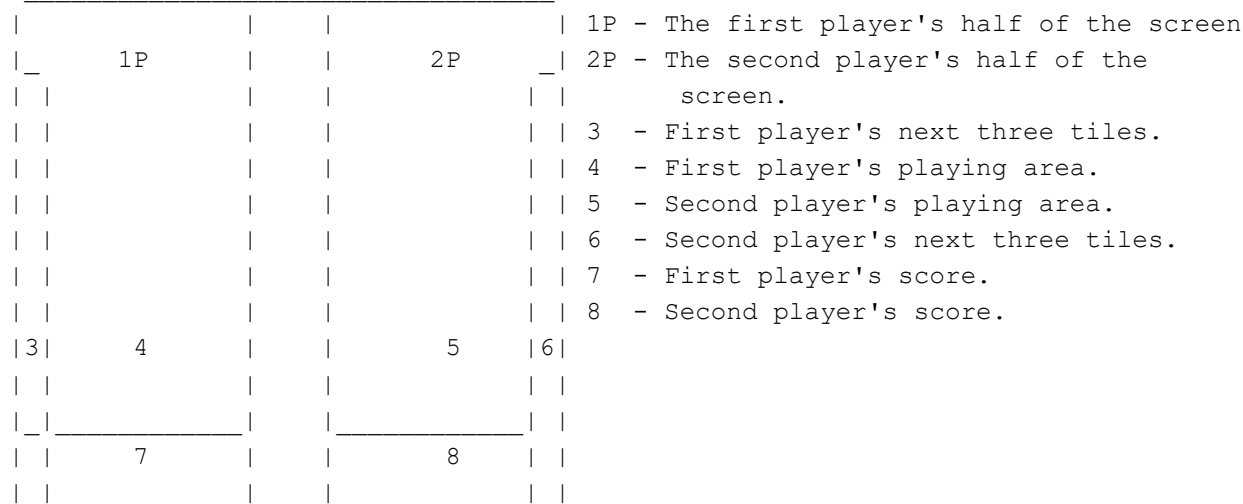
Game Controls:

- D-Pad - Moves Block
- A - Commit Block
- B - No Use
- Start - Pause
- Select - No Use

3. - How to Play

The screen is also split in a 2-player fashion, whether you play with two people or not. You will notice a bar on the far left that will show your next three tiles. The top tile will come out on the top of the screen and you can move it around to wherever you want in your playing field. Check out the picture I drew of the Heads Up Display [HUD] at the end of this section and just before the Strategies section.

There are a couple of ways you can remove blocks from your screen. You can match three of any number in a horizontal or vertical line. Diagonals don't work in this game. You can also set up a sequence of three numbers in a row. They can be ascending or descending. For example, either 4-5-6 or 6-5-4 will make them all disappear. There is also a circle tile with a star in it that acts as a wild card. That means it will be whatever number will benefit you to help clear out blocks.



4. - Strategies

First and foremost, always keep an eye out to the side of the screen for the next three blocks and plan accordingly. Think of it as a game of chess where you have to know your next three moves. This is vital because you don't want to possibly screw up a single turn. The last thing you need is to put a block on top of a pair when the same number as the pair will come up in a minute.

There are five total spots that you can put the tiles in the playing field. The game starts giving you the blocks one, two, and three every time. I suggest putting the one all the way to the left, the two to the right of it, and the three to the right of that. That will give you the three in a row sequence to get rid of those. I suggest trying to keep sets of sequences horizontally and sets of pairs vertically.

There is a wild tile in this game. The wild tile is shown as the star in a circle and will be whatever number benefits you. For example, if you have a wild card, you can make the following sequence: 4-*-4 to remove them via a pair or 4-*-6 to remove them via a sequence. If there is nothing that will immediately remove tiles with the wild, look at the next three tiles. If you can use it to set one of those up in your next turn, do that.

Try to look to set up two removals in one turn. A great way to do this is to set up a vertical removal to go right after a horizontal removal. Or you can try to get one long horizontal five piece removal. When you remove a set of tiles, all of the tiles above it will drop in place of where the removed tiles were. Look below for some ideas on multi-removals. For the sake of the diagrams, I will use a * for the tile that will go there so you know what piece will force the multi-removal.

1-1-*-1-1 - This one is a bit more of a pain to do but gives up big points.

3
1-*-1 - This one is probably the most common one you will use. When you remove
3 the pairs of ones, the three will drop and clear out the vertical
3 pairings as well.

3
1-1 - As you can see, this one will remove three sets. They can get this
*-2-2-1 advanced but you probably won't see these unless you really try. Even
3 then, I would suggest not trying. The twos would drop the ones which
3 would drop the threes.

As you can tell from the above diagrams, especially the last one, the possibilities are pretty much endless. You should try to get some multi-removals to help you rack up a lot of quick points, but don't try to go overboard because then you need one mistake to fill up half your screen and you'll have a tough time clearing out what you were trying to build up.

5. - Disclaimer PK5

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