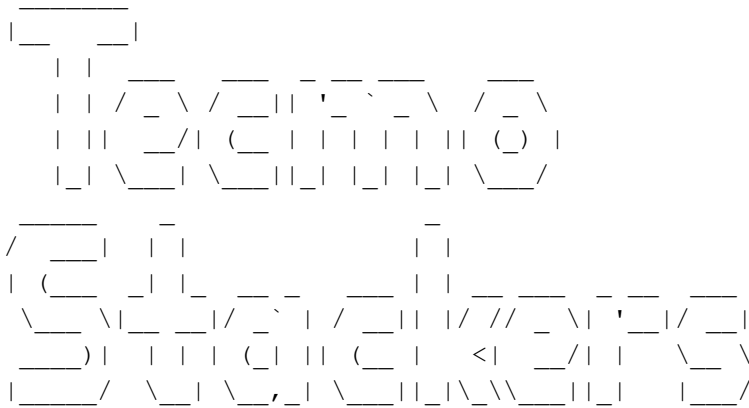


Tecmo Stackers FAQ

by mike tru

Updated to v1.2 on Jul 11, 2001



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TECMO STACKERS FAQ

Version 1.2

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Copyright Notes

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Version History

- 1.0 - Just started, all of FAQ written
- 1.1 - Added a couple of strategies, not too much change overall
- 1.2 - Added a few more strategies. Added Tip's & Tricks section and Art at the top

Last Updated: Tuesday July 10, 2001

Controls

Here are the controls for all Modes except Chain Reaction Mode....

Button:	What it does:
Start	Pause
Start + Select	Quick Reset
X Button	Confirm / Stop Roulette / Flip Piece
Triangle	Back
Circle	Flip / Stop Roulette
Square	Use Bomb (Arcade Mode)

Here are the controls for Chain Reaction Mode....

Start	Pause
Start + Select	Quick Reset
X Button	Rotate Counterclockwise
Square	Change Piece Into Obstacle Block
Triangle	Shifts Camera View
Circle	Rotate Clockwise
R1	Scale Up Screen
R2	Scale Down Screen
R1 + R2	Follow Piece Down Screen
L1	Zoom In
L2	Zoom Out
L1 + L2	Resize Field Of View

Game Basics

In order for you to beat this game you will need to try to keep your screen clear of pieces that fall from the sky. These pieces (Quads) have characteristics of their own. Each piece has its own color (Blue, Red, Yellow, Pink, and Green) They come down in groups of two, sometimes they are the same color, often times they are not. Whenever two pieces of the same color touch, they will come together as one. In order for you to clear blocks you will need to connect a set of four blocks of the same color. To add a bit a difficulty to the game some pieces will reach out and try to connect with other pieces. If this happens you can create a chain (group of four quads), this can lead to some huge series of chains. There is also a block that is only used as an obstacle. These blocks are clear. If you want to remove these blocks you must do one of the following things: Have one of the four pieces of a quad touch that piece, or have a piece reach out and touch that piece.

Character Bio's

Along the way, you will meet many different characters.

Nurse Rena:

Nurse Rena is a sexy nurse that tries to help you along your way. She "gives you your prescription for a fun puzzle game."

Pepe:

This hot headed, south of the boarder guitarist will turn up the heat on his competitor faster than a red hot chili pepper. If your not in the mood for salsa, he'll be having you say "No mas!" pronto.

Rosswell:

With all of the knowledge in the universe, this guy plays like he is from another planet. His unknown origin and tactics make him well beyond the grasp of opponents. He is quite possibly the best puzzle player this side of Area 51.

Halogen:

This bulb boy, born the illegitimate son of Edison, is strictly high wattage. Needless to say, he is a "bright" boy with a degree in electricity. If an opponent is not cautious he is liable to get lit up by this guy.

Devilin and Angela

These two make a rather odd duo since they come from very different sides of the tracks. Devilin will bring you down with his frustrations to heavenly heights. Their lazy teamwork will lull an opponent into a false sense of security. Lose to these two enough, and you will be praying to be able to play as "good" (and as "bad") as they do.

Marvin:

As a boy who loves to play childish pranks, this brat is not very well liked. What makes him more hated by his opponents is this snort can beat you with ease. When you manage to defeat him though, you will see just what a spoiled-sport, crybaby this boy really is.

Sheba:

This internationally renowned feline has all of the moves of a cat, including purr-fectly fast moves to claw her way to victory. Just when you think you have this kitty cornered, she'll escape by using one of her nine lives.

Arcade Mode

There are two options once you go into this menu:

=====
1 Player Vs. CPU
=====

Practice Course

Here, you will practice for three matches against random opponents. There is nothing to do here except just play and practice up on your competition skills.

Normal Course

Here, you will go through a rigorous competition against a seemingly endless amount of enemies. There is nothing to do except build your skills even better than in practice mode.

Hard Course

This is the same as normal course, except with harder enemies.

=====
1 Player Vs. Two Player
=====

The first menu here is how many matches you want to compete in 1-3-5 are your options. From here you will go into your difficulty screen. There are 5 different levels Easy - Normal - Tough - Hard - Insane. You should also be able to choose how many bombs you will want in your competition. A bomb will enable you to clear Obstacle Blocks without making a chain of four quads.

Insane Mode

In Insane Mode you will start out with your screen partially filled up with quads. The object of insane mode is to clear as many blocks as possible without getting your pile to reach the top of screen. This is a very good way to learn how to get your way out of a jam and quickly.

Time Trial Mode

In Time Trial Mode, you will have a split screen. You will want to fill up the blank screen on the right with obstacle blocks by creating chains. This is some good practice on just about everything about this game.

Chain Reaction Mode

In the Chain Reaction Mode you will start out with a giant pit. Your whole goal is to make as many chains in one turn as possible. One good thing about this is the fact that you can create a perfect situation for a huge chain. All around, I think that this is the most fun option of the game.

Options Menu

There are two menus in this one Menu.

=====
Sound
=====

You can change two options here, Sound Effects and Back Ground Music. To change the level use left and right on the D-Pad. To switch to the other option use up or down on the D-Pad.

=====
Controller

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The only thing that you will be able to change here is your controller configuration.

Tips & Tricks

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The Do's
=====

1. Never try to create an overly perfect chain, somewhere along the line you will make a mistake or your opponent will drop some obstacle blocks, completely ending your whole series.
2. Whenever you get your screen mostly filled up, do not try to clear it in one turn. Just take your time and slowly clear it away by creating SINGLE chain series. In no time you should gain your ground back.
3. Just have fun when playing, nothing is worse than playing with a friend that throws his controller around.

=====
The Don'ts
=====

1. Do not show fear. It is a little known fact that some games, like bears can smell fear. If you are afraid, the CPU will eat you alive.
2. Do not get frustrated, you will lose your cool and you most likely skrew something up and losing.

Strategy

There are a couple different strategies you can use.....

Note: You don't need a great advanced strategy to win, if you are able to string a couple of easy strategies into one advance strategy, that is equally effective. If you would like to send me a chain that you use, no matter what level it is please do, my email is (mat2810@cs.com)

=====
EASY STRATEGIES
=====

[R] As you can tell here, the four blues will get blocked off
[R] leaving the three reds to fall on the one creating another
[R] chain, and just leaving the one yellow quad left.
[B] [R]
[B] [R]
[B][B] [R]
[R][Y] [R][Y] [Y]

Here, the four red quads will make a chain, and the two
[R] blues will meet to create another leaving just
[B] [R] [B] the yellow quad left.

[B] [R] [B]
 [B] [R] [B]~~~
 [Y] [B] [Y]~~~[B] [Y]

[R] Here the four blue ones will meet to make a chain, and then the
 [B] red one will fall to make another chain with the
 [B][R] [R] other red pieces
 [B][R] [R]
 [B][R] [R][R]

[B][Y] You will start out getting a
 [R][R][R][R] [B][Y] red chain, the blue and the
 [B][B][B][Y][Y][Y] [B][B][B][Y][Y][Y] yellow quads will fall making
 two more chains.

=====
 INTERMEDIATE STRATEGY
 =====

[Y][R] Here you will start out by getting the
 [B][B] [R] [B][B] red chain. The yellow quad
 [B][Y] [Y][R] [B][Y]~~~[Y] [B] will fall. Then
 [Y][Y] [B][R] [Y][Y] [B] [B][B]~~~[B] it will reach out
 the other yellows and then
 make a chain. Finally, the blues will fall and you should get this third
 and final chain.

[B][G][R] [B][G][R] You start off getting a chain of yellow,
 [B][G][R] [B][G][R] once this happens, all of the other Quads
 [B][G][R] [B][G][R] will fall perfectly into place. Thank you
 [Y][Y][Y][Y] [B][G][R] very much to Graham Frederick for sending
 [B][G][R] [B][G][R] me this chain.
 [B][G][R] [B][G][R]
 [B][G][R] [B][G][R] Here is what Graham had to say:

This will release all of the BGR blocks as a single chain. You won't get
 as many blocks falling on your opponents since the chain level isn't as
 high as in the first example. However, the blocks will clear much more
 quickly and probably cause many other blocks to reach out

[R][G] [R]
 [B][R][Y] [B][R] [B]
 [B][G][Y] [B][G] [B]
 [B][R][G][Y] [B][R][G] [B][R][R] [B][B]
 [B][R][G][Y] [B][R][G][G] [B][R][R] [B][B]

You will start out by getting the yellow chain. The green quad will fall
 down making another green chain. The red quads should fall down meeting
 the other two, which creates a third chain. Finally, the two blue quads
 will fall making a fourth chain.

[G] To start out with you
 [G] will get the yellow
 [B][G][Y][Y] [B][G] [B] chain. The chain should
 [B][O][Y][B] [B][G] [B] [B] delete the two obstacle
 [B][O][Y][G] [B][G]~~~[G] [B]~~~[B] blocks. The three green

blocks should fall, one of the green blocks should reach out creating a second chain. Once that happens, the blue block will reach out creating a third chain.

=====
 ADVANCED STRATEGY
 =====

```

    [Y]
[R][G][Y][R]    [R][G]    [R]
[G][G][Y][R]    [G][G]    [R]    [R][G]    [R]
[B][B][Y][G]    [B][B]~~~[G]    [G][G]~~~[R]    [R]    [R]
[R][R][B][B]    [R][R][B][B]    [R][R]~~~[G]    [R][R]~~~[R]
  
```

This combo is quite complicated. First the yellow chain will break, leaving room for the blue to reach out and grab the blues on the bottom making another chain. This causes the rows to fall and leaves room for the greens to meet and make another chain. Finally, the reds will fall and make the last Chain.

```

[P][P][P]
[R][R][R]    [P][P][P]
[G][G][G]    [R][R][R]    [P][P]
[B][B][B]    [G][G][G]    [R][R]    [P]
[Y][Y][Y][Y]    [B][B][B]    [G][G]    [R]
[B][G][R][P]    [B][G][R][P]    [P][G][R][P]    [R][P]    [P]
[B][G][R][P]    [B][G][R][P]    [R][G][R][P]    [P][P][R][P]    [P]
[B][G][R][P]    [B][G][R][P]    [G][G][R][P]    [R][R][R][P]    [P][P][P][P]
  
```

This is probably my favorite chain yet. You start out getting the yellow chain, once the yellow chain falls, all heck breaks loose. The three blues will fall on top of the stack of blues causing a second chain. Once the blues fall, the two left over greens will fall on the stack of greens which also causes a chain. The red quad will fall on the stack of red quads which connects to the fallen red quads to form a fourth chain. Finally, the pink forms a row on the bottom which connects to the row of pinks to form a FIFTH Chain! (Not too bad for a somewhat easy combo to set up) Thanks once again to Graham Fredrick.

Here is what he said about his chain....

This is usually an easy construction to make and will result in a three chain if completed. However, depending on what garbage is left to the sides of the tower, the chain series could get messed up with blocks reaching out. Once you create the setup with three yellow blocks, you can try to set up another chain that will clear the yellow blocks, creating an even higher chain.

Note: I did change the chain a little bit from what Graham sent me, but it is still his idea.

```

    [R]
    [P][Y]
  [B][P][P]    [B]    [R]    [B]
[R][R][R][P][Y]    [R][R][R][Y][Y]    [R][R][R]~~~    [B]
[B][B][B][Y][Y]    [B][B][B][Y][Y]    [B][B][B][R]    [B][B][B]
  
```

When you first start out you should get the pink chain. That should

cause the yellow and the red to fall causing the yellow chain. Then you should get the red when the red piece reaches over, and creates the third chain. After the red chain is created, the blue quad should fall down on top of the other three creating the fourth chain in the series.

Notes & Thanks

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