

Pieces FAQ

by KeyBlade999

Updated to vFinal on Jan 3, 2013

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|               Pieces                |
|               An FAQ                 |
|               By KeyBlade999         |
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Section Negative One: Donations          **PIECES_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents          **PIECES_0**
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Section One: Introduction

PIECES_1

Welcome to another FAQ of mine. This one covers the SNES game known as Pieces. Pieces is a game of the puzzle genre. Quite literally in fact, as this video game deals with just that - solving puzzles!

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Yeah, I don't have much to say about this; not real good with this, you know. But try to enjoy.

Section Two: Version History

PIECES_2

Final - First and likely only version of this FAQ completed.
2:45 AM 12/25/2012

Section Three: Legalities

PIECES_3

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
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Section Four: Basics of the Game

PIECES_4

Controls

~~ D-Pad : Move cursors; move pieces.
~~ A Button : Confirm decision; place piece.
~~ B Button : Decline decision; send piece away.
~~ X Button : Hold to speed up cursor.
~~ Y Button : Hold to speed up cursor.
~~ L Button : N/A.
~~ R Button : N/A.
~~ Start Button : Pause and unpause game.
~~ Select Button: Cycle through choices.

General Game Basics

Game Modes:

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At the main menu, you'll find three modes. The first two listed are for a single player versus either the computer or another human player, respectively. That is where the puzzle is generally chosen for you. This is a versus mode in which you try to solve more puzzles than your opponent. You also have a number of power-ups.

All Play mode is a bit different. Here, you get to select a genre of your own choice - "???" is random. Then you get to see several types of difficulties. They allow, in order, eight minutes, five minutes, three minutes, and an infinite period of time. The last two, Types C and D, also throw in fake puzzle pieces. This mode is played all active players simultaneously. You will gain points as you guess correctly, and lose them as you guess incorrectly; you can also gain and lose points as a result of the slots triggered with the correct placement of flashy stickers. While you do work cooperatively on the puzzle, points are individual and that is the competition. As long as the team continues to make puzzles correctly, they will keep going to new ones.

More on 1P Versus Modes:

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This mode begins with the choice of difficulty in puzzles. Here, you will compete against your opponent for some period of time to solve more puzzles over that period. This number can be found above the top-right of your puzzle on the left - Player 2's or the computer's is on the right. As pieces are properly placed, your power meter will fill up and you'll gain power-ups. You can activate these by pressing the A Button as the cursor hovers over them. The power-ups are on the left:

- Spotlight: This will mark several puzzle places on the puzzle for a while. If you place a piece there correctly, the power boost is boosted.
- Sonar: For some time after picking up a piece, this will display arrows next to the cursor pointing to where the piece goes. When the arrows go wild, that is where the piece goes.
- Minus Sign: This power-up prevents the picking up and dropping of puzzle pieces by your opponent.

- Mirror: My theory is that it reverses the controls for the opponent.
- Auto: For a brief moment of time, any piece you select will be put in its proper place automatically.
- Crosshair-Arrows: This messes up the opponent's controls.
- Red "X": Makes two pieces unavailable for selection for the opponent.
- Help: A little fairy comes in for a time to place the pieces in the puzzle alongside you - only difference is, the fairy is always right!
- Green Hills: Shows you the image of the puzzle in the background for a time.
- Syringe: Takes away the opponent's power meter energy in full!
- Paintbrush: Rudely removes some placed pieces in the opponent's puzzle!!

Generally, the game will progress through three puzzles per character - once you beat three puzzles before the opponent, you progress onward. If you are beaten, you are given a chance to try again, at least versus the computer.

General Process of Puzzle-Solving:

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This describes what you actually do. It's brief, obviously.

At the top of the screen, or your side of it, are a number of pieces. In the one-player versus modes, you have three; in All-Play, there are five. These pieces are ones that will fit into the puzzle, unless they are fake pieces, in which case, they may as well go in the trash.

To pick up a piece, put your hand cursor over it and press the A Button. To trash said piece, press the B Button. If you want to put the piece in the puzzle somewhere, hover the cursor over the spot and press the A Button. If the piece is correct, it sticks - if not, it goes away and you are penalized as is applicable.

The game continues like that. That's ... really just about it.

Puzzle-Solving Hints:

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You definitely want to begin at the edges and corners. As this game does not force in rotating pieces or the ability to do so, every piece is already properly oriented - corner pieces are hard to miss. Most edge pieces are also pretty easy to find and solve.

Of course, with edge pieces, you then toss in another factor - shape. The superficial shape of the edge pieces (one straight edge) is not necessarily enough to get you through a puzzle. If you look at the piece, make sure it actually will fit there.

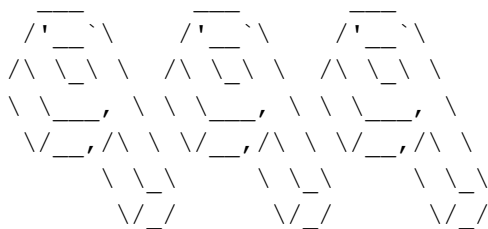
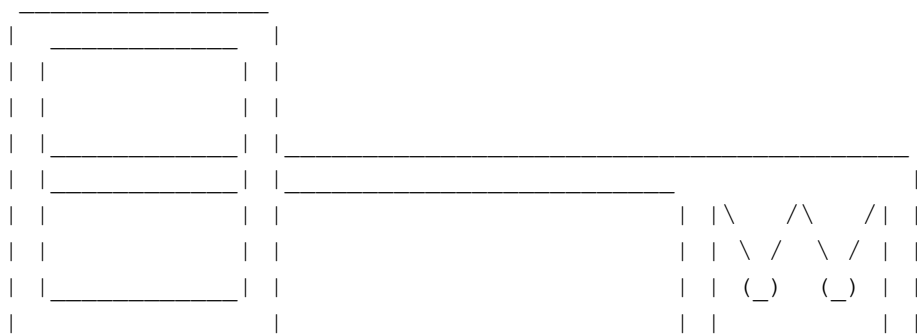
After you've solved those pieces in that manner, which later devolves to a process of elimination (i.e. one left-edge piece left, I have one left edge piece, so duh), you can more readily begin with the central pieces. While you do need to check shape, perhaps the more important factor in this process is relevance. If you are making a puzzle about an airplane, even if the shape

of the piece fits, it isn't exactly right to put the engine in the place where the cockpit is! You need to at least put the piece in or around the place where the engine would go - on a wing - while still making sure the piece would, indeed, fit properly. If you want to check if it looks right, just hover over the space and see if it somewhat seamlessly matches adjacent pieces.

That leads to me to my final hint - work towards the center. It is always much easier to work if you have some adjacent pieces to compare relevance to. Granted, you may not always have the chance to pick a desirable piece, so, in that case, you can either risk a guess or quickly pick it up and press the B Button.

Good luck!

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|           This is the end of KeyBlade999's           |
|               FAQ for the SNES game                   |
|                   Pieces.                             |
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KeyBlade999