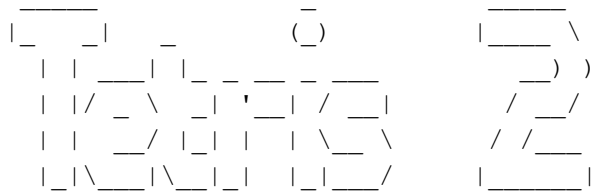# Tetris 2 FAQ

by KeyBlade999   Updated to vFinal on Dec 13, 2012

This walkthrough was originally written for Tetris 2 on the SNES, but the walkthrough is still applicable to the NES version of the game.

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            |              Tetris 2                |
            |               An FAQ                 |
            |            By KeyBlade999            |
            |                                      |
            |         File Size: 9.40 KB           |
            |         Current Version: Final       |
            |  Time of Update: 11:27 PM 12/12/2012 |
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                  Section Negative One: Donations        **TETRIS_-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        **TETRIS_0**
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                         Section One: Introduction   **TETRIS_1**
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Welcome to another FAQ of mine. This one covers the SNES game known as
Tetris 2. Tetris 2 is the relatively unknown - or just not FAQ'ed - sequel to
the world-renown addictive game of Tetris.

...

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

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                         Section Two: Version History   **TETRIS_2**
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Final - First and likely only version of this FAQ completed.
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                         Section Three: Legalities   **TETRIS_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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Neoseeker (www.neoseeker.com)		www.cheat-database.com
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		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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Controls
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~~ D-Pad      : (Left/Right) Move blocks left and right.
                (Down) Make blocks fall down faster.
                (Depends) Cycle through choices.
~~ A Button   : Rotate blocks ninety degrees clockwise; confirms choice.
~~ B Button   : Rotate blocks ninety degrees counterclockwise; cancels choice.
~~ X Button   : Rotate blocks ninety degrees clockwise.
~~ Y Button   : Rotate blocks ninety degrees counterclockwise.
~~ Start      : Pause and unpause game.
~~ Select     : Cycle through choices.
~~ L/R Buttons: These only have functions on the GBA SP and GameBoy Player
                ways of playing the game. They will widen/narrow the screen,
                respectively. Otherwise, N/A.



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General Game Basics
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The generalized concept of the game is very, very simple - but it is NOT like
the general Tetris. Rather than clearing lines, you match colors of three or
more horizontally or vertically to clear those blocks and gain points. They
will disappear then.

The remaining blocks will go down the same number of rows that were filled in;
fill up two, the blocks go down two. That's just about it. Gravity tends to be
existent here unlike most Tetris games, mostly depending on whether a piece is
"distached" blocks - like this:

```
 X    Of these X's, showing the blocks of a piece, the leftmost one is going to
  X   fall down if possible.
  X
```

But, yeah, that's it for the most part. Continue making rows to get points
until the stack of blocks fills up the screen so that another one cannot fall
properly. The game will end at that point.


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Game Modes
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1-Player -> Normal:
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Look under the generalized basics above.


```
1-Player -> Puzzle:
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This mode is a bit different. In it, you will use falling pieces to match up
the colors of blocks (three or more horizontally/vertically) to clear every
piece on the board.

Versus:
```````

This can either against be another human or the computer. In either one, you
will use the general rules of this game to clear out all of the starred,
flashing blocks that are seen at the very start of the game. The first to
clear them all is the winner of the round.


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|                        This is the end of KeyBlade999's                      |
|                            FAQ for the SNES game                             |
|                                 Tetris 2.                                    |
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