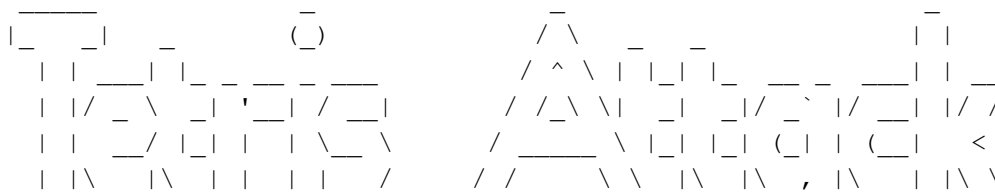


Tetris Attack FAQ

by KeyBlade999

Updated to vFinal on Jan 3, 2013



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|               |
|           Tetris Attack           |
|           An FAQ                 |
|           By KeyBlade999         |
|               |                   |
|           File Size: 11.5 KB     |
|           Current Version: Final  |
|           Previous Update: 4:12 AM 12/25/2012 |
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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

Welcome to another FAQ of mine. This one covers the SNES game known as Tetris Attack. Tetris Attack is a bit of an odd title, I guess. It is still built upon the foundations originally put into Tetris, but Nintendo has now given it a mix of a Yoshi (from Super Mario World) remix. Interesting, eh...?

...

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

TETRIS_2

Final - First and likely only version of this FAQ completed.

4:12 AM 12/25/2012

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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	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

TETRIS_4

Controls

~~ D-Pad : Move cursors.
~~ A Button : Switch panels; confirms choice.
~~ B Button : Switch panels; cancels choice.
~~ X Button : Cancel (puzzle only).
~~ Y Button : Cancel (puzzle only).
~~ L Buttons : Raise block stack.
~~ R Buttons : Raise block stack.
~~ Start Button : Pause and unpause game.
~~ Select Button: N/A.

General Game Basics

How Tetris Attack Works:
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You will see two white targeting cursors, shaped like squares, on the screen. If you place the two of them over two blocks and press A or B, you will swap the two blocks. If you do this with one block and a gap, the block will fall into the gap.

What's the point of this? Well, if you line up three of the same block either horizontally or vertically, you'll make the blocks disappear and you shall gain those magical numbers called points. If you are able to make more than three blocks disappear, or make multiple sets disappear simultaneously, or set up a chain reaction to remove more sets, you'll gain more and more points and also slow down the rising of blocks.

(One extremely important thing to note. There is a brief time between the formation of a removable set and its actual disappearance. You can use this time to set up a chain reaction.)

Generally, simultaneous disappearances will result in just a boosted number of points. In the case of a chain reaction (a group disappears, then the gravity that makes the blocks fall triggers another disappearance), you get multipliers for the number of groups made to disappear - x2 for two groups, x3 for three groups, and so on.

Of course, as time goes on, you'll run out of combos - it is almost inevitable. Well, you can always press the L or R Buttons to make a whole new row of blocks appear underneath what is already there! Of course, take note that, like in most block-stackers including Tetris, if the blocks go too high, then the game is over. In this game, if a single block touches the top line of the playfield, that initiates the game over, regardless of where the block is. And also note that the blocks will rise by themselves as time passes, and this is only delayed by the disappear of more than three blocks through a group disappearance or chain reaction.

Versus Mode Tetris Attack:
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Versus Mode has its own li'l quirks. Rather than survival, this mode is more about killing, so to speak, your opponent. During gameplay, a special silvery

"!" panel will appear. If you form a set with it, this will drop a block on your opponent's field.

Additionally, if you were to make multiple blocks disappear at once (more than three), your opponent will get some annoying garbage blue blocks whose size are proportionate to the blocks you removed - more blocks, bigger bang!

As for chain reactions, those will fill up whole rows on your opponent's side equal to the chain reaction multiplier minus one. For example, a x4 chain fills up three rows on your opponent's screen.

Now, let's say your on the other side of this - receiving garbage blocks. Have no fear, it is possible to remove them - you just need to make a set disappear next to the garbage block. This will turn it, and any like-colored garbage blocks touching it, into normal panels. And, as for thicker garbage blocks, you have to transform one line of it at a time.

Game Modes

~ 1-Player Game: There are several sub-modes. Endless plays until you have a game over; in Time Trial, you try to get as high a score as possible in a limited time; in Clear Stage, you clear every stage (there are 30) in order; in Puzzle, you try to remove every panel; in VS., you play a versus game versus the computer.

~ 2-Player Game: There are two sub-modes, which are like ones previously mentioned. There is Time Trial and VS.

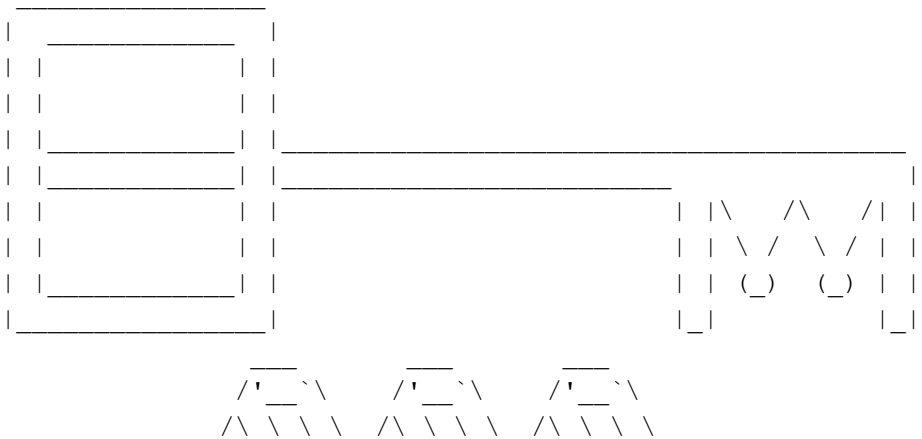
~ How to Play: Yoshi will teach you about playing the game.

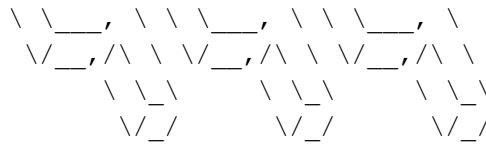
~ How to Improve: Get hands-on experience with combos, chains, and skill chains.

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

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