

# Columns FAQ

by Beautiful Affair

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Columns  
For the Genesis  
FAQ

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1. Guide Opening  
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Opening stuff to this guide.

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1.01 - Version History  
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Version 1.1 - 01 January 2006 - I updated the format just a tiny bit (to look like the rest of my FAQs) and also the Legal Disclaimer because it's a new year - that's it.

Version 1.0 - 03 February 2005 - The first version of this FAQ. Please note that this FAQ is based on the Genesis version of Columns, but it's compatible with other versions which have the same gameplay system. It generally covers all

you need to know, but I may add more later  
like minor sub-menu stuff.

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1.02 - Introduction  
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Columns is one of the simplest, yet addictive puzzle games you can find for the Genesis, as well as being available on other platforms such as the Game Gear and Master System, as Sega's retaliation to Nintendo's Tetris, and it's pretty good! It is also one of the three games included with the Mega Games I cartridge for the Genesis, and for nowadays' cheap prices, this one is pretty good to try out!

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2. Game Overview  
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The basics of Columns.

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2.01 - Controls  
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Control Pad - Move columns in a direction with Left and Right, drag columns down quickly with Down, move cursors in menus

Start - Pause, make menu selections

A - Rotate column block

B - Same as A

C - Same as A

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2.02 - Basics  
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The Basics  
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Like Tetris, Columns is a puzzle game in which you must use rows of jewels to create a line of colours to eliminate them and keep building up your score until you eventually run out of space on the screen to place any more blocks, in which situation the game would be over and high scores are totalled on the table afterwards.

Basically, each turn you have a stack of three jewels, one on top of the other. Each jewel may have a different colour, two may have the same colour and one different, or they may all be different colours. You must create a line of three blocks of the same colour to eliminate them and gain points. Kind of like tic-tac-toe in a way; you can do this by getting a line vertically, horizontally or diagonally. You could do combos to get rid of two different lines of blocks at a time as well, or you can get more advanced jewel combinations to eliminate all the jewels.



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Of course, there are many other complex combinations that you can use to eliminate some jewels. I have only drawn combinations that I usually come across, but there are others. Try out whatever you can, after all, practise makes perfect!

#### The Magic Jewel

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The magic jewel appears very rarely, but it is a very useful jewel to have! In appearance it is a silver, shining block, and there are always three of them in one column. Whatever jewel it touches underneath when it lands, all jewels of the same colour in the play area will be eliminated, and this may cause the other jewels to fall in place and you may get more combos!

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### 2.03 - FAQs

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Q: Are there any Easter Eggs or anything?

A: Not really.

Q: Is this game on any other platforms?

A: Of course - like the arcade, Master System and Game Gear. I don't know any specific differences between ports, though.

Q: Hi, I'm from CheatCC...

A: Go away.

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### 3. Game Modes

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[ ARCADE ] -----

In the Arcade mode, you play the original version of Columns. Basically, it's everything that has been described. You have the play area, and you need to get lines of three or more with combinations of jewels. The levels will go higher as you play longer and get more combos, so the columns will fall faster. As it gets harder, try to find the more complex combos to use. You have hints before getting up to level 3. There are different options you can use to stipulate the game, like the speed and difficulty. Doing this will provide good practise.

[ VERSUS ] -----

You play against a friend. With two play areas, you each try to get more points from getting more or better combos. After both players have filled their play areas and get Game Over, whoever got the most points is declared the winner of the game.

[ Flash ] -----

In Flash Mode, you play a regular game of Columns, and at the bottom row of at least two rows of jewels is a flashing jewel of a certain colour. What you must do to win is to eliminate all the surrounding columns with the three-in-a-line combinations and so on, and eventually eliminate the flashing column by using jewels of the same colour. You can increase the difficulty, and the amount of rows you start off with to eliminate before you get to the flashing jewel at the bottom, so it's wise to start off simply before building up to a much more difficult level. It also provides good practise for the main game itself.

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#### 4. Guide Closing

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The closing stuff to this FAQ.

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##### 4.01 - Credits

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Sega

For making this game so that I could write for it!

Steve "Psycho Penguin" McFadden

For being my best friend on GameFAQs and for a lot of help and support.

GameFAQs, IGN, Neoseeker and other websites who are hosting this guide

For hosting my work and allowing me to become a recognised author!

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##### 4.02 - Legal Disclaimer

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4.03 - Contacting Me  
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If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs@gmail.com). Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

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