Columns FAQ

by Irving   Updated to v1.0 on Jul 13, 2006

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                               Columns
                             General FAQ
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                             Version 1.1
      +--------------------------------------------------------------+
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This guide may be found on the following sites:

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      To find a section quickly, press Ctrl-F and type in either the name
      of the section along with its content number (ie. 1., 2., 3., etc.)
      OR you can use the codes on the far right. Simply type in the
      brackets with the code number to get a jump.


O=======================================================================O
      1. Introduction                                          [1000]
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Columns is a very addictive puzzle game that resembles another well-known hit,
Tetris. Columns differs with the fact that you cannot change a direction a
polygon will be facing. However, you have the ability instead to change the
order of color. Each block is a different color, and you score and nullify
lines by matching up three or more blocks of the same color together. A good
player can knock away lines and rack up points through combination drops

and such.

Inability to truly try out the 2-player modes didn't allow me to write for
them. Sorry for any inconvenience.

O==O
          2. FAQ   [2000]
O==O

+--+

          [Q] Is Columns multi-platformed?

          [A] I'm sure it's on many other systems.

+--+

          [Q] How do I move the block?

          [A] Use the Control Pad. That should be pretty obvious.

+--+

O==O
          3. Basics   [3000]
O==O

All the basic information is listed here. For controls or a tutorial on how
to play, read through it.

+--+
          3.1. Controls   [3100]
+--+

                      _____ Z Button
                  ,'   Y Button `.|
                ,'   X Button | |.
              ,' | | _| `.
            ,' | _| |_| `.
          /   _ |_ |_| \
         | _| |_ |===| |_| ,'`. |
         | |_   _| | ,'`.'.,' |
         | |_| | ,'`.`.,' | |
          \ | _,'------|------`._ '.,' | | /
           `.     |     _,'        |         `.| | '-- C Button
            `.__|__,'       Start Button     |`._|___,'
              | | B Button
         Control Pad   A Button

                    (Not all buttons are used.)

Control Pad ~

     ~ Move a column in the game.
     ~ Move the cursor on the main menu.

Start Button ~

```
    ------------

        ~ Pause game.
        ~ Select menu items.


A Button ~
--------

        ~ Rotate column.


B Button ~
--------

        ~ Rotate column.


C Button ~
--------

        ~ Rotate column.



+------------------------------------------------------------------------------+
        3.2. How To Play                                         [3200]
+------------------------------------------------------------------------------+
```

Like Tetris, Columns is very easy to learn. However, for those Tetris players,
Columns does differ quite a bit. Rows and blocks can only disappear if you
match up three or more colors together and filling up levels doesn't really
do anything.

However, to further improve your chances, Columns allows you to change the
order of colors for each falling column. For example, if you need a red to fall
in a certain location, but the block looks like:

```
                              _____
                             |      |
                             | [R]  |
                             |_____|
                             |      |
                             | [B]  |
                             |_____|
                             |      |
                             | [Y]  |
                             |_____|
```

With the [R], [B], and [Y] representing colors, you need the red on top to be
on the bottom. Use the A, B, or C Buttons to change the order so the block
becomes something you can actually make use out of:

```
                              _____
                             |      |
                             | [B]  |
                             |_____|
                             |      |
                             | [Y]  |
                             |_____|
                             |      |
                             | [R]  |
                             |_____|
```

Columns is all about finding the right area and combinations. If you think out
your moves, multiple combos can not only give you some more breathing room,
but the longer the combo, the higher the point value becomes. However, a
falling column gives you little time to really write an equation on the task
at hand so you better think fast before you lose your chances.

Remember, practice makes perfect.

O==O
          4. Gametypes   [4000]
O==O

The GEN version of Columns has a few different gametypes that can be played.
a 2-player mode is also available so you can have fun with your friends.

+--+
          4.1. Original   [4100]
+--+

The name says it all. The Original game-mode is the original Columns in its
original sense. Go figure.

When you choose the Original mode, the following options are given to you:

          A) Difficulty --- Set the difficulty ranging from Easy to Hard.
                            Is the game too tough? Tone it down a bit.
          B) Blocks ------- This option changes how blocks look. Purely
                            aesthetic appeal, this option has nothing to do
                            with the game apart from changing looks.
          C) Level -------- Sets out fast the blocks come down. Obviously,
                            the higher the value, the faster the blocks will
                            fall.
          D) Exit --------- Start the game.

/==\
| GAME INTERFACE |
\==/
| .   _____ |
,---------`.	=		_____	. .
[1]| N E X T > |=|				.
`---------,' |=|				
.				
. . .				.
				.
,'---------`. .				
[2]< S C O R E >				
`.---------,'		[5]		
9 0 .				. .
. .				
,'----------`.				
[3]< B L O C K S >				.
. `.----------,'				
1 1				.
. .				.
,----------`.				
[4]	L E V E L > ^		_____		
.---------,'	_____	.
.
.
/==\
| GAME INTERFACE |
\==/

     [1] Next Indicator -- This bar shows what the next column (in terms

of color) will be. Use this indicator
                                    strategically.
        [2] Score Indicator -- The amount of points you have currently racked up.
                               The score you have currently is right below it.
        [3] Block Indicator -- The amount of blocks you have officially cleared
                               is showcased here. Use this to check out your
                               progress.
        [4] Level Indicator -- The level you are currently playing is shown right
                               here. You set it previously before starting the
                               game.
        [5] Game Area -- All the gameplay is here. Not too much description
                         needed.


```
+----------------------------------------------------------------------+
        4.2. Flash                                            [4200]
+----------------------------------------------------------------------+
```

An innovated version of Columns is Flash. The background theme is a road, but
this game has almost nothing to deal with racing. Unlike the Original mode,
Flash is a game that can actually be WON! You start off with a halfway filled
screen. The objective is to break down what's already there. At the very
bottom in the middle is a flashing block. Break the blocks until you reach
the flashing block and you will win!

Apart from that, it plays the same as the regular. Blocks can be eliminated
by matching up color, etc. You can set the following options at the very
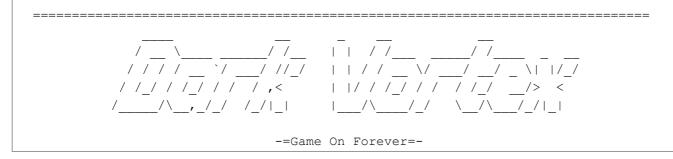start:

            A) Difficulty --- Set the difficulty ranging from Easy to Hard.
                              R U TUFF ENUFF??!!111
            B) Blocks ------- This option changes how blocks look. Purely
                              aesthetic appeal, this option has nothing to do
                              with the game apart from changing looks.
            C) High --------- Dictates how high the starting amount of blocks
                              will be. The higher the value, the more harder
                              it will be to get through.
            D) Exit --------- Start the game.

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|                              GAME INTERFACE                                |
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|                                                                            |
|                          _____                       |
|   ,---------`.  |=|      |  _____   |                    |
|[1]| N E X T  > |=|      | |                       |  | |                    |
|   `--------,'  |=|      | |                       |  | |                    |
|                         | |                       |  | |                    |
|                         | |                       |  | |                    |
|                         | |                       |  | |                    |
|                         | |                       |  | |                    |
|    _____          | |                       |  | |                    |
|  ,'  T I M E   `.       | |            [4]        |  | |                    |
|  |              |       | |                       |  | |                    |
|[2]| 0 0   0 3   |       | |                       |  | |                    |
|  |     M    S   |       | |                       |  | |                    |
|  `--------------'       | |                       |  | |                    |
|                         | |                       |  | |                    |
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 |[3]| L E V E L  (0)|     | |_____| |                      |
 |    .--------------'     |_____|                      |
 |                                                                        |
 |                                                                        |
 /========================================================================\
 |                          GAME INTERFACE                                |
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      [1] Next Indicator -- This bar shows what the next column (in terms
                            of color) will be. Use this indicator
                            strategically.
      [2] Time Indicator -- The amount of time you have been playing is
                            depicted here.
      [3] Level Indicator -- The level you are currently playing is shown right
                             here. You set it previously before starting the
                             game.
      [4] Game Area -- All the gameplay is here. Not too much description
                       needed.



O========================================================================O
          5. Version History                                [5000]
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     Version 1.0 - Transferred SMS version of this to Genesis. 23 KB


     Version 1.1 - Updated Legal Information.


O========================================================================O
          6. Legal Information                              [6000]
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the property of their respective owners.


O========================================================================O
          7. Credits & Closing                             [7000]
O========================================================================O


Thank you for playing this gem of a Sega game and I hope you enjoy your future
sessions with Columns, one of the most addicting games I have ever played.
Whee!


+--------------------------------------------------------------------------+

GameFAQs - The largest FAQ archive on the net. Thanks to CJayC for accepting
           this piece of work. He hasn't failed us yet.

Y.T.W.S.R. - Only a few selected people might know what I'm talking about here.
           Since I'm not one to give it away, I would still like to thank
           this group for their support and motivation throughout the
           lifespan of this entire FAQ.
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The FCSB - They didn't help too much but what can I say, where would I be
            without a few of them? Major props to these great board members who
            are also prized FAQ writers. Some examples being; Crazyreyn, Psycho
            Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86,
            Joni Philips, War Doc, Merca, and last but definitely not least,
            Gobicamel1. You all rock!

- All outside sources which have contributed to the making of this guide in
some form have been cited in this section. Any sources that have provided any
information at all are listed in the credits. I am not taking credit for others
hard work and I hope they do the same. Not giving proper credit is plagiarism
and it's against the law.

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      /_____/\__,_/_/   /_/|_|     |___/\____/_/   \__/\___/_/|_|

                         -=Game On Forever=-
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