

Pipe Dream FAQ

by Michael_Dorman

Updated to v1.00 on Jan 10, 2004

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Pipe Dream FAQ (NES)
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Version 1.0 (Last Update 10/01/04)
Date created 10/01/04
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Table of Contents

- 1. Introduction-----[Intro]
- 2. Version History-----[Version]
- 2. Main menu-----[Menu]
- 3. Main game screen-----[Screen]
- 4. Pieces-----[Pieces]
- 5. How to play-----[Howto]
- 6. Tips and Tricks-----[Tips]
- 7. Acknowledgments-----[Credit]
- 8. Legal stuff-----[Legal]
- 9. Contact me-----[Contact]

This guide uses a search string method of finding things, to find a part of the FAQ copy-and-paste the Search string (including brackets) into your browsers/document editors find function.

Eg. I want to get to the Main Menu section so I copy [Menu] and then open up my find function (usually Edit>find) and paste [Menu] in. This will take me directly to the Main Menu section.

Introduction [Intro]

I doubt anyone will be reading this but anyway, this guide is for the truly addictive game Pipe Dream. I first played this game I was sifting through about 700 NES roms last year (I don't have all of these anymore since I formatted my HD since then). And I found the game to be truly addictive so today I just came across the ROM on IRC and though I might try it for old time's sake. And from there I decided to write a FAQ from it, as it would only take a couple hours at most and this is the final result. And just a final word anyone that hasn't played this game should try it as it is very cool, and nearly rivals Tetris as a puzzle game.

Version History [Version]

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Version 1.0      10/01/04

First Version, Everything is done in my opinion.
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Main Menu [Menu]
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Controls:

Left and Right- Alter the option setting.
Up and Down- Move between options
Select- Nothing
Start- Start a game with the current settings.
A- Nothing
B- Nothing

Up and Down- Move between options

Select- Nothing

Start- Start a game with the current settings.

A- Nothing

B- Nothing

The settings in this game seem very familiar, ahhhhh yes I know it has similarities to Tetris anyway here is my explanations of them.

Game: A is an Adventure type game where you have to beat all the levels, B seems basically the same as A except it has big pipe which slow down the fluid. C is a high score game.

Speed: The speed of the fluid travelling around the pipes, the lower the speed the more time you have to lay your pipes. The speed automatically rises during gameplay.

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Main game screen [Screen]
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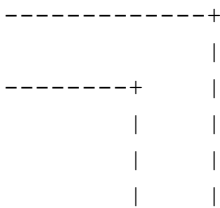
Sorry for my poor ASCII in advance.

+*****

| |

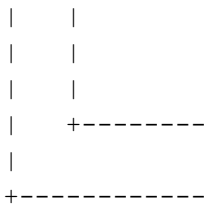
Description: A basic right turn for the fluid to run through. Can also be used as a side left turn.

TOP LEFT TURN



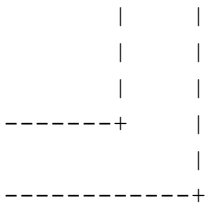
Description: A basic left turn for the fluid to run through. Can also be used as a side left turn.

BOTTOM RIGHT TURN



Description: A bottom right turn, can also be used as a side left turn.

BOTTOM LEFT TURN



Description: A bottom left turn, can also be used as a side left turn.

VERTICAL PIPE



Description: A basic vertical pipe.

HORIZONTAL PIPE



Description: A basic horizontal pipe.

FILLER PIPE

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+---+

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Description: This is a pipe that takes a while longer to fill compared to others.

CROSSPIPE

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Description: This is a crosspipe which allows you to make the liquid cross over a previous path, you get bonus points for using this!

How to Play [Howto]

Pipe Dream is a very simple game; but then again Tetris is too. The game is VERY simple but yet has a lot of depth because of some of the problems that you are able to run into, in other words similar to Tetris. Anyway, the game is set on a 8x8 grid and you need to set pipes on this grid to guide some muck around. You have to start connecting pipes to the one that is already on the grid as this is the pipe that the muck starts out from, depending on which mode you are playing your goal could be either to get the muck through as many pipes as you can. If you are trying to do the later, aim toward going for clear path and isolating pieces you couldn't use in a corner, just overlap them all the time. If you are going for points home ever, crossovers would be a good bet, as these can gain you some very nice bonus points. But just so you know, if there are pieces on the field that haven't been used these will be taken off the field at the end of the round and 100 points will be taken off for each one. The round ends when the muck comes to a dead end. If you have passed (Mode A and B) then you will proceed to the next level.

Tips and Tricks [Tips]

No more flowing:

To stop the muck from flowing first, the muck must have already started then Hold START the key in this while still holding START: A,B,B,A then unpause the game. After that is done you can stop the flow by pressing B and to restart it press SELECT.

Source: A cheat site that I can't remember.

Acknowledgments [Credits]

I would like the following people that have helped in one way or another during the course of making this guide.

That Cheat site I can't remember
For the No more flowing trick.

GameFaqs
Www.gamefaqs.com
For it's great board community.

IGN
Www.ign.com
For having a great source of news information.

Bulletproof Software
For making this addictive game.

Legal Stuff [Legal]

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<http://www.gamefaqs.com>
<http://faqs.ign.com>
<https://www.neoseeker.com>

Contact me [Contact]

You may contact me in regards to anything in this FAQ at:

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Papermariodudel (AIM)
Papermariodude2000 (YIM)

If you are going to e-mail in regards to hate mail or such things, save yourself the effort because I will just return the favour by mass-spaming you. And to the people emailing please put "Pipe Dream" in the title this will enable the e-mail to be read much faster. Also any information submitted will have full credit given to the submitter.

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