

# Quarth FAQ

by Da Hui

Updated to v1.0 on Aug 6, 2006

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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-----T A B L E   O F   C O N T E N T S-----
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1. - Controls
2. - Basics of the Game
3. - Strategies
4. - Disclaimer

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-----1. - C O N T R O L S-----
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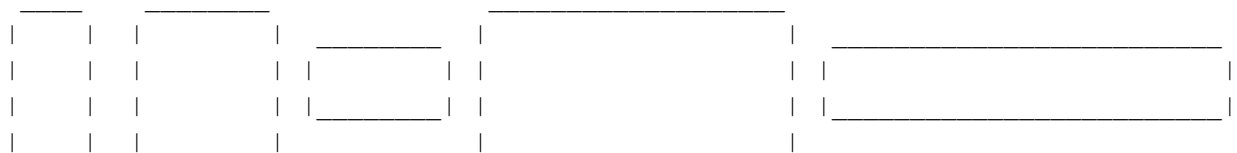
D-Pad:

Left/Right - Moves ship  
Up - Speeds up ship  
Down - No use

A - Shoot  
B - Shoot  
Start - Pause  
Select - No Use

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-----2. - B A S I C S   O F   T H E   G A M E-----
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This is a fun little game to play whenever you're bored. It's basically a Tetris kind of game but with a twist. Instead of trying to make lines, you have to make blocks by shooting pieces. You just need to make any four sided figure out of the pieces and they need to be full. So for example they could look like any of the following:



Any of those will be fine along with any other quadrilaterals you could make.

You don't even need any full quadrilaterals. You could get ones with holes in the middle but they are pretty rare. So all you really need is an outline of a quadrilateral. Keep that in mind for any blocks you see in the future. Here is an example that you could get a hole in the middle:

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|_____|
|  |_____|  | You could shoot four along the very bottom adding an extra line.
|  |_____|  | That extra line will give you what you need for the full outline
|  |_____|  | of a quadrilateral. I know there's already an outline there but
|_|_____|_| you will have to add to it yourself.
|_____|

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Now you actually need to get a glimpse of how the other things in the game works. There will be line that goes all the way across in front of your ship. If you let any of the blocks go into that line, you will die. So you have to get rid of the closest blocks first. Also, when you get rid of a block, the screen will stop moving as you watch it disappear. Keep this in mind when there are really big blocks and there are others around.

You could shoot four shots at a time. That means that there could be four blocks coming out of your ship and appearing on the screen at a time. Use this to your advantage. You could shoot out all four that you will need to make the block disappear before the first one will even hit. Now let's begin with some strategies.

-----3. - S T R A T E G I E S-----

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-----'. As I have mentioned above, you could shoot four blocks at
          / a time. So try to aim ahead and shoot as many as you can.
Aiming Ahead / Try not to mess up while you do this because it might make
          / you have to shoot another three or four blocks to get rid
-----' of a block.

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-----'. I have also mentioned this in the above section. When one
          / block disappears, the screen will stop moving. Sometimes
Best Time Freeze / there will be one big block with a lot of small blocks on
          / the screen. Get rid of the big block and the screen will
-----' freeze for a longer time. This will give you more time to
          / get rid of the smaller blocks. This strategy will become
          / more useful towards the end of the game.

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-----'. This is where some strategizing will have to come into
          / play. The farther you get into the game, the closer the
Series of Blocks / blocks will be and they will be connected. Look at them
          / and look for which are the easiest to get rid of and the
-----' closest. Get rid of those first and then you will just
          / have to keep getting rid of them until you're done with
          / that series of blocks.

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-----'. As I mentioned in the above section, you can get rid of
          / multiple blocks at once. You just need the whole thing to
Multi-Blocks / be one big quadrilateral. They are pretty rare but keep
          / your eye out for them anyways. Below is an example of what
-----' one make look like so you know how it's possible.

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|_____|_____|_____| |_____| You see the blank spot under the third
|_____|_____|_____| |_____| block? You could fill out that spot to

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getrid of all of those blocks!

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Gap Blocks / Also mentioned above, you don't necessarily need to make a full block, just an outline. So if you see a block on top of another block with a gap in the middle, you don't have to worry about it. Just make a full outline and both blocks will disappear!

-----  
Power-Ups / Getting rid of certain colored blocks will give you power-ups. The white blocks will get rid of all of the blocks on the screen. Try to let as many blocks as possible on before you use it. The purple blocks will change your ship. The new ship is much faster in all aspects.

Now we will discuss how to get rid of each block. Please note. I drew in little arrows showing where you should aim. The number of arrows going horizontally is not always going to be correct due to the type of text.

\*Note - These blocks may be in a different direction so please adjust accordingly.

\_\_\_\_\_  
|\_\_|  
^^| | These are probably the easiest and fastest to get rid of. You really shouldn't have a problem with these and when you see a bunch lined up, it should be like a little vacation. Just point the cursor at the blank space you have to fill up and quickly shoot it four times.

\_\_\_\_\_  
|\_\_\_\_\_| These are pretty simple. Shoot one to the left of that peg poking out and then shoot three more to the right of it.

\_\_\_\_\_  
|\_\_\_\_\_| These are also very easy. Just point at either side the arrows are pointing to in the picture and shoot twice quickly. Then shoot twice at the other arrows.

\_\_\_\_\_  
|\_\_\_\_\_| These are just like the previous blocks except there's an extra line to the side. Don't pay attention to that and get rid of it the same way you'd get rid of the previous block.

\_\_\_\_\_  
|\_\_\_\_\_| These are the most basic but they actually take the longest to get rid of. You just have to keep moving to the side while shooting one block at a time.

\_\_\_\_\_  
|\_\_\_\_\_| These are pretty easy. Just shoot two blocks at either of those arrows. Then go to the other arrows and shoot another two blocks.

-----  
Stage One / This stage is very simple. It is narrow but there really isn't too many blocks. They're are also very few series of blocks too, they are usually all seperated.

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Stage Two / This stage is also pretty simple. There are a lot of blocks in a series and also seperate. However, this level is a lot more wide open so you could take your time.

-----  
/ This stage is a bit more complex. It has a lot of blocks

Stage Three / just like stage two, except now it is in a more narrow  
/ area. Be quick but don't be too quick.  
-----'

-----.  
Stage Four / This one is pretty wide and has a lot of series of blocks.  
/ Be careful because if you mess up trying to get one big  
/ multi-block, you're done for.  
-----'

-----.  
Stage Five / This level is tough. It's wide but it also has a lot of  
/ blocks. Don't even try to do anything big. Always get rid  
/ of as many blocks as you can whenever you can because  
-----' there is little to no room for error.

-----.  
Stage Six / This level is tough because of the speed. It is narrow  
/ a lot of series of blocks, but it is much faster than the  
/ previous levels.  
-----'

-----.  
Stage Seven / This level isn't too confusing, it's just fast. Mose of  
/ the series of blocks will be the same which is good for  
/ huge combos. Just don't get caught up trying to get one  
-----' because it could really mess you up!

-----.  
Stage Eight / This one is hard. Everything is tight and compacted. There  
/ are also random series of blocks which are hard for big  
/ combos with. They also move quickly.  
-----'

-----.  
Stage Nine / This level is very hard. It moves the fastest, there are a  
/ lot of random blocks all around, and it's in a tiny spot.  
/ Don't try for big points on this level, just try to  
-----' survive!

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-----4. - D I S C L A I M E R-----  
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