

Tetris 64 (Import) FAQ/Walkthrough

by IceQueenZer0

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----- [ TETRIS 64 ] -----  
-----[by Ice Queen Zero]-----  
----- [ NINTENDO 64 ] -----  
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INTRODUCTION

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I recently did a poll on GameFAQs to ask the folks what gaming platform should be the 50th one I should make an FAQ for. Before the topic got purged, the poll results determined that lucky number 50 was none other than the Nintendo 64 with six votes and Gameboy Color came in at a close second.

Tetris 64 was released only in Japan in 1998 and it came with a bio-sensor that would monitor the player's heart rate to determine how fast or slow the pieces fell during Bio Tetris. It was the only game to use the Bio-sensor.

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DISCLAIMER

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CONTROLS

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Start - starts game/pause/unpause
Select - Turn off/on preview of next block
A - Select option, rotate piece clockwise
B - Go back, rotate piece counterclockwise
D-pad - highlight options
Left - move pieces left
Right - move pieces right
Down - fast drop

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OPTIONS

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BIO Feedback - Normal or Reverse
Sensor Check: Check to see if sensor is connected.
Top 5 Display
Top 5 Default
All Default
Exit

Rotate button - Normal or Reverse

Line Move - Smooth or Line

Down Guide - On or Off

Rotate Center - On or Off

Double Turn - On or Off

Offset Turn - On or Off

Random Color - On or Off

Random Angle - On or Off

Exit

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PIECES

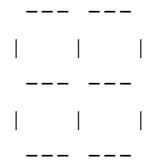
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There are 7 pieces that fall which you guide into place.

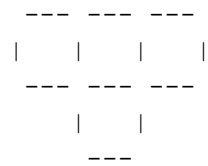
Four Bar



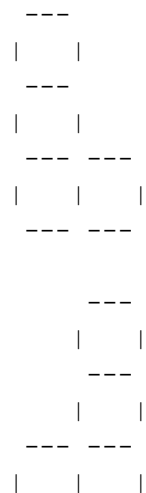
Four Square



T-Block

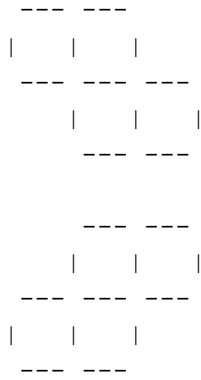


L-Block and L-Block Reverse (J-Block)



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Z-Block and Z-Block Reverse (S-Block)



These blocks are referred to as Tetrads because each piece consists of four mini-squares. Here is an explanations of the pros and cons of what the pieces do.

Z-Block and Z-Block Reverse (S-Block)

Pros: They can fill in corners with pockets when turned sideways and leave an extra space for other pieces to fill.

Cons: The block might be opposite of the piece you needed. Especially for the left side for S-Blocks and right side for Z-Blocks

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L-Block and L-Block Reverse (J-Block)

Pros: They can make triples, can adjust to the situation, can cover corners better than Z-Blocks and S-Blocks

Cons: Can come out when the opposite piece is needed, bulky

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T-Block

Pros: can fit in every pocket, rotates easily in tight spaces

Cons: Can't dig in deep like the L-Block, J-Block, and Four Bar can.

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Four Square

Pros: Can make doubles without much vertical space

Cons: Can't be rotated, often comes out while there is not enough space

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Four Bar

Pros: only piece that can make a Tetris

Cons: often too wide for horizontal placement

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GAMEPLAY

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The main object of this game is to stack to pieces into place so that they fill in a whole line and disappear. There are 7 different pieces to use and you have to make sure that they do not reach the top of the screen.

There are four sets of lines to make:

Single (clearing one line)

Double (clearing two lines)

Triple (clearing three lines)

Tetris (clearing four lines)

There are three modes of play:

Tetris - This is the classic Tetris that everyone is familiar with so it's not anything different.

Giga Tetris - You get bigger pieces mixed in that break down into smaller ones whenever a line involving them is made.

Bio Tetris - The Bio-Sensor which comes with this game functions similar to a blood pressure monitor or lie detector however you want to call it. What you do is attach the Bio-Sensor to your finger and the pieces will fall down fast or slow depending on your heartrate monitor.

There are three game types: A-Type, B-Type, and C-Type

A-Type: Endless mode where you can start at up to level 30. After every 10 lines the level goes up and pieces fall faster.

B-Type: Your objective is to clear 25 lines. You can choose what level and what height you want the extra blocks to start at.

C-Type: Similar to A-Type except the extra blocks will randomly pop up from the bottom just like in a multiplayer game.

Speaking of multiplayer, you can play up to 4 people at the same time in a mode called Familiss and you play a game that combines all three types and the game goes on till one player remains.

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CREDITS

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Amtex Software - made the game itself
Seta Corporation - published the game
Alexey Pazhitnov - made the game Tetris
GameFAQs - hosting this FAQ
You - reading it.

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CONTACT ME

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Don't want any email bots.

Thank you for reading

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