

# Wetrix FAQ

by marshmallow

Updated to v1.0 on Jul 15, 1999

**This walkthrough was originally written for Wetrix on the N64, but the walkthrough is still applicable to the DC version of the game.**

\*\*\* Wetrix - The Pathetic FAQ \*\*\*

Author: marshmallow

E-mail Address: m\_mallow@hotmail.com

- Version 1.0 -

Wetrix, in a word, is a blast! Fun, addicting gameplay, like the old days. Not really the best game to write a FAQ for...but hey, who's going to stop me?

Shortly before releasing this FAQ I found the official Wetrix Website! It can be found at <http://www.zedtwo.com/wetrix/>

It's a lot better than this FAQ, mainly because of the High Score tables from around the world (some astounding amount of points in there!). I suggest you check it out, it's the best Official Game Site I've ever seen.

=====  
- Version 1.0 -

Revision History:

June 15th, 1999 - I bow down to Alexis at [www.gamefaqs.com](http://www.gamefaqs.com), because he made a huge 60KB FAQ on this game that makes my poor FAQ look like melted cheese. Nevertheless, I have updated this FAQ, mainly fixing things so I don't look like a COMPLETE jackass. Now I'm just half of one.

August 12th, 1998 - First release.

=====

Table of Contents

-----

- 1) Options
- 2) Gameplay
- 3) Items
- 4) Tips and Tricks
- 5) Secrets
- 6) Credits
- 7) Legal Stuff
- 8) Final Notes

-----

1) Options

-----

PRACTICE MODE:

In this, the game teaches you the very basics of the games. It's similar to regular gameplay, except there are no duckies and rainbows, plus the pieces don't fall until you make them. Good for beginners, but useless if you already know how to play the game.

#### CLASSIC MODE:

In this, pieces fall and you score points and there's duckies and rainbows and all of that other happy stuff. This is where you go for the big-time points!

#### PRO MODE:

Pretty much the same as Classic Mode, except you start at Level Five and you get double missiles. Ouch.

#### CHALLENGE MODE:

In Challenge Mode, the game um...challenges you. Some are pretty easy to do, others are close to impossible.

#### HANDICAP MODE:

In this, things get even more difficult. In one level, for example, your Earthquake Meter might be half full, or your Water Beaker may be about to overflow. Etc...

#### MULTIPLAYER MODE:

In this, you play against a friend/enemy and see who can rack up the most points. There's a little trick, though. When you rack up big points, you can opt to send large attacks into your opponents screen, like ice, water, missiles, etc. You can even make their entire land get screwed up with a huge Earthquake! Save the best for last, and use good strategy.

-----  
2) Gameplay  
-----

This game is sorta like Tetris...Pieces fall from the sky and they can stack up against each other. The similarities end there.

The object of the game is to get as many points as possible, and this is accomplished by making lakes, rivers, and yes, even oceans. How is this accomplished? Well, pieces will fall - one at a time - and you control where they go on a 3D environment (a flat piece of land). You stack the pieces up to make walls, dams, canyons, containers, and more. After a few seconds of this, pieces will be replaced (not 100%, they will still come down) by even more objects! The focus being water. Guide it into the containers and such that you have made. If there is even a tiny leak, or it gets too high, it will overflow/leak out and run off the map. If this happens, a small beaker on the right hand side of the screen will start to fill with water, when it is filled to the brim the game/level is over.

Sounds simple, doesn't it? Sorry, there's more to it than that...

On the left hand side is the Earthquake Meter. Everytime you stack down a piece, it raises a little. Now, this is hard to do, but after you lay down a ton or so of pieces, the Earthquake Meter will fill and an Earthquake will occur, destroying nearly all of the containers and surely ruining the level.

But you need points! You get a few dozen points for damming more and more water, but what you really need are ducks and rainbows! Confused? Good. Check out the next section.

-----  
3) Items  
-----

Rainbows:

Dam large quantities of water, usually an "ocean" which covers almost the entire level, and you get a Rainbow! A shimmering array of colors will fly over it...ah. Now any points you will receive will be multiplied by 10! You can get multiple rainbows over one ocean, so you can rack up the points...

Rubber Ducks:

Get some water that is deep and you get a rubber ducky with hilarious sound effects! The best way to do this is to stack up two hollow square pieces. A Ducky will multiple your points by two...Try using this with Rainbows!!

But, what about those other items that fall down! Well, here ya go...

Bombs:

Bombs, which look more like missiles, fall from the sky very quickly, so try to control them the best you can.

Pros: Knocks off land, therefore reducing the Earthquake Meter.

Cons: Makes holes in the ground, which water can escape through at astounding rates! If a bomb falls through a hole, a strange reaction will occur where three bombs will automatically fall from the sky and make holes in your land...not a good idea. This is called a Rebomb.

Fireball:

These are quite slow, and have some nice graphical effects when landing.

Pros: If this touches water, it will vaporize it and give you points! Great when the water is coming too quickly or the water is overflowing...This item also behaves like a bomb and knocks off pieces of land, but does NOT make holes.

Cons: Um...uh...Yeah.

Ice Cubes:

You can't control these...

Pros: If it hits water it will freeze it, so you won't have to worry about it. If it hits dry land you'll get bonus points!

Cons: If it hits water, you don't get any points :)

Mines:

Like Cubes, you don't have any control over them.

Pros: None.

Cons: They blow up and act like bombs. If they land in water, which is usually rare, they won't do anything.

Uppers:

These are the pieces that fall down and you use to make dams and stuff like that.

Downers:

These will make Upper Pieces disappear! Useful when trying to make oceans, since you can start out small, make a mountain of pieces, then break a path in between and connect it all! Confused, yet again? Well, you'd know if you were playing the game...

-----  
4) Tips and Tricks  
-----

This is the best way to gain points, as it is the easiest, but it gets more difficult as more elements are introduced. First build a perimeter wall around the playing field so no water can escape, then concentrate on making duckies. Just let two hollow squares together and then fill it up! I would advise only making about four or five ducky lakes, because you still want some rainbows, and besides, your earthquake meter can't stand it! Put any strange or useless blocks (i.e. T shaped ones) in a corner, then when a bomb comes, blow her up over there! Now your water should be fine...When the ice starts to come, put a piece of land where it will land IF it is going to fall in the "rainbow lake." Now whenever cubes fall there you'll get bonus points...now just continue on until your game is over.

-----  
5) Secrets  
-----

NOTICE:

These codes are from Cheat Code Central. Therefore, they are not my responsibility. If they don't work, or are incorrect in some way, do not complain to ME about it, complain to THEM. Thank you.

MOVE WATER:

At the main menu, hold C-Up or C-Down to raise or lower a whirlpool of water. While holding either button, press the Analog-stick to move the whirlpool across the water.

DIFFERENT SHAPES:

Complete all modes except practice and multiplayer and achieve an "OK" rating. Once you get an "OK" rating on all the required sections, the background color will turn green. Select any game mode other than practice mode. Then you will see a little blue guy. Select him and push a button to change him into a duck. Now when you start a game, the tetrads will be triangle, rectangular, and square-shaped pieces.

FLOOR SELECT AND CHANGE BACKGROUND COLOR:

Complete all 16 practice rounds. Then, go to the options screen and there will be a new option called "Floor". This will let you chose from many different floor sets, such as the Mona Lisa and the American Flag. Also, this changes the background color of the title/options screens.

-----  
6) Credits  
-----

## Companies

= = = = =

Nintendo: Their machine.

Zed-Two: For this awesome game that I can't make a 60KB FAQ about if my life depended on it. Well, maybe I could...but someone else already did it. >:)

## People

= = = = =

Alexis <alexis@warstrike.com>: Just for the Hell of it. You have to see his FAQ at: [http://www.gamefaqs.com/console/n64/faq/wetrix\\_a.txt](http://www.gamefaqs.com/console/n64/faq/wetrix_a.txt)...it makes this FAQ look like melted moose cheese. It's pathetic! How did he do it? I read it and I still don't understand. Well, I bow down to you, Alexis...but you won't get away so lucky next time!! :)

## Internet Sites

= = = = =

Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>: Take N64cc and add Gamesages and have this site, the largest and most comprehensive cheat site on the face of the planet.

The Official Wetrix Website <<http://www.zedtwo.com/wetrix/>>:  
I got all of the information from this site. I suggest you check it out, still, because it's a lot more detailed than this pathetic FAQ you are reading right now.

## 7) Legal Stuff

You may freely distribute this FAQ as long as the following terms are met:

- 1) The version you are taking is from gamefaqs.com
- 2) You give me credit
- 3) It is shown in it's full version
- 4) This fine print is included
- 5) You worship a spoon of jello under a full moon
- 6) It will not be used to gain a profit by ways of selling or bartering
- 7) You update it as I update it. I can not be bothered to send everyone the newest version, it would simply take WAY too long. And besides, I'm too busy (i.e. lazy).

You may put it into HTML if you wish, but the above conditions must be met. It can be "broken into pieces" when in HTML as long as the text remains untampered, unaltered, unpirated, and just plain left alone (except for color stuff, bold, pictures, links, or whatever, but that's not changing the meaning).

This document is copyrighted (c) 1998-1999 marshmallow  
All Rights Reserved

## 8) Final Notes

If you think you are viewing an outdated version, check out [www.gamefaqs.com](http://www.gamefaqs.com) for the most updated version. Of course, that won't make of a difference, because this FAQ is pathetic.

If you wish to contact me, e-mail me at: [m\\_mallow@hotmail.com](mailto:m_mallow@hotmail.com). We can discuss why this FAQ sucks hard, if you wish. I also have ICQ, but I only allow close friends to be on my list ever since I changed my number.

Fin.

- marshmallow -

This document is copyright marshmallow and hosted by VGM with permission.