Lumines FAQ/Walkthrough Final

by A I e x

Updated on Jul 15, 2007

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|                   Author: A I e x                                          |
|                   Began: April 19th, 2005                                  |
|                   Completed: April 19th, 2005                              |
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| Creating Your Player (000A0) |
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When first starting up the game you will have to create your own personal profile. Start by entering your name into the box that appears. Next you will need to select a design for your character, many are available from the start however some need to be unlocked. Afer selecting your icon you will be brought to the menu to choose your game mode. There are four different game modes and two additional modes which you can select:

- 1P Mode
- 2P Mode
- Vs CPU Mode
- Puzzle Mode
- Options
- Credits

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| Options Menu (000B0) |
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Button Configuration:

Type A - Triangle and square buttons are used to rotate your block left while X and circle buttons are used to rotate your block right.

Type B - Square and X buttons are used to rotate your block left while the triangle and circle buttons are used to rotate your block right

Type A - The L button is used to rotate your block left while the R button is used to rotate your block right

VS History:

This shows the games you have played against opponents previously and whether you have won or lost the games, also shows opponent names.

Score Ranking:

This shows the high score chart and player name for the top ten players

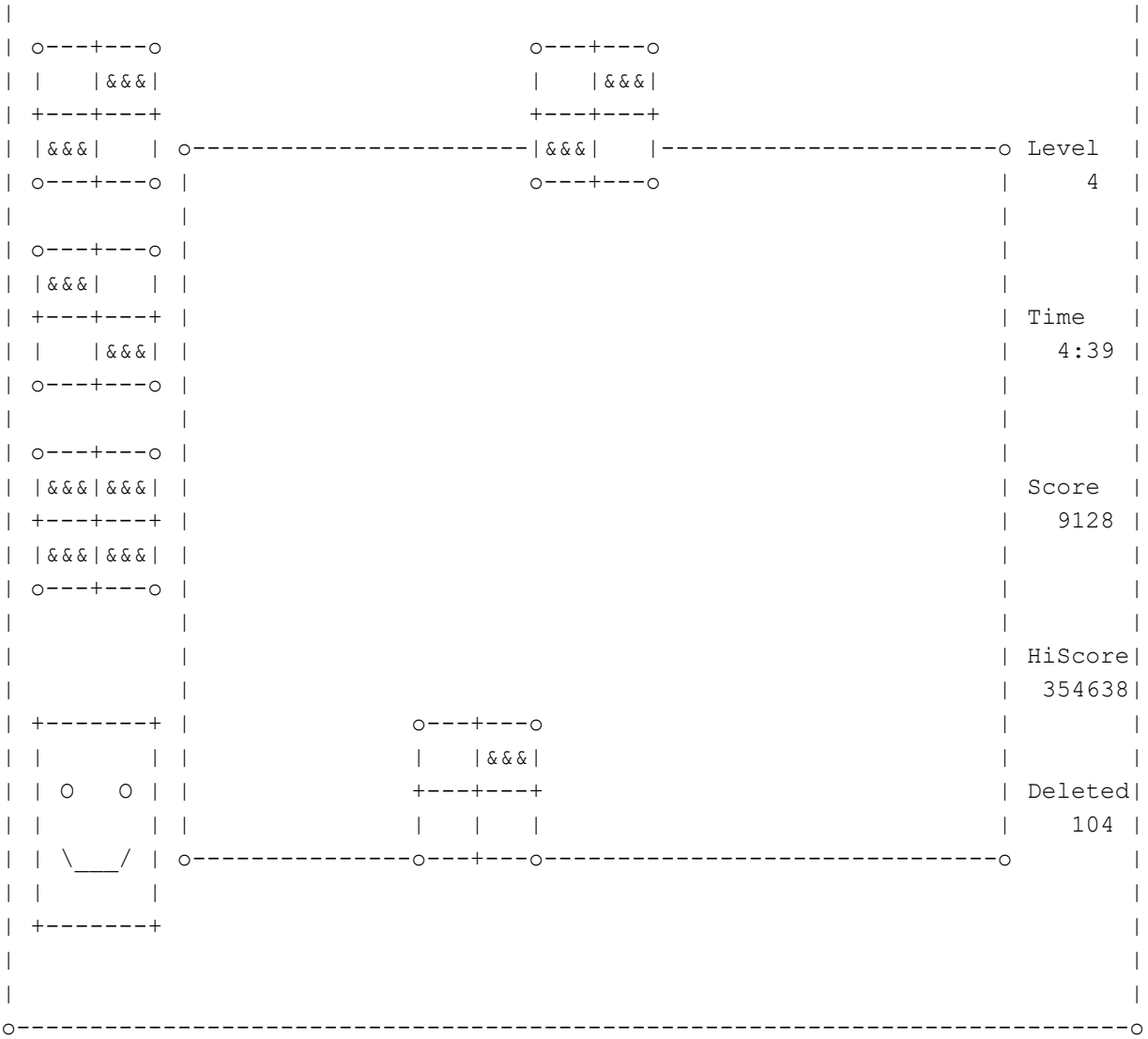
Character Edit:

Allows you to customize a pre-existing character or create a new one. You can also delete your character and change your character icon.

The Basics (000C0)

umines (000C1)

The Screen



The large square in the centre is the playing screen where you drop the blocks. The block at the bottom has already been dropped and the block at the top is the one you have control of that is about to drop. On the right we have level which displays your current level. Time which shows how much time

has passed. Score and Hi-Score show your current and best scores respectively while Deleted tells you how many blocks total you have deleted so far. At the upper left we have three blocks that show what's coming for your next three blocks, starting with the top as the next block at the bottom one you will get in three drops. The face or icon at the bottom left corner is the character icon you selected at the beginning of the game. That's it for the screen.

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|  umines   /-----------------------------------------------------------o
|_ ----o----\                      Block Elimination                     |
    (000C2)  \-----------------------------------------------------------o
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Here are the gameplay basics. The idea of Lumines works as follows. Given a not-too-distant-relative of Tetris like grid and block dropping system your goal is to create blocks of four squares of either colour to eliminate the blocks. If this isn't too helpful I'll provide a basic diagram:

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Above is a model of the screen drawn to scale. As you can see a block with two coloured squares on the bottom is descending down toward a block with two coloured squares on the top. When the block lands it will create this.

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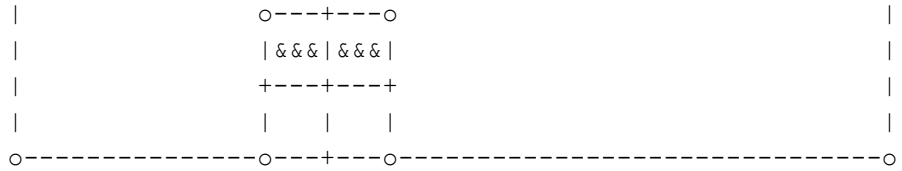
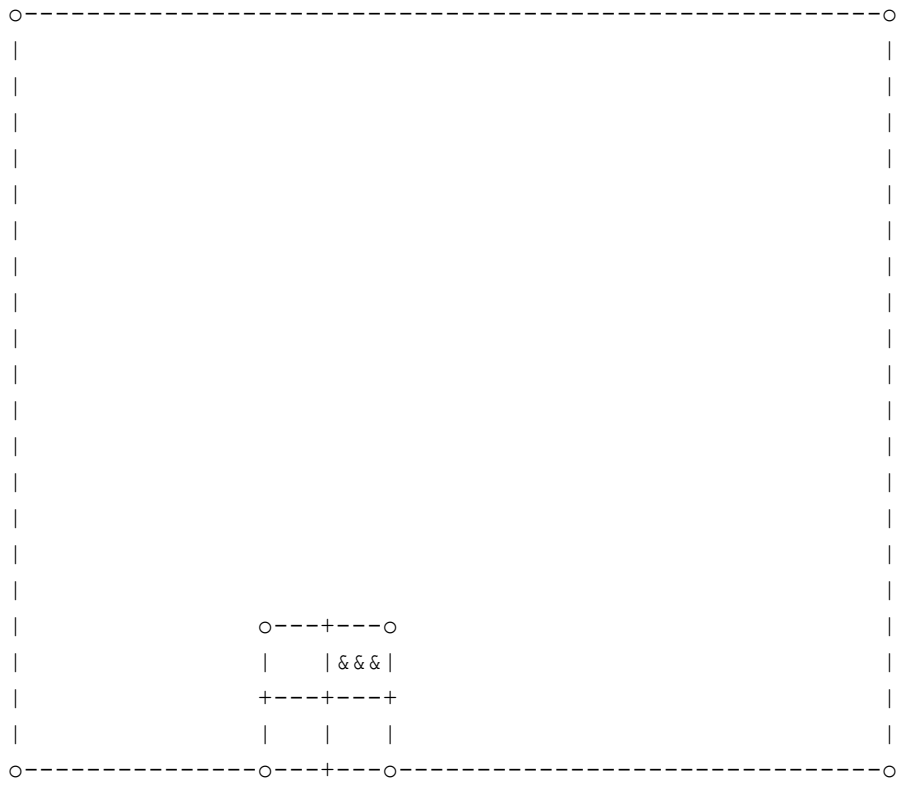
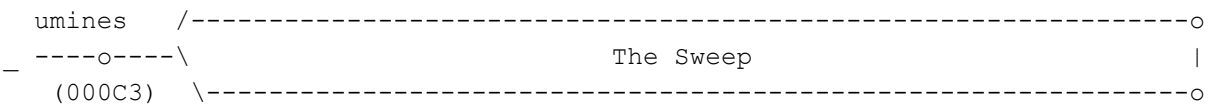


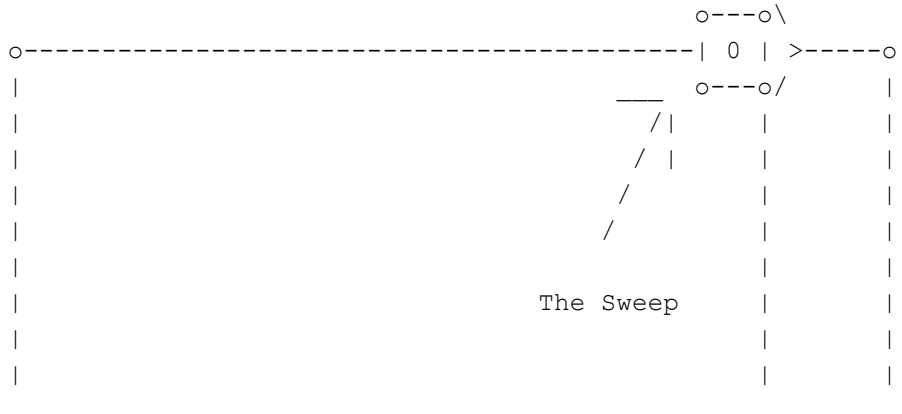
You can see that now a square of four coloured blocks has formed together. When the sweep comes by (which we will talk about more later) this block of four squares will disappear giving you points, and reducing the amount of blocks on the field. After the sweep has gone by it looks like this:

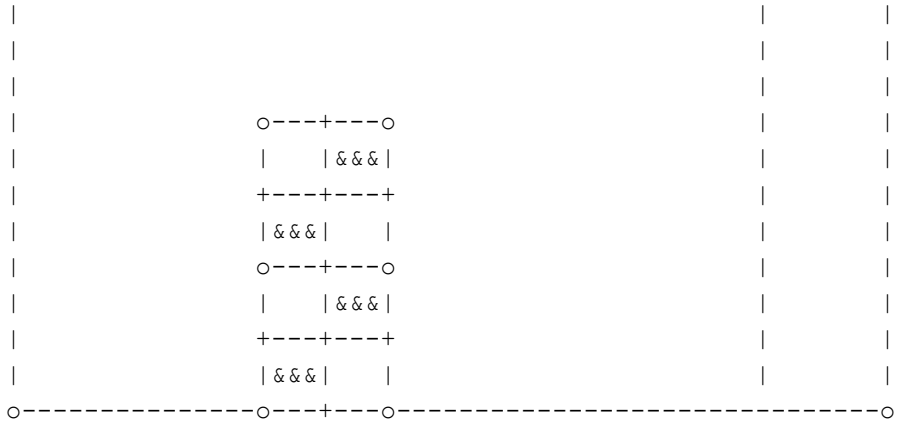


The bottom two squares of the lower block and the top two squares of the upper block are now on top of one another since the complete square in the middle has disappeared. You can get more than one block at once and all sorts of special combos as well, but we'll get into that later. You've got the basics.

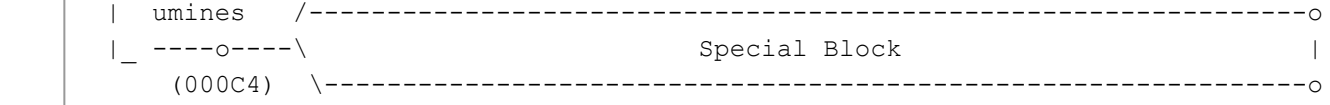


You may have noticed the object that sweeps by every few seconds, well that thing is responsible for clearing the blocks meaning the blocks you create don't disappear immediately, instead they disappear when the sweep clears them. This means you are given the chance to potentially build bigger combos on top of your blocks waiting to be cleared. In case you haven't figured it out yet the sweep looks something like this:

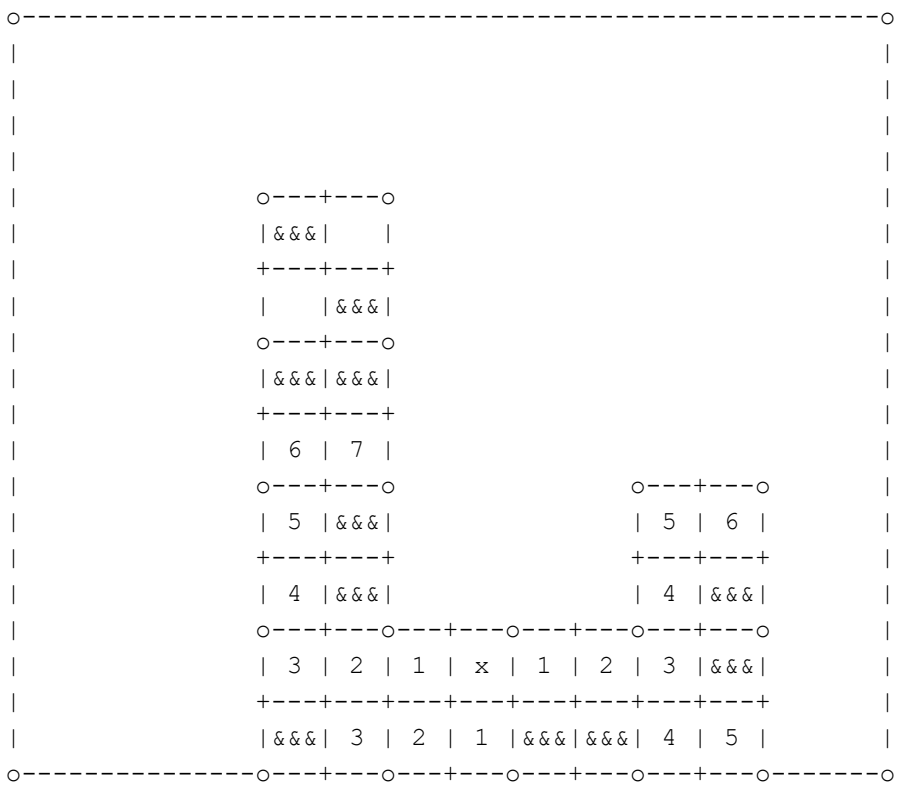




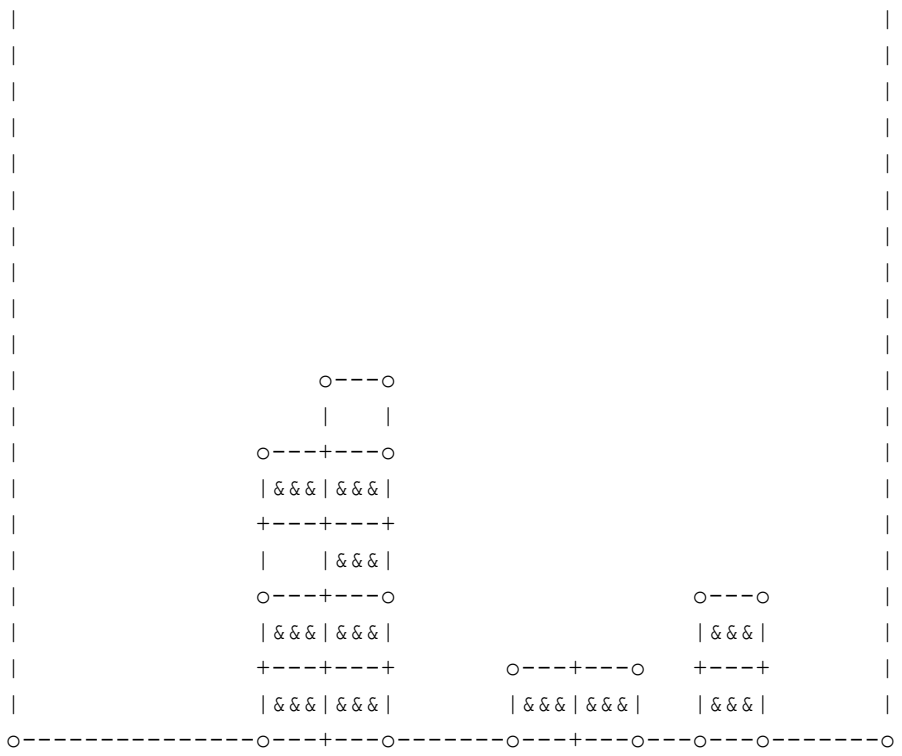
When the vertical line that descends down the screen passes over a complete block the block then disappears. The number at the top of the sweep keeps track of how many blocks have been cleared on each sweep and if it reaches four or higher then you get a special bonus, what a nice surprise.



The special block is the little icon that appears in the centre of some blocks, for example in the first level you will be able to tell it apart because on rare occasions a small green dot appears in some blocks. What this green dot does is not only desttroy like-coloured blocks in a square pattern like any other would, but it also moves and destroys every single block beside it of the same colour on and on until it reaches a block a block of a different colour. It will snake up down, left or right but not diagonally.



Lets say that the clear block with the "x" in the middle represents one of the special destroyer blocks. You can see that the block is entirely white so it is about to be destroyed, it will destroy the three squares in the same block but then it will chain outward. Every square with a number inside of it will be destroyed and after this huge chain you will be left with:



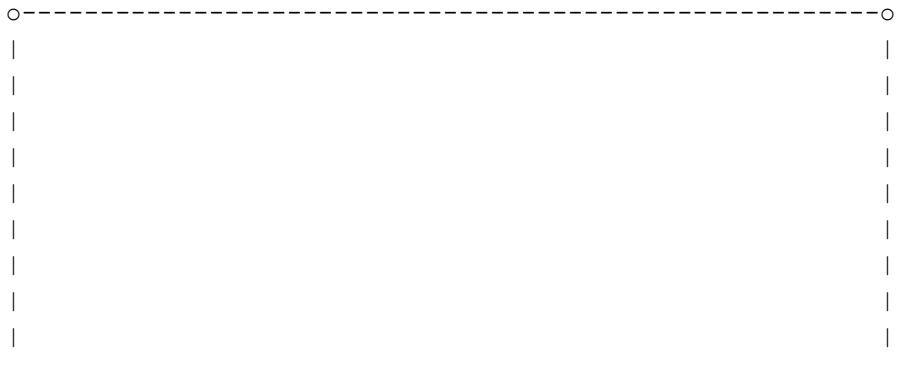
Something that looks like the above picture. Of course tat block of coloured squares at the lower left will be removed too on the next sweep but that's beside the point. The idea is that you can eliminate tons of blocks of a single colour using this special block and after doing so there will likely be so many blocks of the opposite colour remaining that even they will almost completely wipe themselves out on the next sweep. A powerful tool indeed.

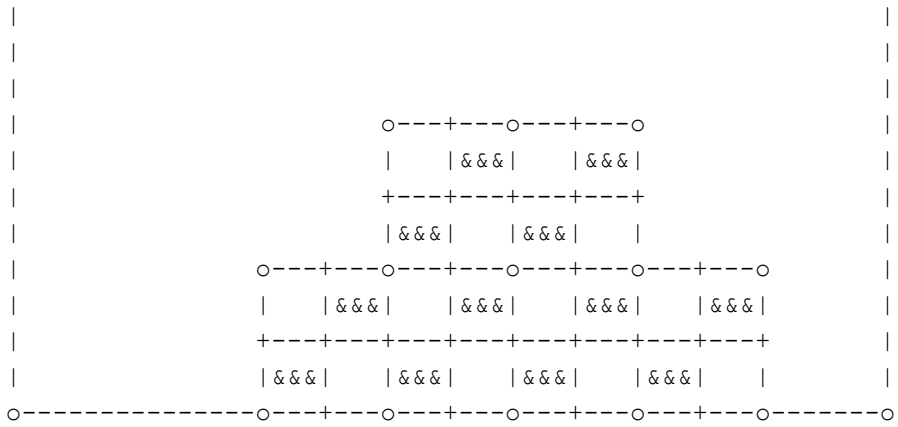
Block Tactics (000D0)

This section will pretty much outline everything you are going to want to know to build up the highest scores and become the most efficient player. Obviously everyone plays differently and I'm sure you've even got some of your own special tactics that I might overlook, but my primary goal is to help give you a few extra pointers to maximize your score and minimize game overs.

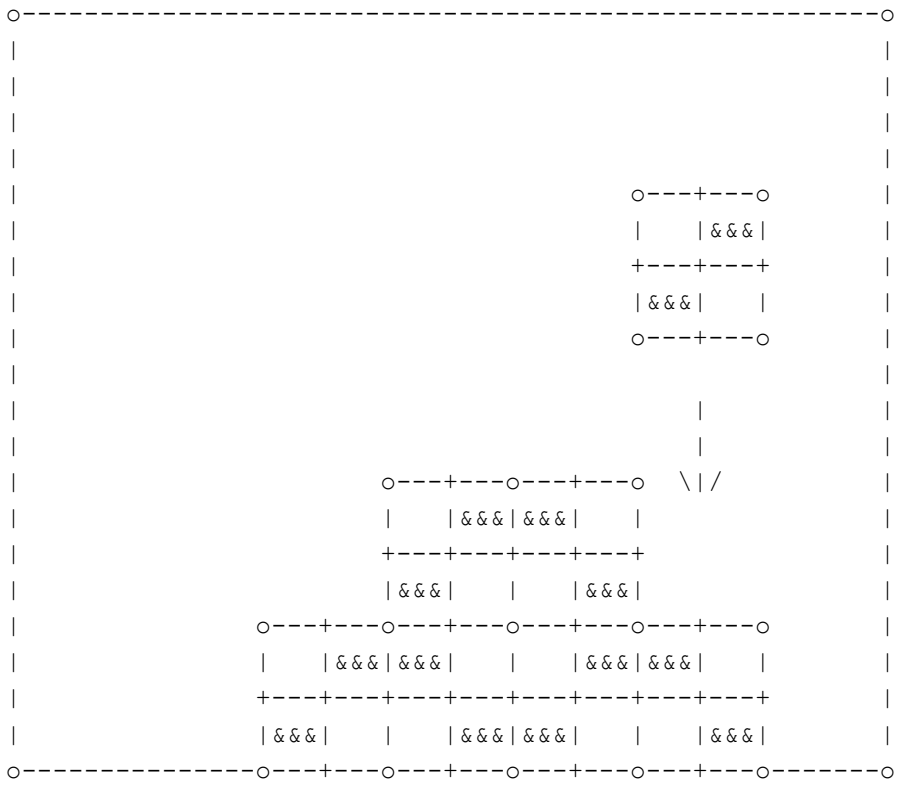
The Checkered Block (000D1)

You might want to know how to deal with that awful block that comes in a checkered pattern and doesn't seem to help you out anywhere. Well it can help you at times if you remember one important part of this game, when in doubt and when you are unable to create a block, group colours together! Here's about the worst possible thing you can do with a bunch of checkered blocks.

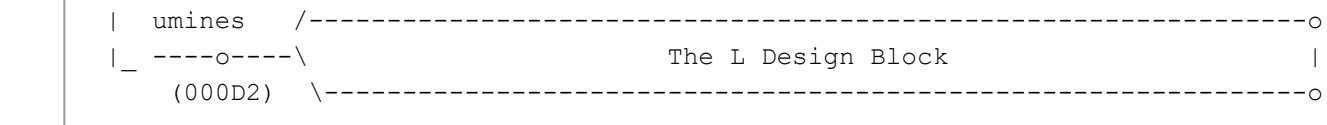




See how they are all piled up in a grossly ugly pattern with little hope to create any blocks at all in the future. Despite the aesthetically pleasing nature of this setup, never ever do this. What you want to do instead is group colours together. Remember, you CAN rotate blocks!

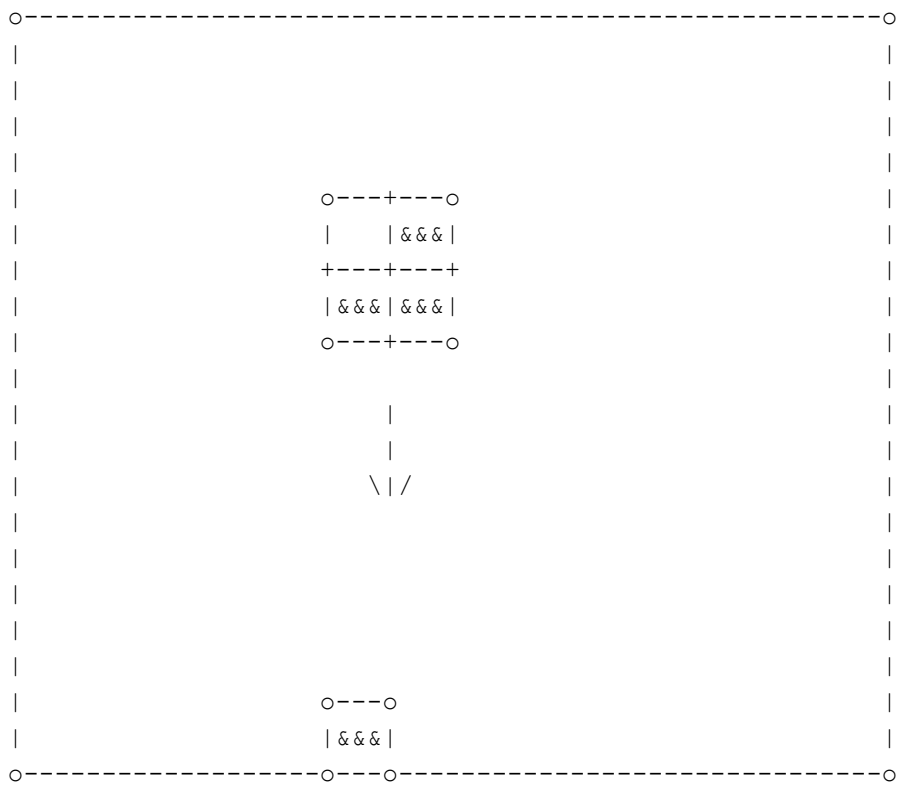


Take a look at this setup, it's EXACTLY the same and the exact same blocks have not been moved around. This time whoever dropped the blocks into position rotated them first to set this up, remember the only difference between the above diagram and the one above it are that the blocks have been rotated. In this one you can see that already the white block in the middle is going to disappear. When it does the two coloured squares on top of it will fall and land on the two coloured squares below to create ANOTHER block. Now let's ignore that for a second and say you got another of these awful checkered blocks. Notice the one falling on the right. When it lands it will creates a coloured block of four and then after that disappears the two white blocks on top will drop and create another coloured block. As you can see when you set it up right with contiguous colours, they aren't too bad at all.

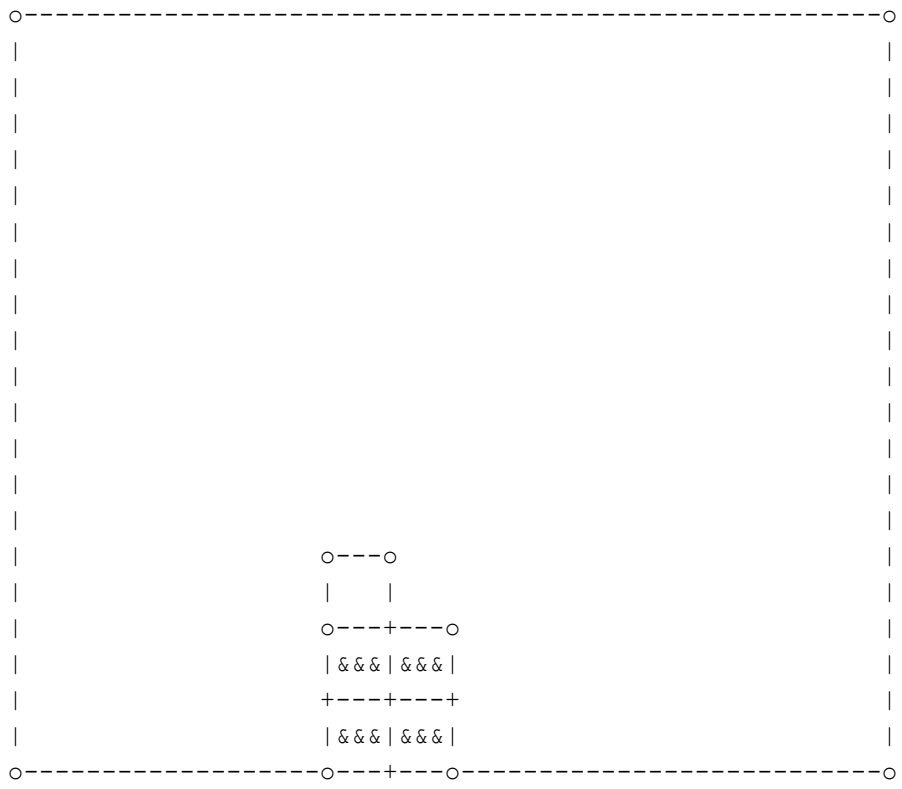


You know the one I'm talking about, the block that has a single square on it of a different colour so that the three of the opposite colour form an L

shape. These have numerous different uses not so much with each other but rather when interacting with other blocks. This is the most common example, learn to utilize this tactic and it will save you many times.

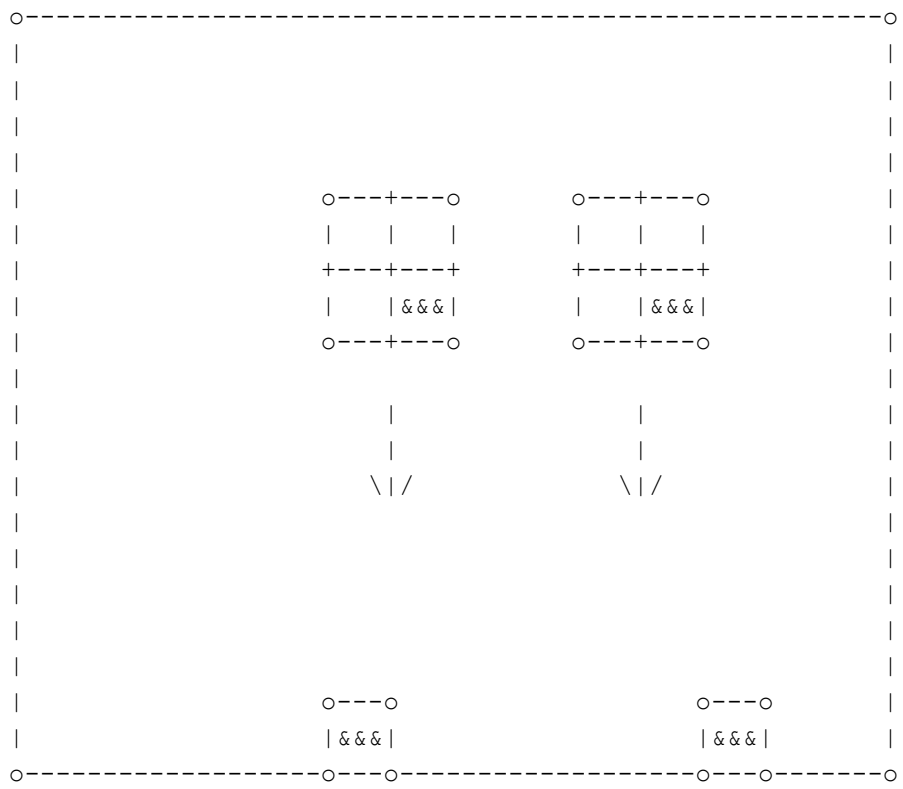


This is a simple example of what might often be a much more complicated setup, but the idea remains the same. You have a single block of the same colour as the L shape in the block you are dropping. What you want to do is rotate and position it exactly like in the diagram above and then drop it down.

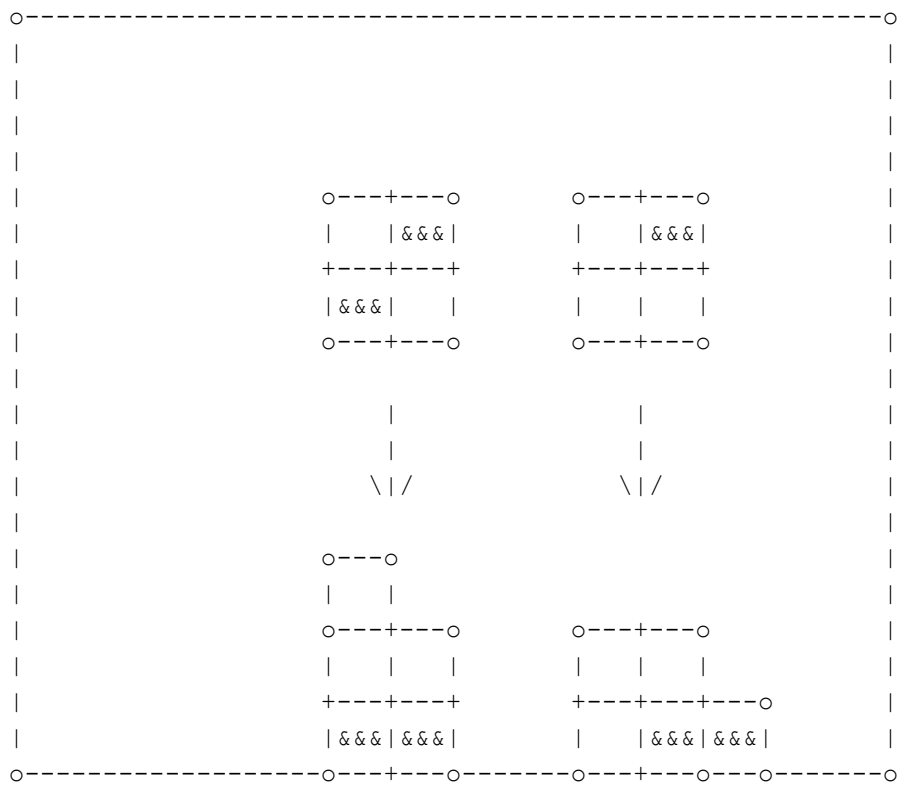


As you can see the two coloured blocks on the right side hit the bottom and the single coloured block on the left stacked on top of the one that was already on the ground to form a block which will then be eliminated the next time the sweep comes by to make its run. Simple yes, but very effective.

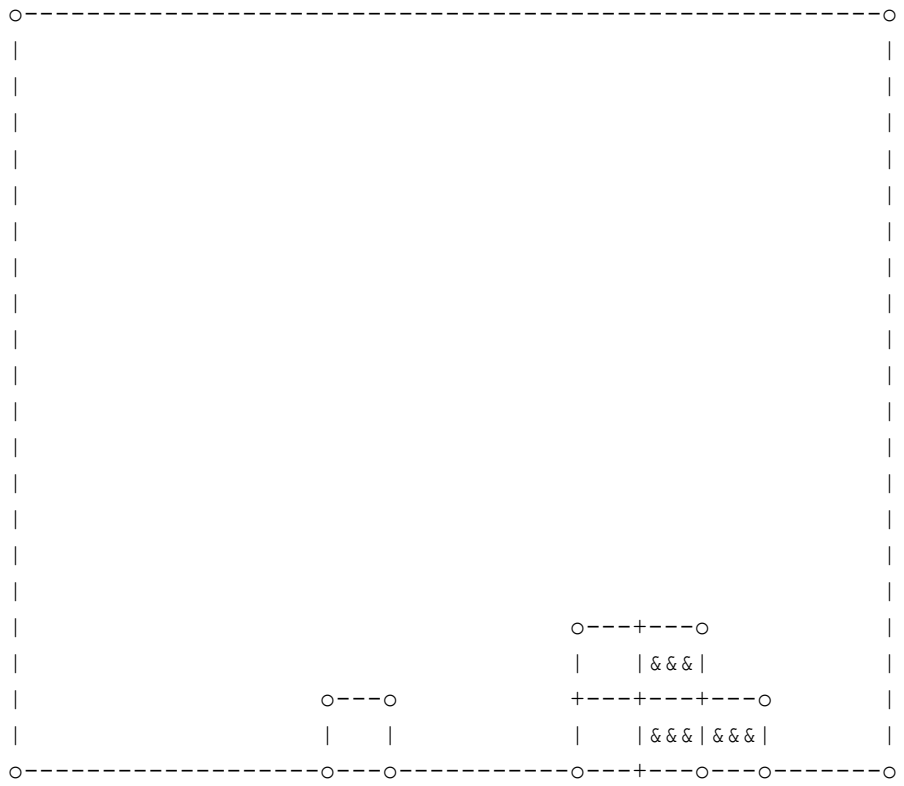
Along the same lines is the opposite situation, when you have a single block and an L design block of the opposite colour majority coming down.



The above diagram shows your two best options when given a situation like this. While neither of them will actually create and destroy a block both of them will give you the most colour contiguity possible, as shown below.



Personally I find the one on the left to be the preferable choice but in the end it's up to you. Notice on the left diagram that if you get one of the annoying checker blocks what you can do. Notice that when that lands you are going to create a block of white squares and then when they disappear the coloured ones will drop and make another block. Correct me if I'm wrong but I would say that the block coming down on the right side is about the best thing you could hope for, however the end result isn't nearly as good.



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|_ ----o----\                      The II Design Block                    |
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The block that has two straight lines of opposite colours is one of the most useful blocks you can get, but can also be one of the most destructive. Quite often I find this block is used most of the time for shaving in half and dropping two blocks of a single colour further down but it also serves and even better purpose such that if you get two of them they can be rotated on their side and you can get two blocks quite easily. Both tactics will be outlined below on the same diagram, one on each side of the screen.

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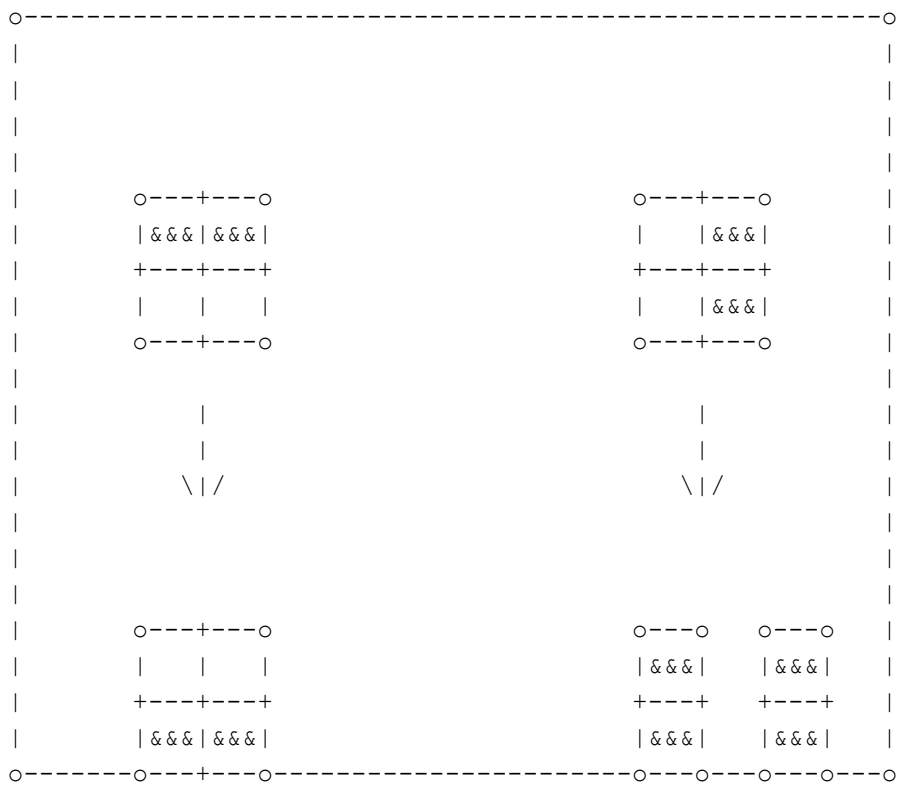
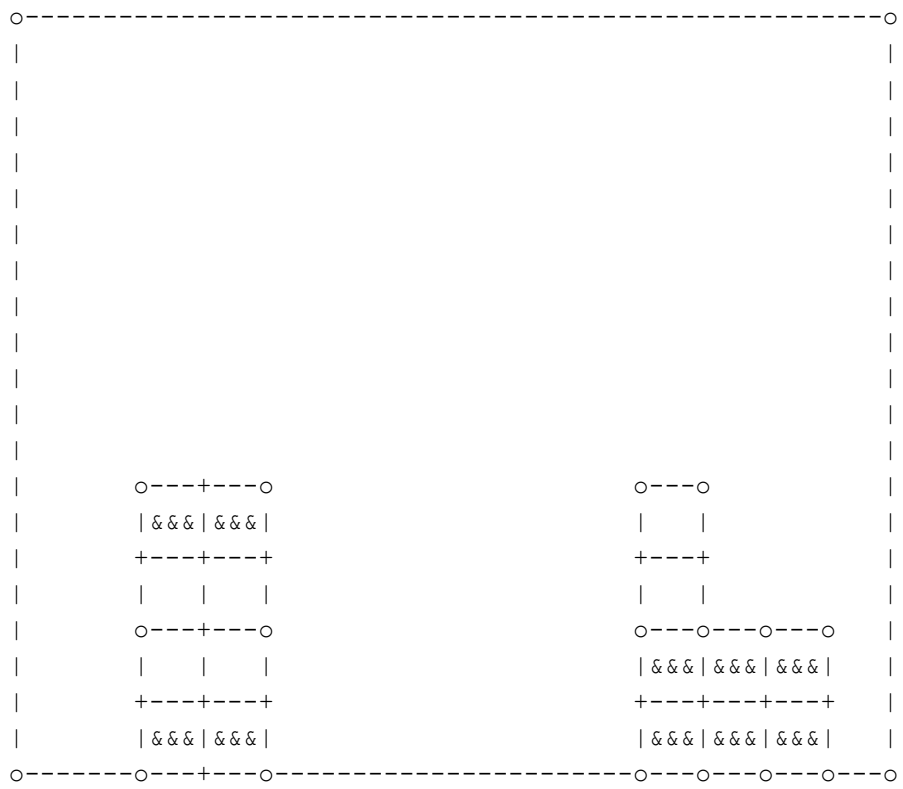
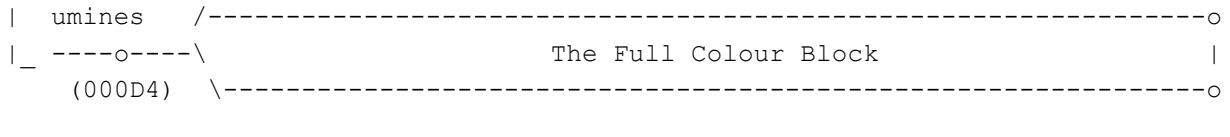


The setup on the left shows on of the most useful things you can do with the

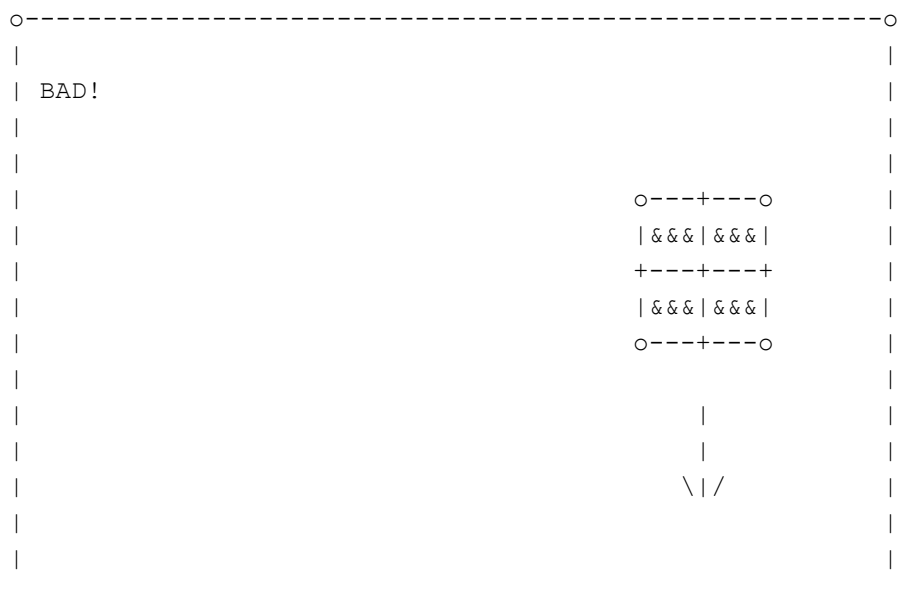
II block horizontally while the diagram on the right shows the most useful thing you can do with the II block vertically. Here's the result:

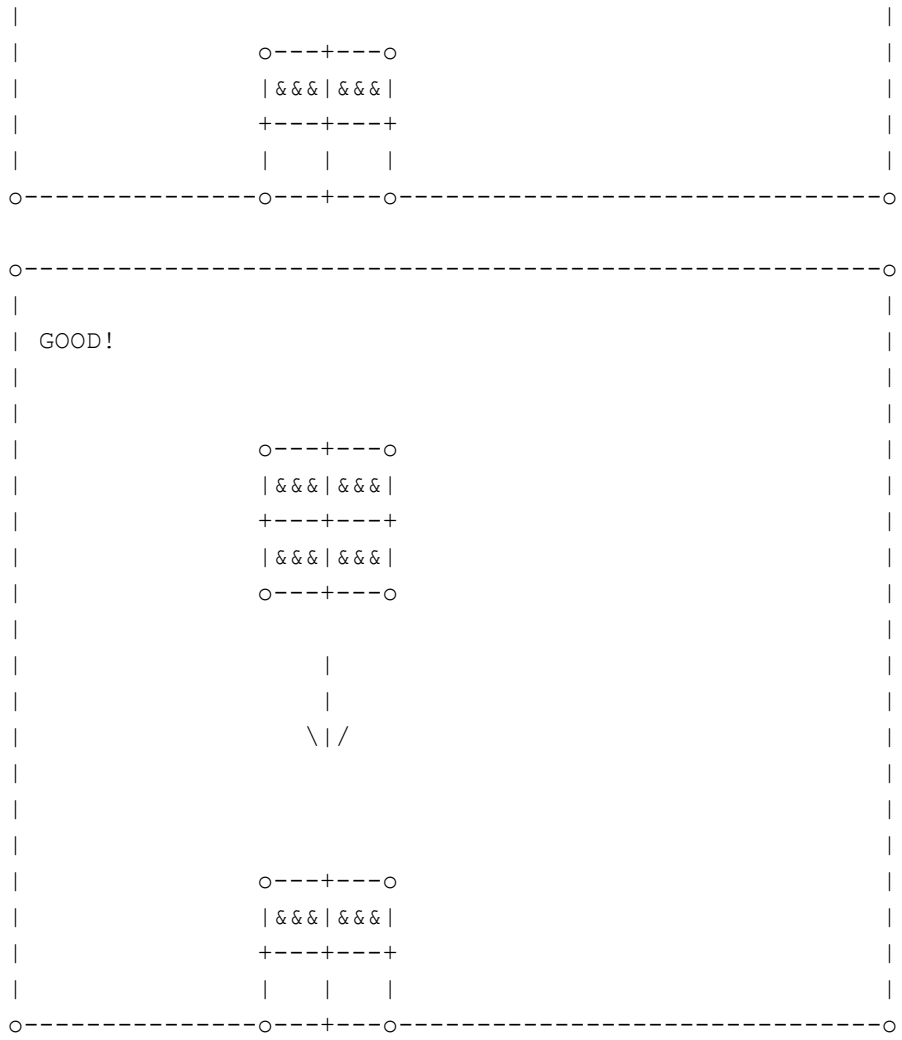


As you can see the setup on the left will cause the white block to disappear, then the coloured squares on top will drop and form a coloured block which will also disappear. On the right we see that the coloured squares have been shaved off formed two blocks that will both disappear and net you more points, so as you can see the II block is a powerful too when use correctly. When used incorrectly however it's not so great. I find myself often dropping then one on top of another vertically with little else to do and while two large vertical lines of same-coloured squares might sound appealing, it needlessly raises you up toward the top and they are hard to get rid of since you need to eliminate them from the side. Long story short, don't do that.



While dropping it down by itself can seem pretty appealing since it will just be cleaned away, often the full colour block is better used as a combo tool:

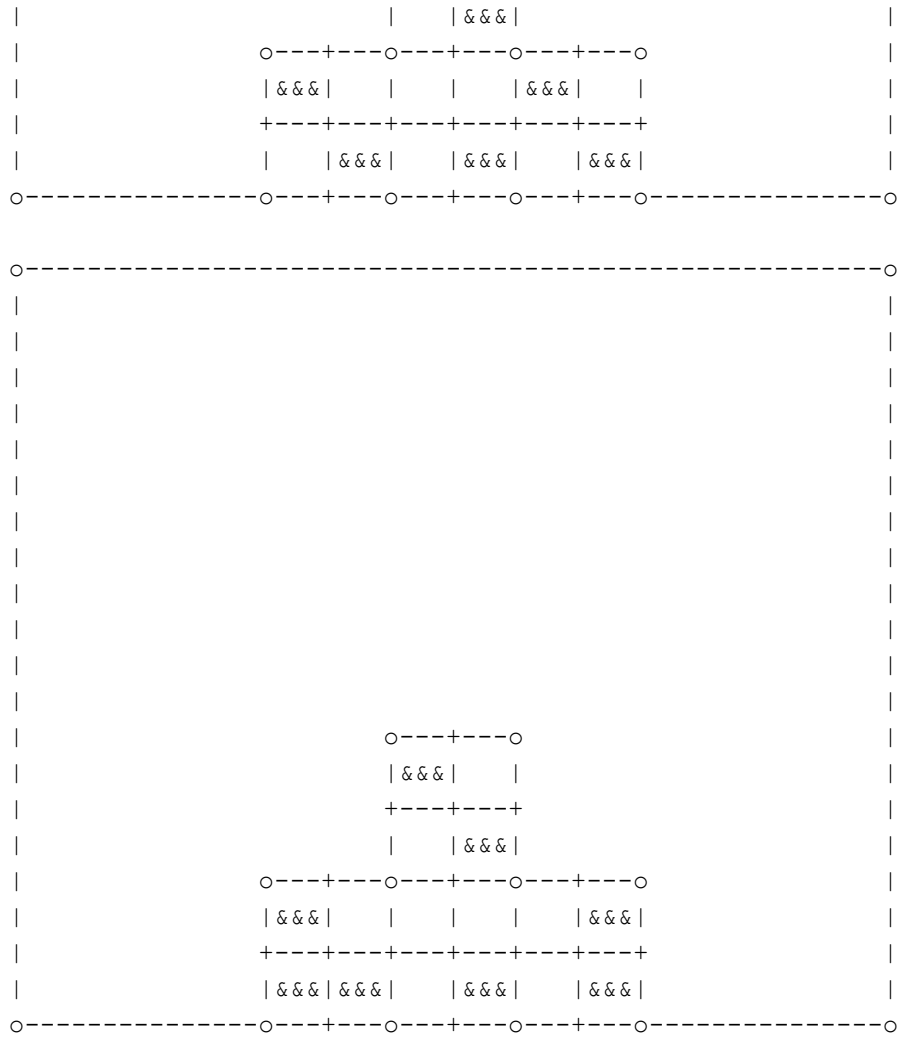




While the first one will drop and disappear netting you some points and not cluttering up the board, take a closer look at the second one. When it lands it will create two blocks of six squares, eliminate all of them for more points than the first one and leave you with less blocks. It's win win!

Puzzle Mode (000E0)

Puzzle mode is a special mode where you have to make certain patterns out of a specific colour and not have any other coloured blocks adjacent to them. Lets take the first puzzle to use as an example for what to do, and what not to.



One of these two diagrams will successfully complete the first puzzle while the other one will not. Can you figure out which one is wrong? The answer is the second one. Notice a perfectly shaped white cross in the middle, however touching the right side is another white block that is no part of the shape. This is a no-no. Which colour you choose is irrelevant, both are fair game.

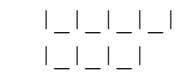
When trying to complete puzzle mode all you are really doing is the same basic thing over and over again which is piling useless blocks on the side while taking blocks that you are waiting for and setting them up in the centre to create the shape that you cant. I find that most of the time you are waiting for the II design blocks with the L shaped ones a distant second. Full colour ones are near useless here and the checkered blocks have limited use too. Keep an eye on the upcoming blocks and make absolutely sure you know what you're looking for. Personally I find that the best thing to do is completely memorize the exact shape you are trying to make before you begin to minimize the amount of time you waste looking at it on the side. There are quite a few puzzle levels in this game, and while you really don't need an individual strategy for each one, all the shapes you'll need to create are seen below.

Small Cross:

Small Square:

Small Checker:

Dog:

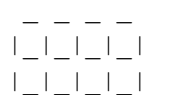


A:

Giraffe:

Alligator:

Create 4x4:

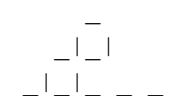


Smile:

Horse:

Arrow Up:

Arrow Left:



Arrow Right:

Arrow Down:

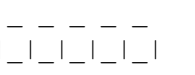
Infinity:

Clear All:

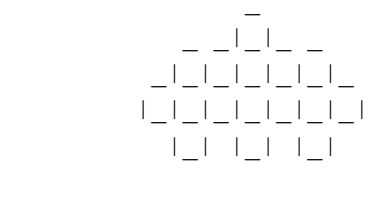
Delete
Every
Block
On The
Screen

Big Square:

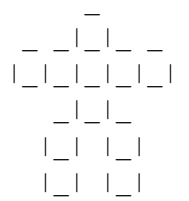
Big G:



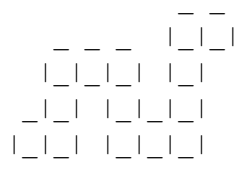
UFO:



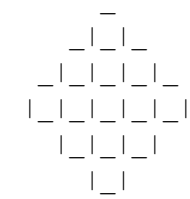
Human:



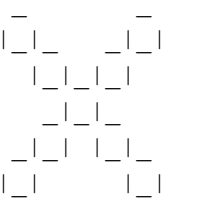
Snake:



Big Checker:



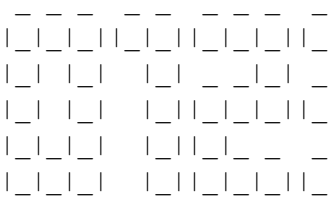
Big Cross:



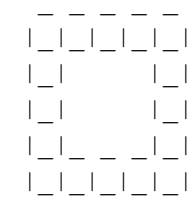
Delete Over 20 Blocks:

Clear More
Than 20
Blocks|
Before Time
Runs Out

Zero to Three:



Large O:



There's a couple other things to make note of for the puzzle game, some of these require a difficult trick for you to complete them like the 4x4 for example. What you need to do is leave the middle open until the last possible second and then wait until you see full colour blocks coming then put them in place quickly before the sweep comes by and eliminates them so you have enough time to stack them and achieve the goal. The other thing is that this isn't the end of the puzzle section, there are twice as many puzzles however at this point they loop and you must do everything you just did TWICE during the time limit period. A little repetitious perhaps, but challenging nonetheless.

O==O
| Skins (00000) |
O==O

| umines /----------o
|_ ----o----\ Shinin' |
(00001) \----------o

Song Title: Shinin'
Artist: Mondo Grosso
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 1st skin

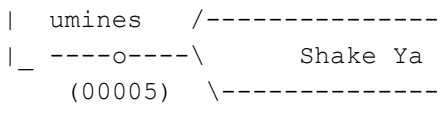
| umines /----------o
|_ ----o----\ Urbanization |
(00002) \----------o

Song Title: Urbanization
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Green
Unlocked: Challenge mode 2nd skin

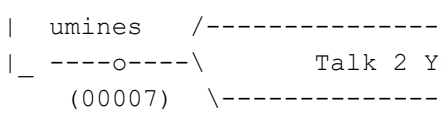
| umines /----------o
|_ ----o----\ Round About |
(00003) \----------o

| umines /----------o
|_ ----o----\ Slipping |
(00004) \----------o

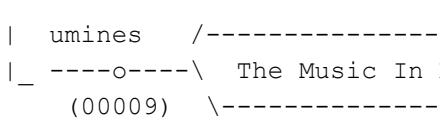
Song Title: Round About
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Gold
Unlocked: Challenge Mode 3rd skin



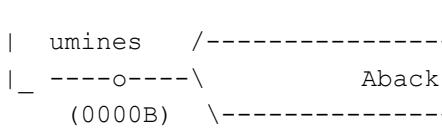
Song Title: Shake Ya Body
Artist: Mondo Grosso
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 5th skin



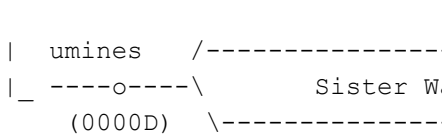
Song Title: Talk 2 You
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Blue
Unlocked: Challenge Mode 7th skin



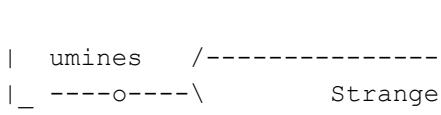
Song Title: The Music In My Soul
Artist: Eri Nobushika
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 9th skin



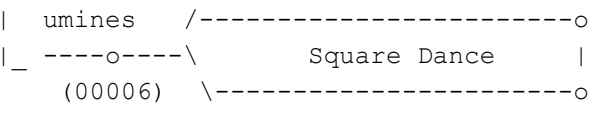
Song Title: Aback
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Brown
Unlocked: Challenge Mode 11th skin



Song Title: Sister Walk
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 13th skin

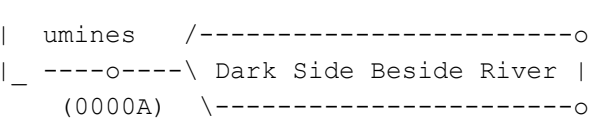


Song Title: Slipping
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Red
Unlocked: Challenge mode 4th skin

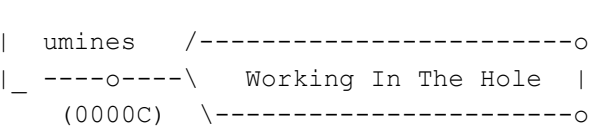


Song Title: Square Dance
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge mode 6th skin

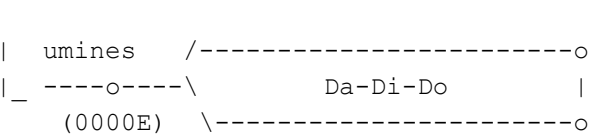
Song Title: Just...
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Red
Unlocked: Challenge mode 8th skin



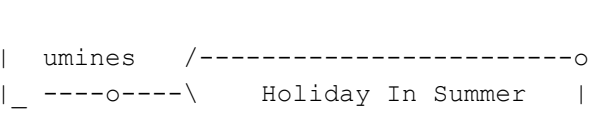
Song Title: Dark Side Beside River
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Dark Green
Unlocked: Challenge mode 10th skin



Song Title: Working In The Hole
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Red
Unlocked: Challenge mode 12th skin

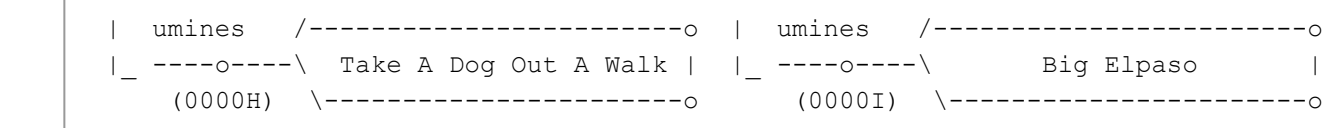


Song Title: Da-Di-Do
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Red
Unlocked: Challenge mode 14th skin



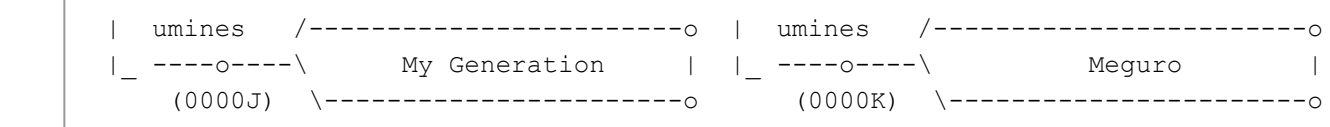
Song Title: Strangers
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 15th skin

Song Title: Holiday In Summer
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge mode 16th skin



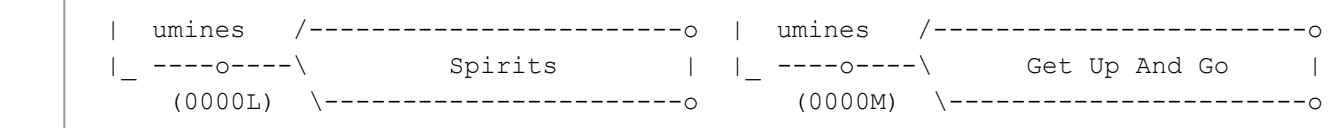
Song Title: Take A Dog Out A Walk
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 17th skin

Song Title: Big Elpaso
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge mode 18th skin



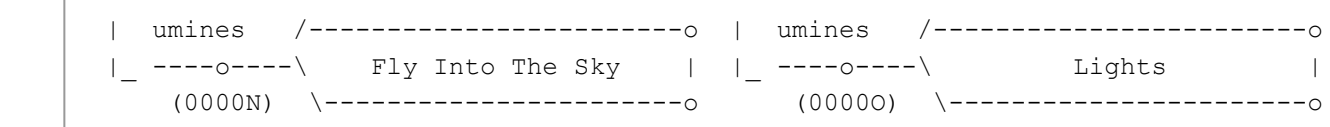
Song Title: My Generation
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 19th skin

Song Title: Meguro
Artist: N/A
Block #1 Colour: Brown & Gray
Block #2 Colour: Green & Brown
Unlocked: Challenge mode 20th skin



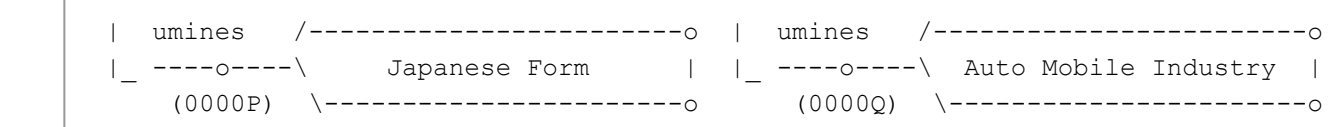
Song Title: Spirits
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge Mode 21st skin

Song Title: Get Up And Go
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Green
Unlocked: Challenge mode 22nd skin



Song Title: Fly Into The Sky
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Blue
Unlocked: Challenge Mode 23rd skin

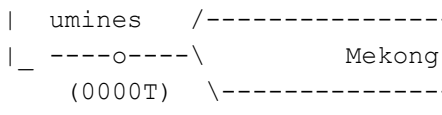
Song Title: Lights
Artist: Eri Nobuchika
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Challenge mode 24th skin



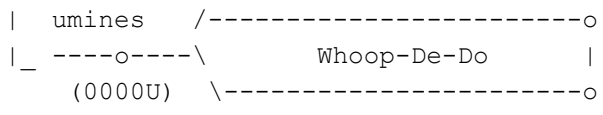
Song Title: Japanese Form
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Red
Unlocked: 1st stage of Vs CPU mode

Song Title: Auto Mobile Industry
Artist: N/A
Block #1 Colour: Blue
Block #2 Colour: Orange
Unlocked: 2nd stage of Vs CPU mode

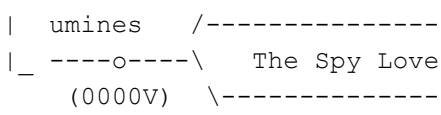
Song Title: Please Return My CD
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Black
Unlocked: 3rd stage of Vs CPU mode



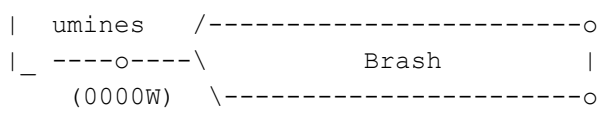
Song Title: Bird Singing In Night
Artist: N/A
Block #1 Colour: Blue
Block #2 Colour: Yellow
Unlocked: 4th stage of Vs CPU mode



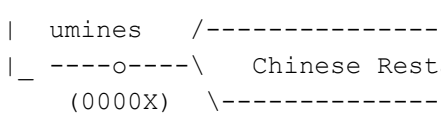
Song Title: Mekong
Artist: N/A
Block #1 Colour: Blue
Block #2 Colour: Green
Unlocked: 5th stage of Vs CPU mode



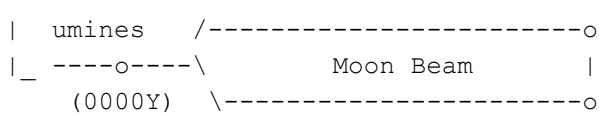
Song Title: Whoop-De-Do
Artist: N/A
Block #1 Colour: Black
Block #2 Colour: Yellow
Unlocked: 6th stage of Vs CPU mode



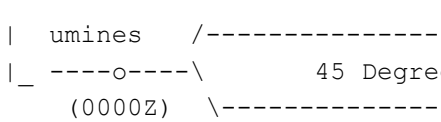
Song Title: The Spy Loves Me
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: 7th stage of Vs CPU mode



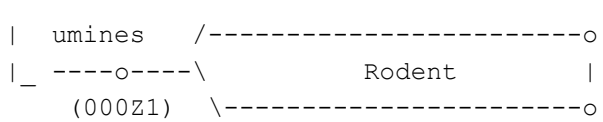
Song Title: Brash
Artist: N/A
Block #1 Colour: Hearts
Block #2 Colour: Spades
Unlocked: 8th stage of Vs CPU mode



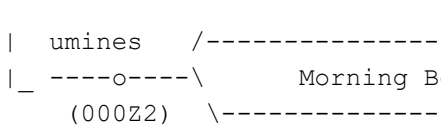
Song Title:
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: 9th stage of Vs CPU mode



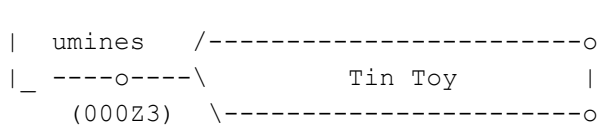
Song Title: Moon Beam
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Brown
Unlocked: 10th stage of Vs CPU mode



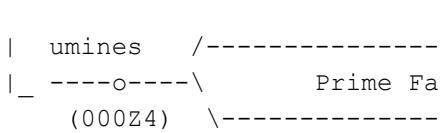
Song Title: 45 Degrees
Artist: N/A
Block #1 Colour: Silver
Block #2 Colour: Gold
Unlocked: Puzzle Mode



Song Title: Rodent
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Red
Unlocked: Puzzle Mode



Song Title: Morning Beats
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Green
Unlocked: Played Certain # of Hours



Song Title: Tin Toy
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Played Certain # of Hours

Song Title: Prime Factor
Artist: N/A
Block #1 Colour: White
Block #2 Colour: Orange
Unlocked: Played Certain # of Hours

O===O
| Version History (000X1) |
O===O

Version 0.00 - (April 19th, 2005) - Began the walkthrough
Version 1.00 - (April 19th, 2005) - Completed the walkthrough

O===O
| Legal (000X2) |
O===O

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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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| Credits (000X3) |
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Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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