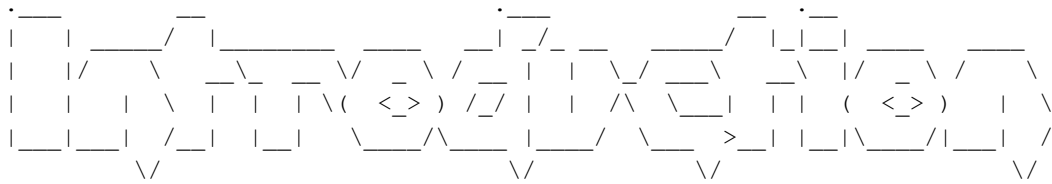
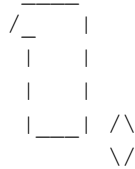


- 4.1. TS The Floor Method-----TSH1~
- 4.2. TS The Block Method-----TSH2~
- 4.3. TS The Moving Method-----TSH3~
- 4.4. TS The Infinite Tower Method-----TSH4~
- 4.5. While You are Repairing...-----TSH5~

- 5. Closing-----CLS~
- 5.1. Credits-----CLS1~
- 5.2. Contact Information-----CLS2~
- 5.3. Thanks-----CLS3~



INT~

* 1.1. Legal Stuff *

INT1~

I know you probably aren't going to read any of this, but I have to put it all here anyway. You may not use this guide and say it is your own. You may copy and print this guide for personal use only; any other use of this guide must have my express written consent. As of now this guide is only allowed to be used on the following sites:

- <http://www.gamefaqs.com>
- <http://www.lup.com>
- <https://www.neoseeker.com>
- <http://www.supercheats.com>
- <http://www.gamerhelp.com>

Thank you for your cooperation.

* 1.2. About this FAQ *

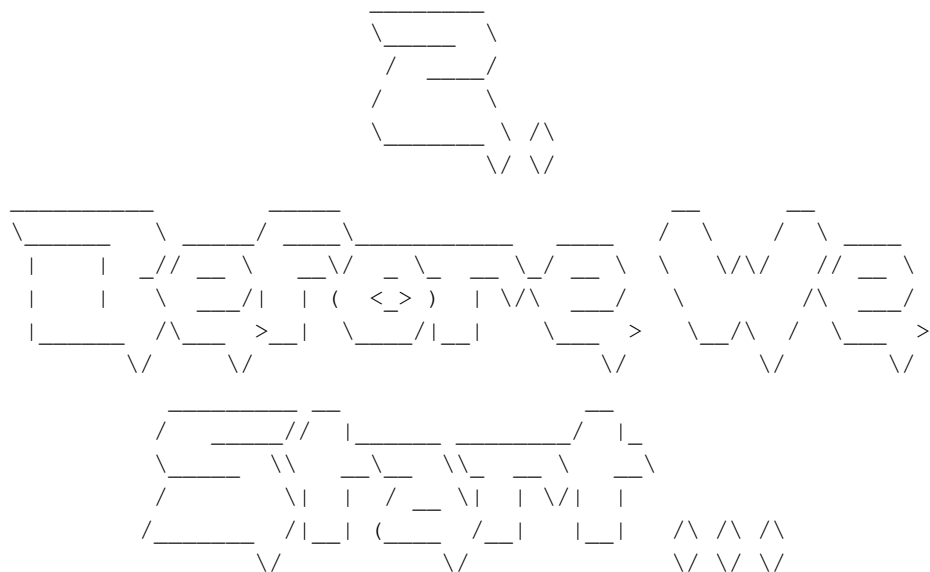
INT2~

I decided to write this FAQ after the numerous complaints I have been hearing on the message boards about "checker blocks" in Lumines. This guide is designed to teach you how to deal with those pesky buggers. Suprisingly, it is a lot easier than one may think.

To find anything at all in this guide, look in the table of contents. Find the section or chapter you want, and look to the right. Whatever letter/number sequence is there, you type into the "find" command in your browser. For example, to find the "version history" section, type ctrl + f and type in "INT2~" (minus the quotes, of course).

Also, if using Internet Explorer, text size should be set to "Medium" for

optimal viewing of this FAQ.



BWS~

* 2.1. Lumines Basics *

BWS1~

If you are reading an in-depth FAQ such as this one, I would assume that you already know what Lumines is, and how to play it. However, if you do not know how to play Lumines, I will quickly go over the basics.

In Lumines, blocks of two different colors fall into a grid. In my FAQ, I will represent a block like this:

```

XO
XX

```

The X is representing one color, while the O is representing the other. Of course there are many different types of blocks. Following in the next section is a list of all of the different types of blocks, as well as the different names you may see me or someone else call them.

Your goal is to make the falling blocks form a 2x2 square of the same color blocks. So for example, if you had the block I just showed you from up above, you could drop it on top of another block like this:

```

XO
XX

XX
OO

```

To make:

```

XO
XX
XX
OO

```

Which after 1 sweep of the timeline, becomes:

XO

OO

So do you get how the timeline works? The timeline is a line that sweeps across the screen in time with the music. As it sweeps over any group of 4 like-colored blocks, they are deleted from the screen. Make sure you understand the concept of the timeline very well, for it will be important later on in this guide.

* 2.2. Types of Blocks *

BWS2~

The following list is a "picture" of each type of block, as well as a short description of them. I will use all of the terms interchangeably, so it would be good to know them all. I will, however, try to stick to the first name that I give the block.

OO
OO

This block is usually called a "blank", but you will sometimes hear it called a "blankey" or a "whitey". It all depends who you are talking to. This is one of the easiest blocks to get rid of.

OX
OO

This block is usually called a "single", but you may also hear it referred to as a "oney" or a "loner". Next to the "checker" blocks, these ones will cause the most problems.

XX
OO

This block is usually called a "half", but you may also hear it as a "double" or as a "twoey". Next to the blanks and quads, this is the second easiest block to get rid of.

XX
XO

This block is usually called a "triple", but you will also hear it called a "three", "trey", and "triplet". Along with the single, this block is relatively difficult.

XX
XX

This block is usually called a "quad", but can also be called a "full" or a "four". Along with the "blank", this block is the easiest to get rid of.

XO
OX

And finally, this is the infamous "checker" block. You may also hear this referred to as a "split", "duece" or SON OF A *****! <_< This is the single hardest block to get rid of, but fear not, for I bring you strategies to tackle this bugger. You can find these later in the guide.

* 2.3. Terms to Know *

BWS3~

Before I get into any specific checker block strategies, there are a few terms that you need to be familiar with.

Column-the vertical rows that you drop your blocks into. In this FAQ, columns will be displayed like this

12 34 56 78

XO OX XO XO
XX XX XO XX

That picture would represent 4 different blocks that you have dropped next to each other.

Timeline-the timeline is the line that sweeps across your grid and deletes any set of 4 like colored blocks that you might have put together. So, for example, the above image would look like this after the timeline went by one time:

12 34 56 78

XO O O XO
XX X O XX

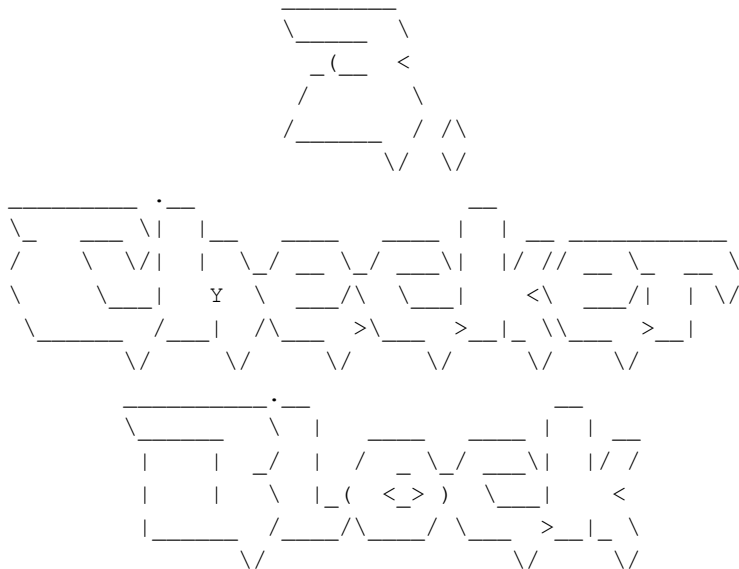
Get it? Good.

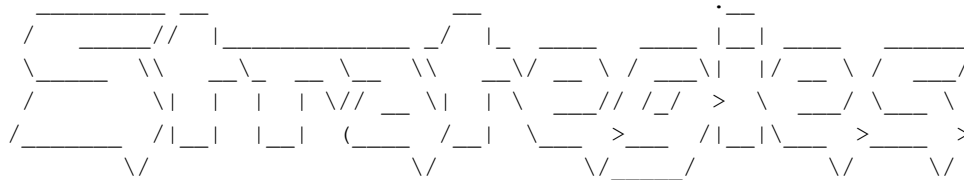
Delete-any 4 like colored-blocks that are put together on the grid.

Half delete-when you complete a delete right as the timeline passes over it. This will cause only the half of the delete to the right of the timeline to be deleted. This is very bad in all of my checker strategies, so AVOID HALF DELETES.

And I think that is about all of the terms you will need to know for this guide.

And now, the moment we have all been waiting for.....





TCB~

The following methods are the most effective methods I have found for dealing with checker blocks. For each method, I will give various pictures of how to set them up, as well as ratings at the end of each section for:

- Ease of setting up: X/10 - How easy the method is to set up.
- Ease of executing: X/10 - How easy it is to use the method.
- Number of deletes per execution: X - How many deletes you get from the entire pattern.
- Overall Score: X/10 - Uh...how good it is overall.

IT SHOULD BE NOTED THAT ALL OF THESE METHODS SHOULD BE DONE ON THE RIGHT SIDE OF THE GRID! DO THEM ON THE RIGHT SIDE TO AVOID HALF DELETES BECAUSE YOU COULD NOT SEE THE TIMELINE. REPEAT AFTER ME. "I WILL DO ALL OF MY CHECKER BLOCK STRATEGIES ON THE RIGHT SIDE OF MY GRID". Good. If that doesn't stick out at you...then, wow. Remember...right side. Right side=checker blocks, Left Side=Chaos zone. I can't stress this enough.

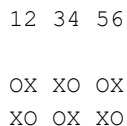
Oh yeah, I almost forgot. NEVER USE A CHECKER BLOCK IF IT HAS A DESTROYER IN IT!!! This could mess up your entire pattern. I don't believe it matters for the first method, but it will mess up all the rest. Plus, you don't want to waste a destroyer block if it won't be used to its full potential.

 * 3.1. The Floor Method *

TCB1~

The Floor Method is one of the easiest setups for dealing with checker blocks. Hence the name, in the floor method, you make a "floor" in your grid consisting of pairs of checker blocks. To set this up, you can take as many columns as you would like to use, but I recommend using no more than six. If you use up too many columns, you will not have enough room in your chaos zone.

Here is an example of the start of a Floor Method:



Now, let's examine this without putting them in columns:



You see where I put the stars? If you'll notice, all of those are in pairs.

Once you have something like that set up, your next move will be to drop a couple of half blocks like this:



```
XX00
OXX00X
X00XXO
```

Which after the timeline passes one time will look like this:

```
123456

000XXX
X00XXO
```

Which after ANOTHER pass of the timeline will become:

```
123456

O   X
X   O
```

Proceed to drop in more dueces to make:

```
1 2345 6

O OXXO X
X XOOX O
```

OR:

```
1 2345 6

O XOOX X
X OXXO O
```

NOTE: You can use whichever of these two that you would like--both will have the same outcome. It just depends whether you prefer left or right. I prefer working on the right, so my work stays away from the chaos zone on the left.

Now you need to drop more halves on like such:

```
123456

XX00
O0XX
OX00XX
X0XX00
```

Which after two passes of the timeline becomes one lonely checker:

```
123456

OX
XO
```

Now, look at the original setup. Do you notice something? Good observation! The block that we now have sitting here is the exact same block that was in columns 1 and 2 of our original setup! Now you can just start it all over again! ^_^

RATINGS:

```
Ease of setting up:          9/10
Ease of executing:           7/10
Number of deletes per execution: 8
Overall Score:                8/10
```

Notes from Slasher:

I don't really use this one that much, mainly because you are forced to incorporate other types of blocks into this pattern. However, it is the most simple out of all the methods I will be outlining. On top of simplicity, it provides many deletes per execution. It is very crucial to watch the timeline. This is a method where a half delete could cause a lot of trouble.

* 3.2. The Block Method *

TCB2~

The Block Method is another very useful tool for ridding yourself of those nasty checkers, and it is my personal favorite method.

Start out by taking 4 checkers and making a pattern like this:

12 34

XO OX
OX XO
OX XO
XO OX

After a pass of the timeline, it becomes this:

12 34

X X
O O
OO OO
XO OX

Which after another pass becomes:

12 34

X X
O O
O O
X X

To which you know drop two more checkers in one of two ways:

1 23 4

X OX X
O XO O
O XO O
X OX X

OR:

1 23 4

X OX X
O XO O
O XO O
X OX X

NOTE: We will use the example with the new delete being on the right.

Which will become:

12 34
XO
OX
OX XX
XO XX

Which will then become:

12 34
XO
OX
OX
XO

We're finally here. Doesn't look like much, does it. Take a quick gander at the original setup. If you will notice, the first two columns are exactly the same as the first two columns in the original setup. So, just put two more checkers on the right side to make another delete in the center, and you can start all over with the pattern again. Pretty nifty, eh?

RATINGS:

Ease of setting up: 9/10
Ease of executing: 9/10
Number of deletes per execution: 4
Overall Score: 9/10

Notes from Slasher:

This is my personal favorite method. When I first figured this one out, my scores started to skyrocket. One thing to remember, it doesn't matter if in the fourth step that I outlined whether you make the delete on the right or on the left. If you make it on the left instead of the right, you will just get the last step as the right side of the original form instead of the left side. That fourth step is really the only one that you can afford to make a mistake in how you have the block positioned. If you make one anywhere else, you will leave yourself with some fun cleanup. That will be tackled later on in this FAQ.

* 3.3. The Moving Method *

TCB3~

This was a method I just recently discovered, and while it is odd, it does work. It takes a little bit of getting used to, but it is sometimes fun to try out.

To start off the Moving Method, drop two checker blocks like this:

1234

XO
OX*
*XO
OX

when you drop them it will become this:

1234

O
X
XXO

OOX

From here, drop another checker as such:

1234
XO
OX
O
X
XXO
OOX

And it will become this:

1234

OO
XX
XXXO
OOOX

Which after 2 passes of the timeline, will look like this:

1234

X O
O X

From here, you can drop more checker blocks like this:

1234
OX
XO
X O
O X

Which will then become:

1234

X
O
X OO
O XX

Drop another checker like this:

1234
OX
XOX
O
X OO
O XX

Which after a pass of the timeline, will give you this:

1234

XOXX
OXXX

And after another pass of the timeline, you will be left with...:

1234

XO
OX

Yes, Yes! You are left with a singular checker block again! You can do the entire pattern in reverse now. If you are ever in doubt about which two blocks to match up, take a look at the first example for this method. Do you see the two X's with the asterisks next to them? Just always make sure that those match up, and this method will work pretty well.

RATINGS:

Ease of setting up: 7/10
Ease of executing: 7/10
Number of deletes per execution: 5
Overall Score: 8/10

Notes from Slasher:

This one I just kind of came upon randomly while I was screwing around with the game one night. Although it works well, it takes a little while to get the hang of. I would still recommend the block method over this one, but this one can work just as well in the right hands. This is one you need to be especially careful of destroyers and half deletes.

* 3.4. The Infinite Tower Method *

TCB4~

This is probably my least favorite of the methods, but since so much has been asked about it on the Lumines message boards, I figured I would give a good explanation of it. I don't really know who came up with it, but if you can give me some solid proof that you did, I will be more than happy to post your name in this FAQ and give you full credit for it.

To start an infinite tower, you need a singular block:

12

X

You then need to put a checker on top of it like this:

12

OX
XO
X

It will then look like this:

12

X
OO
XX

Now you have your singular block on the top again, so drop another checker:

12

X
OO

XX
OO
XX

You can build it as high as you really want, but as soon as you can, you need to start putting triple blocks on it like so:

12
XO
XX
X
OO
XX
OO
XX

To make this after the timeline passes:

12

O
OO
XX
OO
XX

You could keep using triple blocks until it gets to the bottom, or use another checker block like this:

12
XO
OX
O
OO
XX
OO
XX

Which after 2 passes of the timeline becomes:

12

O
XX
OO
XX

You can keep using the dueces or use triples until the tower is back down to a single block again, and then build it back up.

RATINGS:

Ease of setting up: 7/10
Ease of executing: 6/10
Number of deletes per execution: Variable (depends on how high you build)
Overall Score: 6/10

Notes from Slasher:

I personally don't like this method very much, just because it is a bit too confusing. Also, you have to use more than just the checker blocks, which is why I prefer the Moving method and Block method to this one. Overall, I believe the hype for this one is quite overrated. Also, I have seen many different variants on the Infinite Tower Method, so this is not the only one, but this is (supposedly) the original method. Again, if you didn't see

Here's the change. now, we don't wait for the second sweep, we drop in another checker like so

BBlock 4

OX
XO

drops here

```
.O.|
.X.|
.XX|
.OO|
OOO|
OOO|
----
```

and wait for sweep

```
.O.|
.X.|
.XX|
----
```

Now we can stack any number of checkers on top of this in alternating orientation.

XX

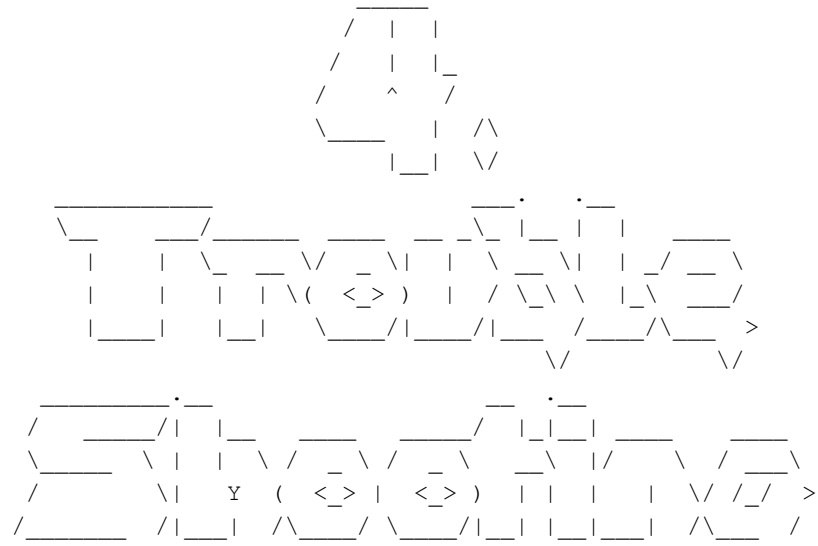
I have not yet personally tried out this strategy, but I plan to soon, when I get a chance to actually play the game. The following ratings are based on NO ACTUAL GAMEPLAY. I will simply base them on how it seems it would go.

RATINGS:

Ease of setting up: 5/10
Ease of executing: 7/10
Number of deletes per execution: 1
Overall Score: 8/10

NOTE: It may seem odd that I gave an overall score of 8/10 while all of the other scores were much lower. This is because I feel to set it up and to execute this strategy takes a certain amount of luck with the blocks and the timeline.

XX



TSH~

In this section, I will explain all about what to do when you make a big old mistake while setting up these patterns, because as we all know, mistakes do happen. Now, be warned, some do not really have a definite method to clearing up space to rebuild--I can only give you a general idea of what you can do. There are way too many variables to determine an exact "cure" for your mistake. Of course, if you have enough guts to try it, you could always try remaking the pattern in another area of your grid that is clear, but this could cause some problems with the timeline. I would only recommend that if you want a real challenge or if there is no other option.

* 4.1. TS The Floor Method *

TSH1~

The Floor Method is actually relatively easy to troubleshoot...with a little bit of luck. Since there is really only one way to mess up when setting it up, it is relatively simple to cure.

Let's say that you accidentally do this:

123456

XOXOOX
OXOXXO

Simply put on two more checkers like so:

123456

OXXO
XOOX
XOXOOX
OXOXXO

Now, picture that the duece on the left is no longer there...:

123456

OXXO
XOOX
XOOX
OXXO

Oh, it's a miracle! Look, the BLOCK PATTERN!!! ^_^

So basically...if you make that kind of mistake, you aren't quite dead yet. Even if you hate using the block pattern, it is better than not using it and getting to 999,998 before finally losing.

Now, if you make something like this:

123456

XOXOXO
OXOXOX

...You are more or less hosed. Your best bet would be to try to make some pairs on the left side of the pattern and hope for the best. It is possible to get out of that situation--you just have to think fast and have a little bit of

luck.

```
*****
* 4.2. TS The Block Method *
*****
TSH2~
```

And now we come the yin of the Block Method's yang...when you make a mistake.

This is one with too many variables to even bother showing even just one or two ways to get out of a jam. If it looks like you can clear it, you might try to use a destroyer to get all the blocks of one color out of the way, and then finish the job with Blanks or Quads. If it looks too complex to even bother fooling around with, don't worry, all is not lost! Your best bet there would be to make a new "floor" on top of your existing pattern. If you do decide to make a new floor, make sure that it is a checkerboard pattern. Yes, you heard me correctly, A CHECKERBOARD PATTERN. This is the one time in the entire game that I am going to encourage you to make a checkerboard pattern. By doing that, you ensure that you will not have any accidental deletes that will mess up your new pattern, or else you will be in for a world of hurt.

```
*****
* 4.3. TS The Moving Method *
*****
TSH3~
```

This is another one where if you mess up, you are more or less hosed. There is one certain spot in the method that if you mess up, there is a definite way to get out of the jam. If you mess up anywhere else, you will have to end up clearing your whole space out again, or moving it to somewhere else. I would think that that would be the way to go. While you are trying to clear up the space, you will need to manage your checker blocks well, so check that section in this guide. There's really not much else I can do for you on this one.

```
*****
* 4.4. TS The Infinite Tower Method *
*****
TSH4~
```

The only real way to mess up this pattern is to make something like this:

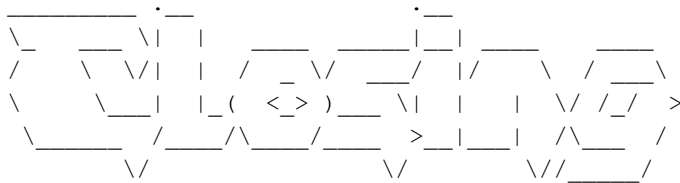
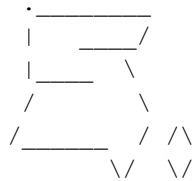
```
12
X
XO
OX
OO
XX
```

...In which case your best bet is to try to make some pairs on the left side and just hope for the best. There isn't really much you can do with something like this besides hope for the best. Odds are, if you can get some good pairs going that you will do fine.

```
*****
* 4.5. While You are Repairing... *
*****
TSH5~
```

Here I will just give you a few short, general tips about what you can do while you are trying to fix up your duece area; nothing fancy, just some good tips to go by.

- Always try to make some pairs when you have to drop a duece
- Odds are that if you complete a delete with a duece, you will leave something nasty behind.
- Try to clear up as much space in your chaos zone as you can to maybe start another checker pattern.
- Don't hastily throw down checkers without first considering what you will leave behind.
- Always be mindful of what types of blocks you will need to clear out your duece zone, and watch for them on the left.
- The sooner you can start making your patterns again, the better.



CLS~

* 5.1. Credits *

CLS1~

Author - Slasher 44023 (Andrew Selle)

ASCII Art - <http://www.network-science.de/ascii/>

* 5.2. Contact Information *

CLS2~

If anyone has any reason to contact me at all, there are three different ways to reach me.

1. E-mail me at DASelle@neo.rr.com
2. IM me on AIM at [MarchingMello08](#)
3. Message me on the Lumines board at [GameFAQs](#) and ask for [Slasher44203](#).

* 5.3. Thanks *
