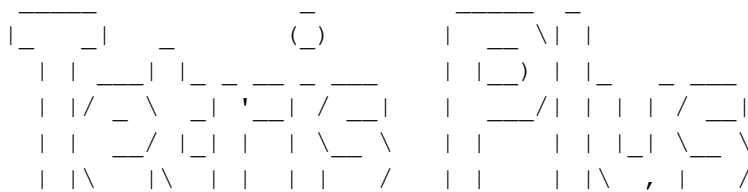


Tetris Plus FAQ

by KeyBlade999

Updated to vFinal on May 31, 2012



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|           Tetris Plus           |
|           An FAQ               |
|           By KeyBlade999       |
|                               |
|           File Size: 12.9 KB   |
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Section Negative One: Donations          **TETRIS_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents          **TETRIS_0**
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Section One: Intro

TETRIS_1

Welcome to another FAQ of mine. This one covers the GameBoy game, Tetris Plus. This game is actually little more than an expansion of the original Tetris games. But a good expansion, at least.

Yeah, I don't have much to say about this; not real good with this, you know. But try to enjoy.

Section Two: Version History

TETRIS_2

Final - First and likely only version of this FAQ completed.
8:02 PM 5/28/2012

Section Three: Legalities

TETRIS_3

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

Section Four: Basics of the Game

TETRIS_4

Controls

These are the default controls. Some can be changed in the Options menu.

- ~~ D-Pad : (Left/Right) Move blocks left and right.
(Down) Make blocks fall down faster.
(Depends) Cycle through choices.
- ~~ A Button : Rotate blocks ninety degrees clockwise; confirms choice.
- ~~ B Button : Rotate blocks ninety degrees counterclockwise; cancels choice.
- ~~ Start : Confirm choice; pause game.
- ~~ Select : Cycle through choices.
- ~~ L/R Buttons: These only have functions on the GBA SP and GameBoy Player ways of playing the game. They will widen/narrow the screen, respectively. Otherwise, N/A.

There also is a soft reset combination that lets you return to the title screen - A+B+Start+Select.

General Game Basics

The generalized concept of the game is very, very simple. You want to use the D-Pad to manipulate the blocks so that they make full rows horizontally when they hit the ground. Doing so will earn you points and make the rows disappear; the more rows cleared, the more points earned. You can clear one to four rows simultaneously.

The remaining blocks will go down the same number of rows that were filled in; fill up two, the blocks go down two. However, that's it. Gravity tends to be nonexistent here except in some strange paradoxes in certain modes.

But, yeah, that's it for the most part. Continue making rows to get points until the stack of blocks fills up the screen so that another one cannot fall properly. The game will end at that point.

Of course, each game mode has its own extra rules to add.

Classic Mode

This mode plays along the general rules outlined above.

However, there are some changes. Firstly, when you clear enough lines of blocks, your "level" will go up. The "level" will determine how fast the blocks fall; that is, the more lines you clear, the faster the blocks will fall. You can choose which level to start at. Also, as your level increases, so do your points earned.

Puzzle Mode

Also playing along the typical general rules, this one adds more of a twist. Your character will actually travel around the world to various dungeons (which you pick and unlock).

These puzzles, of course, are special. Firstly, your goal is to make the Professor get to the bottom goal line. To do so, you'll need to clear blocks away to get him there. Being the size of your 2x2 block, you'll need to clear a

line of at least two spaces for him to fall through.

He tends to walk in one direction until hitting something, then turning around. He will unwittingly fall into gaps (see the gravity paradox yet?). You also can place blocks on the Professor; rather than be squished, he'll just climb on up. (And probably fall again.)

You are also timed in the lower-right corner of the screen. This merely will determine a bonus you may or may not get at the end of the level. It tends to be that faster times yield bonuses; the faster, the better.

So, what prevents this from being a super point-fest?

That spiky roof at the top of the screen, the Cutter! This thing will slowly go down, destroying all in its path -- blocks or strangely-pudgy Professors! As you can quite well tell, the Professor will die if he touches it. And the Cutter will go down every now and then.

To make it go back up, you'll have to score a Triple or a Tetris (clear three or four lines, respectively).

If you lose by letting the Professor get touched by the Cutter, you can restart the level or quit. The game is saved between levels, so if you quit, you can start back on the next level to be completed later.

Versus Mode

For this, you'll need two GameBoy consoles or acceptable substitutes, two Tetris Plus game cartridges, and a GameBoy Link Cable. Connect them, turn them on, and have someone opt to start VS. Mode.

Setup in-game requires you to pick how many matches you'll play and a handicap for each player. The handicap sets how high the Cutter will start.

The game plays just like Puzzle Mode but with a few exceptions. For one, the winner of the match will reach the goal first (as in Puzzle Mode), or will have his opponent's Professor touch the Cutter.

Secondly, you can't make the Cutter go back up at all. However, if you happen to execute a Double, Triple, or Tetris (clear two, three, or four lines, respectively), you'll send that many "garbage lines" to your opponent. They can't be cleared away, either. So it still helps you to win.

Edit Mode

Here, you can create your own ten-stage Puzzle Mode.

First, begin by choosing "Edit". On the right, you can...

- ~~ Load a level
- ~~ Save your current level
- ~~ Clear the level (minus Professor and Cutter)
- ~~ Place (A Button) or erase (B Button) blocks (use Select to change type)
- ~~ Move the Professor (cannot be above or immediately touching the Cutter)
- ~~ Move the Cutter (cannot be below or immediately touching the Professor)
- ~~ Test play the level

~~ Exit the editing mode.

Once you create ten stages and have them saved, you can then go ahead and exit the edit mode, then "Play" the ten-stage Puzzle Mode you made.

Note that ten designs are pre-loaded onto the cartridge, each stage having the design of a number respective to the stage number.

Options "Mode"

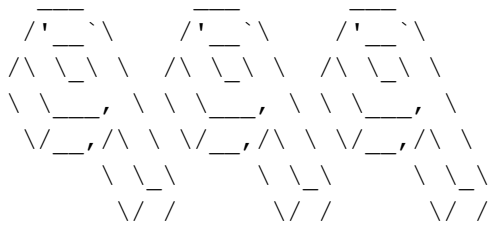
Here, you can mess with some settings.

- ~~ BGM : Play background music?
- ~~ Button Config : Here, you can set how to move the blocks to either the A Button, B Button, or Up on the D-Pad.
- ~~ Sound Test : Here the various sounds in the game.
- ~~ Clear All Data: Erase all saved data?
- ~~ Exit : Leave this "mode".

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|                This is the end of KeyBlade999's                |
|                FAQ for the GameBoy game                        |
|                Tetris Plus.                                    |
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KeyBlade999