

Tetris Attack FAQ

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Tetris Attack
Version 1.43

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1. Version History

1 -> This guide has been completed

1.43 -> Noticed for some odd reason that I forgot to put the version # at the top so that has been added.

Change some wording in the guide

Added "Version History" section

Added "FAQs" section

2. Intro

Ahh. Tetris the one classic game which many have tried to change its simple formula of play. None I've seen have come this close. This game uses some of

the most original and most dangerously addictive game play I have ever seen and play.

3. How to Play

Many who only have played Tetris or haven't played at all should defenetly read this. The gameplay is much diffrent than Tetris.

Getting to know your playing field

Your field consist of a 6x12 grid which can be filled with various blocks. Starting at the sixth row in the middle is your cursour. The cursour can move two panels horizontaly by switching there place with one another. Below list some of the objects that can fill your playing field.

-> Panels. Panels are the basic units of play. There are seven types of panels.

- Light Blue Triangle
- Green Circle
- Purple Diamond
- Yellow Star
- Red Heart
- Dark blue Upside-down Triangle
- Shock Panels (The [!] Panels)

Panels will continue to make their apperence though the bottom of the screen either slowly or fast.

[!NOTE! Dark Blue Upside-down Triangles only appear if the setting are...

- Endless Hard Mode
- Time Trial Normal and Hard Mode
- Puzzle Mode
- Yoshi's Lessons
- Two Player Mode with difficulty set at 8 or higher

End NOTE]

[!NOTE! Shock Panels only appear on Vs. Mode]

-> Garbage Blocks. Garbage Blocks appear only in Vs. Mode. They consisted of blue, red, or grey pieces of block that take up your screen.

How to move and clear panels

The only way to ensure that you don't lose is if you keep clearing panels.

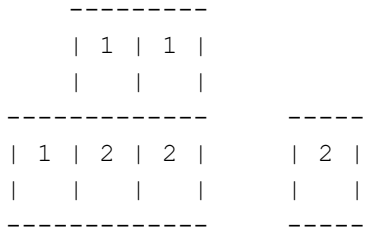
To move any two horizontal panels place your cursour over the two desired panels that you want to move. Press "A" or "B" and the panels will switch places.

To clear panels you need to arrange AT LEAST THREE OF THE SAME PANELS ethier verticaly or horizontaly. Upon doing so the panels will flash and dissappear from the field.

 About combos and chains

Combos are when you clear many panels at the same time. For example if you were to clear 4 panels at the same time that would be considered a combo. The number of panels cleared can be any number above 3 as long as it can fit in the playing field.

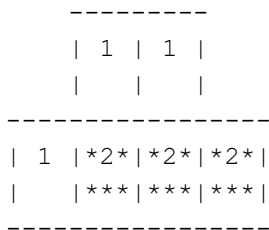
Chains are when one set of panels being cleared causes another set to be cleared. For example take it that the panels are arranged like so...



Legend

- 1-> Panel Type 1
- 2-> Panel Type 2

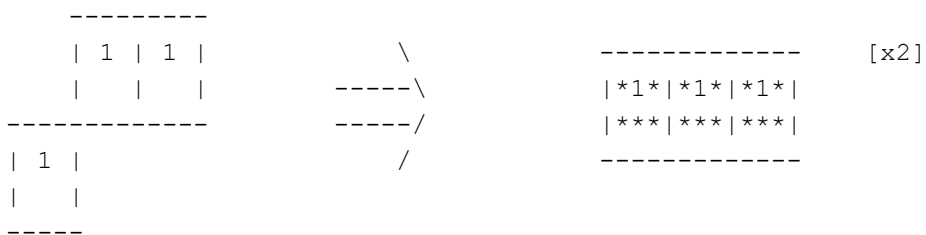
Now switch the Panel labeled 2 so that your field looks like so...



Legend

- 1-> Panel Type 1
- 2-> Panel Type 2
- *-> Set of panels being cleared

Once the the panels are gone the panels labeled 1 will be floating and fall into place.



Legend

- 1 -> Panel Type 1
- * -> Set of panels being cleared

Creating Garbage Blocks

In Vs mode the object is to make your opponent lose. To help you there is system that uses combos, chains, and shock panels to create garbage blocks. Here is the effects of combos, chains and shock panels.

COMBOS

[4] -> 1x3 garbage block
[5] -> 1x4
[6] -> 1x5
[7] -> 1x6
[8] -> 1x3 And 1x4
[9] -> 1x4 And 1x5
[10]-> 2 1x5
[11]-> 2 1x6
[12]-> 3 1x6

CHAINS

[x2] -> 1x6
[x3] -> 2x6
[x4] -> 3x6
[x5] -> 4x6
[x6] -> 5x6
[x7] -> 6x6
[x8] -> 7x6
[x9] -> 8x6
[x10]-> 9x6
[x11]-> 10x6
[x12]-> 11x6
[x13]-> 12x6
[x?] -> 12x6

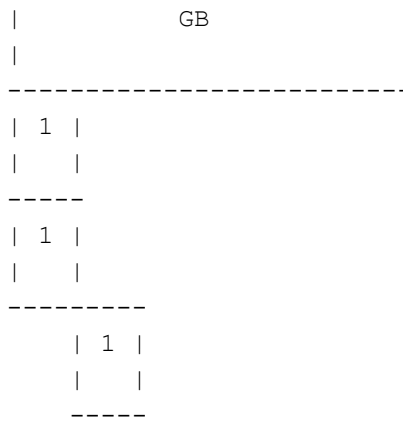
SHOCK PANELS

[3] 1x6
[4] 2 1x6 And 1x3
[5] 3 1x6 And 1x4
[6] 4 1x6 And 1x5
[7] 6 1x6

How to clear garbage blocks

To clear garbage blocks you must clear a set of panels that are TOUCHING the garbage block its self.

For example say your field looks like this...

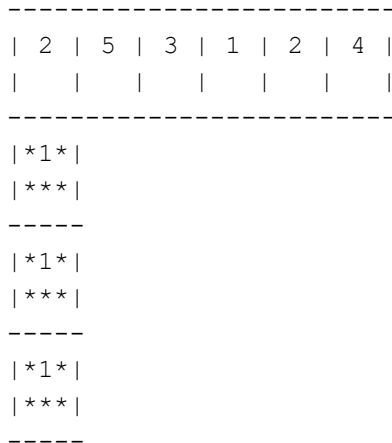


Legend

GB-> Garbage Block

1 -> Panel type 1

Now switch the bottom panel so the set of panels that are labeled 1 can be cleared. Doing so will transform the Garbage Block into panels like so...



Legend

1 -> Panel Type 1

2 -> Panel Type 2

3 -> Panel Type 3

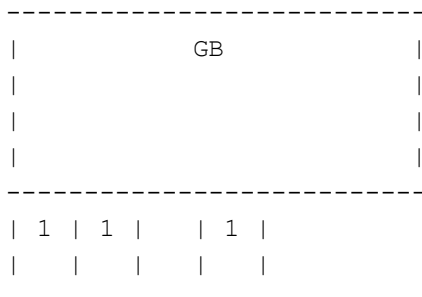
4 -> Panel Type 4

5 -> Panel Type 5

* -> Set of panels being cleared

However when there is a large block [that is one that takes up more than two rows] will take more time to destroy as only the BOTTOM layer will transform.

For example...



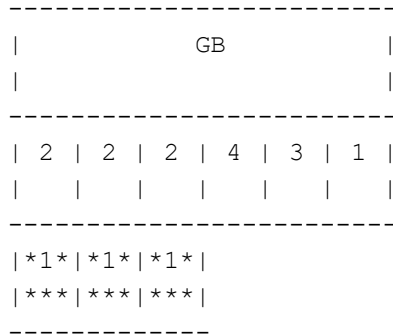
Legend

GB -> Garbage Block

1 -> Panel Type 1

Now switch the panel so that the set of panels labeled 1 can be cleared.
Instead of the whole block transforming only the BOTTOM layer does.

Like so...



Legend

GB -> Garbage Block

1 -> Panel Type 1

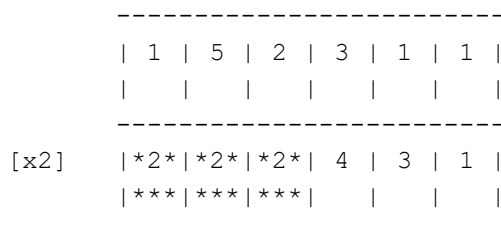
2 -> Panel Type 2

3 -> Panel Type 3

4 -> Panel Type 4

* -> Set of panels being cleared

Now once the transformation of this layer is complete notice how the panels labeled 2 are arranged [hey it could happen] once they drop they will create a chain and clear this thus transforming the Garbage Block completely as shown...



Legend

1 -> Panel Type 1

2 -> Panel Type 2

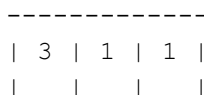
3 -> Panel Type 3

4 -> Panel Type 4

5 -> Panel Type 5

* -> Set of panels being cleared

Once everything is settled your final result should look like...



```

-----
| 1 | 5 | 2 | 4 | 3 | 1 |
|   |   |   |   |   |   |
-----

```

We're almost done with this lesson! Let me show you one more setup you may see. Now if you have two of the same colored Garbage Blocks they will transform the first time. However if you have different colored Garbage Blocks touching they WILL NOT transform at the same time. You will have to transform each garbage block individually.

Now for another example...

```

-----
|           GB1           |
|           |           |
-----
|           GB2           |
|           |           |
-----
| 1 | 1 |   | 1 |
|   |   |   |   |
-----

```

Legend

GB1 -> Garbage Block Type 1
 GB2 -> Garbage Block Type 2
 1 -> Panel Type 1

Now switch the Panel which clears the set of panels labeled 1. The first phase of the transformation is now complete and should look like so...

```

-----
|           GB1           |
|           |           |
-----
| 2 | 2 | 2 | 3 | 4 | 1 |
|   |   |   |   |   |
-----
|*1*|*1*|*1*|
|***|***|***|
-----

```

Legend

GB1 -> Garbage Block Type 1
 1 -> Panel Type 1
 2 -> Panel Type 2
 3 -> Panel Type 3
 4 -> Panel Type 4
 * -> Set of panels being cleared

Now when the blocks come crashing down the set of panels labeled 2 should go off as a x2 chain.

```

-----

```

```

| 3 | 1 | 2 | 3 | 4 | 5 |
|   |   |   |   |   |   |
-----
|*2*|*2*|*2*| 3 | 4 | 1 |
|***|***|***|   |   |   |
-----

```

Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2
- 3 -> Panel Type 3
- 4 -> Panel Type 4
- 5 -> Panel Type 5
- * -> Set of panels being cleared

Once the panels have settled your final picture should look like

```

-----
| 3 | 4 | 5 |
|   |   |   |
-----
| 3 | 1 | 2 | 3 | 4 | 1 |
|   |   |   |   |   |   |
-----

```

4. Endless Mode

Think of Endless Mode as a your practice and survival mode. Come here when you wish to improve your skills and speed.

Difficulty Settings

There are three difficulties Endless Mode has to offer.

Easy

This mode is for newcomers and beginners. Panels will take a long time to clear themselves from the field so you have more time to think about what to do next. Choose this along with a speed setting at 1 to practice skill chains.

Normal

This mode is for intermediate players. Panels will clear themselves a little faster but should still be no problem...right?

Hard

For advanced players and experts. Panels will clear themselves immediately once you've placed them into position. The dark blue upside-down triangle is used in this mode.

Speed Settings

Unlike Tetris, Tetris Attack uses a speed variable to indicate how fast you are going. These variables range from 1 to 99 with 1 being the slowest as 99 the fastest. The higher the setting, the faster the panels rise making the game much harder.

5. Time Trail

Looking to see how much points you can rack up in a set time limit? Look no further. Time Trail is like endless mode except that whether or not you're touching the top the game ends in the two minute period given.

Difficulty Setting

Just like Endless Mode except for one exception.

Easy

Same as Endless

Normal

Same as Endless. The dark blue upside-down triangle is used in this mode

Hard

Same as Endless

Speed Setting

Same as Endless

6. Stage Clear

Yoshi is going to go and defeat Bowser. With the help of his friends and you you can defeat the King of Koopas and declare victory.

Round by Round

There are five rounds not including the Special and Final stages. In each round there are five stages. Your goal in each stage is to clear panels untill all

of then are below the clear line.

Round One: Training with Yoshi

Difficulty: Easy

Easy round to get you use to this mode. It really is almost like Endless Mode except that each stage does have and end.

Round Two: Training with Laktin

Difficulty: Easy

Another easy round. The only difference is that the speed has been kick up a notch

Round Three: Training with Poochy

Difficulty: Easy

Another easy round. Just did what you did in the previous rounds.

Special Stage: Bowser's challenge

Difficulty: Hard

For newcomers and beginners heed my warning. This stage will be HARD. Your difficulty setting will be set to Hard and start with a speed level of 45. To defeat Bowser you need to set off a lot of combos and chains. Each one will lower his HP level down a little bit. Once it hits zero you win the stage. The good news is that whether you win or not you go on to the next stage.

Round Four: Training with Froggy

Difficulty: Normal

Now that you know what to expect from Bowser lets get to some real training. The dark blue upside-down triangle will be used in all stages from this point forward. The difficulty setting has been changed to Normal.

Round Five: Training with Blarrg

Difficulty: Hard

Now all stages from the point forward will be set at Hard mode. This and the next stage are vital to train you to defeat Bowser so give it all you've got.

Round Six: Training with Raven

Difficulty: Hard

The last training session is the toughest Yoshi's friends have to offer you. Use these last 5 stages to practice on your chains and combos as these are needed to defeat Bowser.

Final Stage: Bowser's Confrontation

Difficlutly: Hard

As usual Bowser will talk some trash at you then the battle starts. This battle will be the same as the Special Stage regardless if you've beatin or not. Once

his HP level is at zero not only do you win the stage but this mode as well. If you lose the game will ask you if you want to try again.

The ending will feature the credits with one of the characters backgrounds.

7. Puzzle Mode

In Puzzle Mode your objective is to clear all of the panels in a certain amount of switches. If you fail you are ask to do it again or go back to the title screen. There are six round each with ten stages. After completion you will recieve a password [FP5D29J!] to access the extra puzzles.

Here is an example of how puzzle mode works.

Stage 1-1 [Yoshi]
Set of blocks to be cleared: 1
Number of Switches: 1

Now your playing field should look like so...

```
-----  -----  
| 1 | 1 |   | 1 |  
|   |   |   |   |  
-----  -----
```

Legend

1 -> Panel Type 1

Switch the block so that the set of blocks labeled 1 can be cleared like this...

```
-----  
|*1*|*1*|*1*|  
|***|***|***|  
-----
```

Legend

1 -> Panel Type 1

***-> Set of Panels being cleared

Now once the panels clear the game will declare you the winner. On with the next round. Of course this is just the first round; the later ones are much harder.

8. Vs

In Vs. Mode your objective is simple make your opponet lose the game. In this mode your screen will feature two playing fields, One for you and one for the opponet. If either one of you touches the top TOO LONG you will lose the match.

The Story

Behind this mode is a story. Ahem...

Yoshi and his friends were minding there own buisness and having fun. At Mt. Wickedness Bowser and his friends were plotting to turn Yoshi and his friends under his control using Kamek's spells. Unfortunately for Bowser it didn't work on Yoshi. Now Yoshi [that's you] must break the spell and defeat Bowser by battling against one another. Can you do it.

Skill Levels

Each enemy has a set skill level on each stage. The difficulty setting will determin what the skill level will be. The scale ranges from 0-7 with 0 being the easiest and 7 being the hardest.

Round by Round

This mode features four difficulty settings: Easy, Normal, Hard, and Extreme choose the appropriate level for you.

EASY

Breeze Stage: Yoshi vs. Laktin
Enemy Skill Lv: 0

An easy battle to get you used to the mode. Just work on your combos or chains and he will go down in a snap.

Freeze Stage: Yoshi vs. Freezy
Enemy Skill Lv: 0

You should know that Vs. mode features a lot more characters than Endless, Time Trial, ect. anyhow since the mode is still on easy they all should prove no problem.

Forest Stage: Yoshi vs. Poochy
Enemy Skill Lv: 0

Another easy one. Work on your combos and chains.

Flower Stage: Yoshi vs. Flying Wiggler
Enemy Skill Lv: 0

Now these stages don't seem to change except for background so I will stop putting these description. Just work on combos and chains.

Water Stage: Yoshi vs. Froggy
Enemy Skill Lv: 0

Lava Stage: Yoshi vs. Blarrg
Enemy Skill Lv: 0

Sea Stage: Yoshi vs. Lunge Fish
Enemy Skill Lv: 1

Now the computers will become a little harder but should prove no problem right?

Lunar Stage: Yoshi vs. Raven
Enemy Skill Lv: 1

Final "friend" stage. Once you've beaten him you shall go to Mt. Wickedness.

Cave of Wickedness: Yoshi and Friends vs. Koopa
Enemy Skill Lv: 1

Now that you have gotten to Bowser's Gardiens the battles will become harder and more challenging. If you were working on combos and chains then they should be no problem.

Final Stage: Yoshi and Friends vs. Pharana Plant
Enemy Skill Lv: 2

This enemey is the hardest out of all the enemies under this difficulty setting. try to do more chains than combos as he'll just clear combos garbage blocks in no time [unless you are using them every .5 seconds]

People who select easy will not be able to go any further into the game. Upon beating the Pharana Plant the game will end to a screen with Yoshi stating... "CONGRAGULATIONS good luck next time".

NORMAL

Breeze Stage: Yoshi vs. Laktin
Enemy Skill Lv: 1

The same as before I'll let you know when there is a change

Freeze Stage: Yoshi vs. Freezy
Enemy Skill Lv: 1

Forest Stage: Yoshi vs. Poochy
Enemy Skill Lv: 1

Flower Stage: Yoshi vs. Flying Wiggler
Enemy Skill Lv: 1

Water Stage: Yoshi vs. Froggy
Enemy Skill Lv: 1

Lava Stage: Yoshi vs. Blarrg
Enemy Skill Lv: 1

Sea Stage: Yoshi vs. Lunge Fish
Enemy Skill Lv: 2

Now things start to heat up. Just beat him like you did with the Pharana Plant and go on to the next stage.

Lunar Stage: Yoshi vs. Raven
Enemy Skill Lv: 2

Your almost at Bowser's hiding spot. After complete this it's off to Mt. Wickedness.

Cave of Wickedness: Yoshi and Friends vs. Koopa
Enemy Skill Lv: 2

Choose your fighter and work on chains mostly but always throw a combo in or two.

Cave of Wickedness: Yoshi and Friends vs. Pharana Plant
Enemy Skill Lv: 3

The same as last time only a little harder. Just do what you did to him the last time. Now you may proceed with the next stage

Final Stage: Yoshi and Friends vs. Kamek and Kamek's Toadies
Enemy Skill Lv: 3

Hmmm... well not much of a final stage. Just do what you did to the Pharana Plant and he should be finished.

Now you should get a better ending than last time. Move on to the harder difficulties and get a better ending.

HARD

Breeze Stage: Yoshi vs. Laktin
Enemy Skill Lv: 3

Should be easy money. I'll let you know when there is something important.

Freeze Stage; Yoshi vs. Laktin

Enemy Skill Lv: 3

Forest Stage: Yoshi vs. Poochy

Enemy Skill Lv: 3

Flower Stage: Yoshi vs. Flying Wiggler

Enemy Skill Lv: 3

Water Stage: Yoshi vs. Froggy

Enemy Skill Lv: 3

Lava Stage: Yoshi vs. Blarrg

Enemy Skill Lv: 3

Sea Stage: Yoshi vs. Lunge Fish

Enemy Skill Lv: 4

Ok it's time for an update. Now you enemies are harder but not at it's peek. Use chains and combos and he's finished.

Lunar Stage: Yoshi vs. Raven

Enemy Skill Lv: 4

Now to get your last friend back on your team...again. He's easy just do what you did to Lunge Fish.

Cave of Wickedness: Yoshi and Friends vs. Koopa

Enemy Skill Lv: 4

OK so your on hard mode and at the final four. Take these one at a time as these battles will test your strength (and prepare your battle with Bowser). Take some breaks if this is your first or just gone all out on a paticular battle. You'll need your strength for every on of your foes.

Cave of Wickedness: Yoshi and Friends vs. Pharana Plant

Enemy Skill Lv: 4

Second battle against these four is a no brainer if you had no problem on Koopa.

Cave of wickedness: Yoshi and Friends vs. Kamek and Kamek's Toadies

Enemy Skill Lv: 5

If you didn't know Kamek is considered Bowser's most trusted guard and is the one who put all of Yoshi's friends under that weird spell.

Anyway this battle is the highest difficulty setting you will see for this mode so consider it you practice round before attack Bowser. Test out some techniques especially chains as they are the most effective weapon against Bowser.

Last Stage: Yoshi and Friends vs. Bowser
Enemy Skill Lv: 5

Now your skills along with your nerves shall be tested with your final confrontation with Bowser. Don't get too hyper or you may get distracted and lose the battle in a matter of seconds. What you need to do is set off a series of chains and throw some combos here and there once in a while. Keep going until your stack is about two to four stacks high, then raise the stack and do this process once more.

EXTREME

[!NOTE! This difficulty setting can only be played with a special series of button presses at the selection screen. See Secrets/Tips section for more info.]

[!WARNING! This difficulty setting is nothing like you've never seen before. If you cannot beat Hard mode without using a continue once then I strongly recommend that you do not attempt this difficulty setting.]

Breeze Stage: Yoshi vs. Laktin
Enemy Skill Lv: 5

Immediately when you start the battle you should notice that even Laktin doesn't fool around anymore. Use chains to claim your victory.

Freeze Stage: Yoshi vs. Freezy
Enemy Skill Lv: 5

There doesn't seem to be any more updates to worry at this point. I'll let you know when there is another change besides music, background, and the person you're fighting.

Forest Stage: Yoshi vs. Poochy
Enemy Skill Lv: 5

Flower Stage: Yoshi vs. Flying Wiggler
Enemy Skill Lv: 5

Water Stage: Yoshi vs. Froggy
Enemy Skill Lv: 5

Lava Stage: Yoshi vs. Blarrg
Enemy Skill Lv: 5

Sea Stage: Yoshi vs. Lunge Fish
Enemy Skill Lv: Somewhere between 5 and 6

OK now your enemies will become harder and will start to use skill chains on you. You should be able to at least up to a x5 chain if you have any hopes of surviving these levels.

Lunar Stage: Yoshi vs. Raven
Enemy Skill Lv: 6

Now to get your last friend back on your team...again. Now be careful with his skill chains as few of those will kill you in a heartbeat.

Cave of Wickedness: Yoshi and friends vs. Koopa
Enemy Skill Lv: 6

Now this new version of the final four will be harder than you fight with Bowser on hard mode. These four battles are meant for the pros and should never be taken as a joke. Koopa should be no problem if you've managed to beat Raven.

Cave of Wickedness: Yoshi and friends vs. Pharana Plant
Enemy Skill Lv: Somewhere between 6 and 7

This guy is a little harder than your fight with Koopa but if you've managed to take him down easily then the Pharana Plant should be no problem.

Cave of Wickedness: Yoshi and friends vs. Kamek and Kamek's Toadies
Enemy Skill Lv: 7

Now if you haven't mastered your skill chains at least to a x6 then you have no hopes for survival. Kamek knows what he's doing and will not hesitate to bombard you with several blocks that take up 5 to 10 rows with a thick garbage block.

Last Stage: Yoshi and friends vs. Bowser
Enemy Skill Lv: 7

The ultimate boss of the whole entire game. Just like Kamek he also has fast with his skill chains and combos as well. He can also clear some of the garbage blocks that are thick extremely fast making it hard for your attacks to have some effect. Just remember that garbage blocks take time to transform and you should attack when he is clearing garbage blocks.

whew...now that you know about that we can go on with the next section.

9. Two Player Modes

If you thought that the one player modes were harsh then you should consider playing with a friend especially if you're both pros at the game. Before I tell you what modes are available to play there are some things you should know about two player modes.

Difficulty Setting

On the difficulty setting screen each of you will be taken to a screen to set

the difficulty of your playing field. Instead of Easy, Normal, Hard you are to set a number variable to represent the difficulty of your playing field. This particular number ranges from 0 to 10 with 0 being the easiest and 10 being the hardest. Here is a list of what to expect of each variable.

0 to 4 -> Easy

5 -> Default [Gameplay will be the same as Vs. mode on one player mode]

6 to 8 -> Hard

9 to 10-> Extreme [The dark blue upside-down triangle will be used]

Versing a Computer

If your looking to fine tune you skill's then this is the right place. To enable this go to CPU switch in the options settings. Switch the CPU for player #2 and set the difficulty for you practice. You can verse a computer as many times as you want. After a while you will see that even a computer with a Skill Level set at 7 has some flaws; you just need to pay close atteintion to why the CPU is losing to you every time.

Enemy Skill Lv

I have described Skill Levels in the Vs. section but I will describe them once again. The enemy Skill Lv. describes exactly how hard your CPU opponent will be. This is also described with a number variable that ranges from 0 to 7 with 0 being the easiest and 7 being the hardest. Here is a more detailed list.

0 to 2 -> Easy [Mainly uses combos]

3 to 4 -> Normal [Uses a combination of chains and combos]

5 -> Hard [Mainly uses chains]

6 to 7 -> Extreme[Mainly uses skill chains]

Now to describe the gameplay that you and your buddy [or CPU] can play.

Time Trail

Just like the one player mode. Your objective is to score higher that your opponet withen the time period. Once the time is up both player's field will be cleared and the winner will be determined.

Here are some things to consider.

-> The time limit is 2 minutes

-> If your playing field becomes overloaded then you lose the game regardless of score.

-> Speed does increase over time

-> No garbage blocks are used in this mode.

Vs.

In my opinion this is the better mode. This is exactly like the one player mode [unless you are playing with your friends]. The objective hasn't changed at all

make your opponet lose the game.

Here are somethings to consider

- > There is no time limit
- > If your playing field becomes overloaded then you lose the game
- > Speed does increase over time
- > Garbage blocks are used
- > Shock Panels will appear regardless of difficulty setting

That's basicly it but with Vs. mode here then who's complaining.

10. How to Improve

This section is for those who have master the basics of tetris attack. These will show some of the more advanced techniques that many experts use.

Glossery Review

Before getting into the advanced techniques lets review some of the basics.

Panels-> Basic unit of play. Used to clear garbage blocks and themselves.

Garbage Block-> An attack block cause by a combo or a chain

Combo-> When more than three of the same type of panel are cleared at the same time

Chain-> When one set of blocks being cleared cause another set of blocks to be cleared.

Speed Level-> Indicates the speed at which the panels raise.

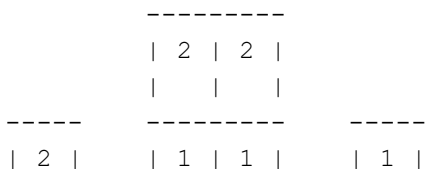
Enemy Skill Lv-> Indicates the difficulty of a CPU opponet.

Now lets get started on those skills.

Skill Chains

The ultimate attack for scoring and creating garbage blocks. This technique can be described as chains that are formed during the time period it takes for one set of panels to be cleared.

For example...



```

| | | | |
-----

```

Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2

Now switch the panels so the the set of panels labeled 1 will be cleared...

```

                -----
                | 2 | 2 |
                |   |   |
-----
| 2 |         ||1!!|1!!|1!!|
|   |         ||!!|!!|!!|
-----

```

Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2
- ! -> clearing animation is taking place [blocks are still in playing field]

You will have very little time to react so switch the lone "2" block once to the right so that they can form a chain

```

                -----
                | 2 | 2 |
                |   |   |
-----
| 2 | *1*|*1*|*1*|
|   | ***|***|***|
-----

```

Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2
- * -> Set of Panels being cleared

Now all thats left is for the chain to be completed...

```

                -----
                | 2 | 2 |
                |   |   |
-----
| 2 |         \
|   |         \-----\
|   |         /-----/
|   |         /
-----
                |*2*|*2*|*2*|
                |***|***|***|
                -----

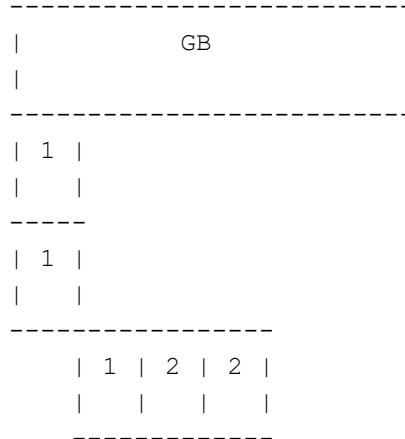
```

[x2]

Thus the skill chain is completed. This can be used to clear the playing field very quickly so use it when you need to lower the stack fast.

 The only way to use this trick is for you to be playing on Vs Mode. When a garbage block drops on to you you would normally clear it. If you do a chain and the set is touching the garbage block the chain will hold for the duration of the garbage block's transformation. Use this time to quickly switch panels around so that pending blocks from the garbage block to form some really easy skill chains.

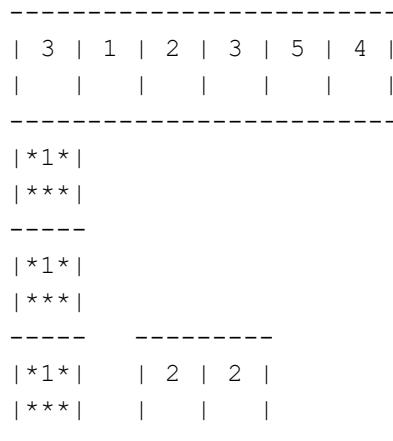
For example...



Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2
- GB-> Garbage Block

Ok switch the panel next to the group of type 2 so that the set of panels labeled 1 will be cleared...



Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2
- 3 -> Panel Type 3
- 4 -> Panel Type 4
- 5 -> Panel Type 5
- * -> Set of panels being cleared

Now quickly switch the left panel labeled 2 so that the third one from the garbage block can complete the chain...

```

-----
| 3 | 1 | 2 | 3 | 5 | 4 |
|   |   |   |   |   |   |
-----
|*1*|
|***|
-----
|*1*|
|***|
-----
|*1*| 2 |   | 2 |
|***|   |   |   |
-----

```

Now watch the one chain that you have just created.

```

-----
| 1 |   | 3 |
|   |   |   |
-----
| 3 |*2*|*2*|*2*| 5 | 4 |
|   |***|***|***|   |   |
-----

```

[x2]

Legend

- 1 -> Panel Type 1
- 2 -> Panel Type 2
- 3 -> Panel Type 3
- 4 -> Panel Type 4
- 5 -> Panel Type 5
- * -> Set of panels being cleared

11. Secrets/Tips

What kind of game would not have any type of secrets for you to find?

Vs Extreme Mode

At the difficulty screen highlight hard mode and press "Up, L, and press "A" with the buttons held down. If done correctly the background color should turn red.

[!WARNING! As I said before this mode is hard.]

The Secret Puzzles

Want more puzzles for the brain of your's? Go to the password section under the

Puzzle menu and type in FP5D29J! as you password. If done corectly the screen background at the stage selection will be dark blue.

Yoshi and Friends before the final four

To play as Yoshi's friends at any time before the final four just hold "X and Y" and press start. If done correctly the player selection screen comes up. If you have not battled a paticular character then he/she will not appear on the selection screen.

Making the game even harder

If you want to remove the "stop" command from all modes push the buttons "B-A-L-L" in that order when the game is starting up [when Yoshi says "Nintendo"]

[!NOTE! In Vs Mode the moment you touch the top of the screen with this cheat enabled you will lose the game.]

But I want to be one of the final four

You can, but only in Two Player Mode. At the character selection screen press "L and R" on both P1 and P2's controlers. This will replace the "?" with the final four.

12. FAQs

Q. The computer's on Extreme mode beat within 5 seconds. Can you help me?
A. This is what this guide is for. I suggest that you read about SKILL CHAINS.

Q. What diffrences are there between this and the GameBoy version?
A. Hmmm.... here are some of the major diffrences...

1. It's on GameBoy
2. The panels look VERY diffrent
3. The upside-down triangle was omitted
4. VS mode cannot fit two playing fields (Istead it works on the HP style)
5. For two player mode you must have two games, two GameBoys, and a Link Cable.

Q. When I touch the top of the playing field in VS mode the game doesn't stop for two more seconds. Why?
A. The game does that in case a garbage block comes down unexpectedly and touches the top, thus giving you a chance to survive. You can turn this off with a code (See Secrets/Tips section).

Q. Can I play two player mode with an SNES and a GameBoy
A. No

Q. How can I continue the game without playing it non-stop?

A. Write down the password at the end of a stage and enter it when you come back to it.

Please send more questions. I am willing to answer them.

13. Copyright/Emailing

I must have this info up for some of you people to remind or to tell you where to go for help

E-mailing-> the rules

You may e-mail me for any info, contribtion, ect. just follow...

1. Be Nice
2. Be Pacient
3. No Spaming
4. Put "Tetris Attack" in the subject line
5. For contribtion to the guide supply a name for credit
6. For request to post this somewhere supply the website for inspection

My e-mail is at one of the following...

Neo7_2004@hotmail.com
NeoHigurashi@hotmail.com

Legal Stuff

This FAQ/Guide has been copyrighted by me, Neo Higurashi in the year 2004. All rights reversed.

If this guide is posted somewhere without my permission then it's going to be a dark day

14. Conclusion

All that's left to do is to go and play. Play as much as you want [for some people as much as the CAN].

[!WARNING! This game is highly addictive and may cause repeditive play over and over again. Play at your own risk.]