Wordtris FAQ -

by KeyBlade999   Updated to vFinal on Feb 7, 2012

> **This walkthrough was originally written for Wordtris on the SNES, but the walkthrough is still applicable to the PC version of the game.**

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         |             Wordtris                |
         |             An FAQ                  |
         |           By KeyBlade999            |
         |                                     |
         |         Total Size: 13.6 KB         |
         |       Current Version: Final        |
         | Previous Update: 11:24 PM 10/5/2011 |
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-1. Donations*****************************WT-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

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0. Contents*****************************WT0*****************************
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1. Intro*****************************WT1******************************
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And so, we have come so far... This FAQ is one the first FAQs submitted for
the "GameFAQs SNES FAQ Completion Project", started by user IceShield, I

believe. After the success of the NES Completion Project and its finishing all
of the American NES games, IceShield started this up. There is much to be done
at this time, but we can get it done!

Anyhow, this is my first technically CP-able FAQ. There isn't a project yet
made for those I've already done (mostly on the DS and PC). It is also my
second SNES FAQ - my first being SimCity nearly two years ago.

Anyhow, here you go! Enjoy.

2. Version History****************************WT2*****************************
Final - You know, even today, I find it amazing how games can go a near two
        decades without an FAQ, and only just a few reviews (which do represent
        this game truthfully). Regardless, I have finished my 75th FAQ.
           ~~ Start-End Time: 2 hours, 28 minutes.
           ~~ File Size   : 13.6 KB.
           ~~ Time of Update: 11:24 PM 10/5/2011.

3. Legalities****************************WT3*********************************
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♯ 2011-2012 Daniel Chaviers (aka KeyBlade999).

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

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| Allowed sites for my FAQs | | Forever-Banned Sites |
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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)
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4. Start-Up***************************WT4*************************************
Let's begin by finding our dusty ol' SNES and inserting the cartridge for this
game. Turn on the console and we can begin.

===
                                 Main Menu
===

You soon arrive a menu with a layout similar to the below. Press A or B to be
able to choose different options. Bracketed [] options are defaults.

Game Mode:
- [Single Player]: A simple one-player mode.

- Competitive: Play against another player for a high score.
- Cooperative: Play with another player to work together and get a high score.
- Tournament: Allows play with up to four people in a turn-based competition
                for the highest score.

Difficulty: Determines how hard the game is by determing how fast the tiles
            fall, whether you know the next tile, and minimum/bonus word
            length.
- Children's: Slow speed; 3-letter minimum.
- [Novice]: Moderate speed; 3-letter minimum.
- Advanced: Fast speed; 4-letter minimum.
- Expert: Extremely-high speed; 4-letter minimum.
- Next Tile:
  - On: You can see the next tile that you can place.
  - Off: The next tile is a mystery until it appears.

Level: Which level do you begin on? From easiest to hardest...
- [A]
- B
- C
- D
- E
- F
- G
- H
- I
- J (#1)

Time Limit: If you fail to complete the level within a certain time, do you get
            a Game Over?
- [Unlimited]: No limits are placed.
- 2:00: Two minutes. (120 seconds.)
- 5:00: Five minutes. (300 seconds.)
- 10:00: Ten minutes. (600 seconds.)
- 15:00: Fifteen minutes. (900 seconds.)

Repeat Words: Determines if the same word can be played twice.
- [On]: It may.
- Off: It may NOT.

==
                                  Pause Menu
==

During gameplay, you can also find these options by pressing Select.

- Resume Game: Continue gameplay.
- Word List: See all words played thus far.
- Go to Level __: Go to the next level.
- Music: Keep the background music on?
- Sound FX: Keep the sound effects?
- Next Tile: Shows the next tile if on; doesn't if off.
- Abort Game: Do you wish to quit the current game?

5. Game Basics and Rules*************************WT5*************************

When you have selected all of your main menu settings, press Start to begin.

In this game, your goal is to make words by moving around the tiles that fall
down. You do so by using the D-Pad: Left/Right moves the tile that way, and
Down causes it to fall faster.

To create a word, you must have the tiles laid horizontally or vertically, but
NOT diagonally or backwards, and not a combination of both. For example...


```
T Y E N G      Here, I can make the word (3+ letter) YEN horizontally. I can
R E R O N      make TRY, YEAR, and GNAT vertically. However, I cannot make
Y A C N A      COG by going diagonally, just like I cannot make CARROT or ANON.
O R R Q T      Okay so far?
T G X U G
```


Additionally, you can make several words at the same time. For example...


```
      [G]      Assume the G is going down, but is not yet placed. It will
T R Y I N E    knock down the E and N to make TRYING and SHE.
Z Q X S H N
```


That brings me to my next point. When moving a letter on top of another letter,
for the first four letters placed, they will go into the light-brown zone.
However, if you place a fifth one on there, you will make the stack simply
become taller.

When you make a word, the tiles will move up or down, depending on the number
in the stack. For example, if there are four in the stack, and one is removed,
the ones below it go up. However, if there are six, and one is removed, those
above it move down. Take this into consideration when making "chain plays" -
moves that, after making a word, causes another word to be made. Here is an
example:


```
Z S T A Y      Once the word STAY leaves, the three letters below each of the
Q A W Q X      letters in STAY rises, creating a new word, QUITE. After it
V U I T E      leaves, you then get the word VIEW.
O I E W E
```


Additionally, when you make a word, you will obtain some points. The factors
that determine such are unbeknownst to me (or apparently anyone - it has been
NINETEEN YEARS since this game was released in 1992), although word length and
the composing letters' rarity seem to be factors.

You'll also find a word at the top of the screen, below the level name. If you
make this word, I believe you get some form of bonus points, which is quite
good.

In the top-left corner of the screen, you'll find some boxes. The top-leftmost
one is P1's score; the one to its right is P2's. The boxes directly below these
show the number of words made, with the level name between them. You'll find
the bonus word below that. The next tile displays are below that, with the game
board and timer following it. On the right is some of the most recently played
words: five of the recent plays, and the last repeat.

Anyhow, I think you understand it so far, correct? After making enough words,
you pass the level. You will receive some bonus points if you made extra-long
words (ie. six-letter words), then a prompt to press Start to go to the next
level. This next level will be slightly faster, and consequentially harder. The
levels range from A to J - after J, it is all J.

To get a Game Over, you will need to keep stacking up the tiles in the column
of their drop/spawn point until it touches the roof. You are awarded bonus
points for long words within the round, and you may be able to record a high
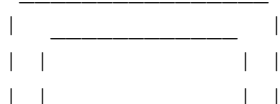score.

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                              Notes Based On Mode
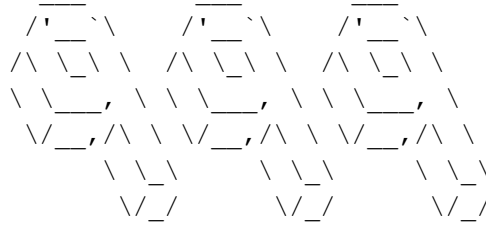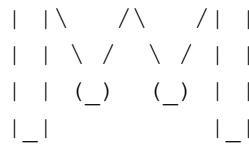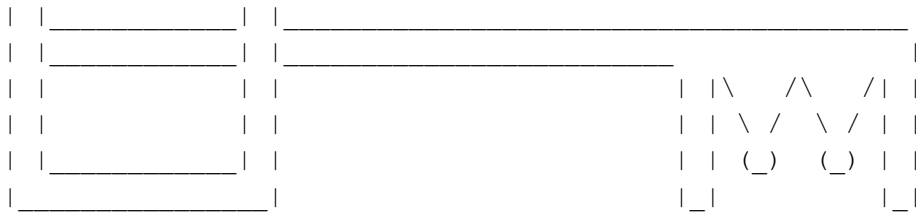==

- Single Player is one-player only.
- Competitive and Cooperative are two-player and require additional
  controllers.
- Tournament is 1-to-4 players and merely needs one controller.
- Any mode in which two players play simultaneously is a mode in which player
  two has GREEN tiles, not purplish.
- High scores are based on mode, and can be recorded for all four modes.

6. Notable Information*****************************WT6*************************
- Not all words you THINK are legal because of Scrabble or something are not
  necessarily legal. For example, BOT.
- Remember about prefixes and suffixes. Here are some examples:
  - Prefixes: re-, pre-, un-, de-, in-.
  - Suffixes: -s, -er, -or, -ed, -ing, -est, -ly.
- Throughout the game, you may find bombs and dynamite. Bombs will destroy
  the tile it lands on. Dynamite destroys two tiles below it, then the one to
  left and the one to the right of the one it lands on.
- ? tiles produce random letters. Odds are, if you're focusing on a specific
  word, you shouldn't put it there.
- You'll often run low on vowels (excluding "y"). Try to focus on "y"-vowel
  words; for example, GYM, TRY, DRY, PLY, PRY, FRY, FLY.
- As of 1989, there were over 600,000 formal words in the English language;
  counting slang and such, there's over 1,000,000. Of course, don't expect ALL
  of them to be available in such an old game.

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                                                  KeyBlade999
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