Dr. Mario & Tetris FAQ/Strategy Guide

by GurraJG   Updated to v1.05 on Aug 7, 2004

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================================================================================
```

                                Tetris & Dr. Mario

                                FAQ/Strategy Guide

                                  Version: 1.05

                          By: GurraJG (ggullberg@gmail.com)

```
================================================================================
```

SEARCH FUNCTION: To jump directly to a section of the FAQ, press CTRL + F. In the field now provided, enter the section number along with brackets, as they appear in the TABLE OF CONTENT below. Press ENTER twice, and you will be at the section.

TABLE OF CONTENT

```
================================================================================
=                            Introduction                                      =
================================================================================[1]=


Hello and welcome to my FAQ/Strategy Guide for Tetris & Dr. Mario, released on
the SNES. This games contains two classics: Tetris and Dr. Mario. Tetris is the
original game and Dr. Mario is a sort of spin-off of Tetris. Both games are
extremely fun to play. But, let's get to it...


================================================================================
=                               Tetris                                         =
================================================================================[2]=


Tetris is the first of the two games, so, I will be covering that first. If you
wish, you can also check out my Tetris DX (for the GameBoy Color) FAQ/Strategy
guide here:


http://db.gamefaqs.com/portable/gbcolor/file/tetris_dx_b.txt


--------------------------------------------------------------------------------
-                              Game Basics                                      -
--------------------------------------------------------------------------------[2.1]-


This section contains all of the basics you need to know about Tetris.



Controls
========


D-Pad     - Left and Right moves the current piece left or right. Down makes the
            current piece fall faster.

A Button - Rotates the current piece clockwise.

B Button - Rotates the current piece counter-clockwise.

X Button - No use.

Y Button - No use.

L Button - No use.

R Button - No use.

START     - Pauses/unpauses the game.

SELECT    - Hide/show the "Next Piece" box.



The Rules
=========


The object of Tetris is to clear as many lines as possible and score as high as
you can. To clear a line, you have to line up 10 blocks. Once you do this, the
line disappears. You can also clear more than one line at a time. The maximum
amount of lines you can clear at once is four. If you clear one line, it is
called a single, two lines is a double, three is a triple and four is a Tetris.
To see the scores for each, go to section 2.3. For every ten lines you clear,
```

you advance a level, gaining more points for clearing line. The game ends once
the next piece gets stuck at the top.

There are two game types in Tetris. A-Type is when you try to score as high as
you can. B-Type is when you try to clear 25 lines as fast as you can. In this
game type you can also select the height of the playing field, which increases
the starting height of the bottom of the playing field.

```
--------------------------------------------------------------------------------
-                              The Pieces                                       -
--------------------------------------------------------------------------[2.2]-
```

There are seven different pieces in Tetris. They are as following:

The Square Piece
================

```
 _ _
|_|_|
|_|_|
```

- Also known as the O piece.

- This piece will not change it's appearence when rotated.

- It is useful for filling in small gaps in your stack.

The I Piece
===========

```
 _
|_|
|_|
|_|
|_|
```

- This is the only piece which with you can accomplish a Tetris.

- It is very useful for filling in deep holes or narrow gaps in you stack.

The T Piece
===========

```
 _ _ _
|_|_|_|
  |_|
```

- This is one of the most useful pieces in Tetris.

- Very efficient in almost all situations.

The Z Piece
===========

```
 _ _
|_|_|_
  |_|_|
```

- A quite annoying piece at times, but it can be used to fill holes and such.

The S Piece
==========

```
   _ _
  _|_|_|
 |_|_|
```

- Also quite a pain to use, but can be used to fill in holes and such.

The L Piece
==========

```
 _
|_|
|_|_
|_|_|
```

- Good for filling in 2 block deep gaps.

- Good for creating even stacks.

The Reverse L Piece
==================

```
   _
  |_|
 _|_|
|_|_|
```

- Good for filling in 2 block deep gaps.

- Good for creating even stacks.

Keep in mind the above drawings of the pieces, because that is how I will be
representing them in other drawings.

```
--------------------------------------------------------------------------------
-                                  Scoring                                     -
-----------------------------------------------------------------------[2.3]-
```

What follows is a table showing you the scores of each type of clear on what
level.

Scoring				
Level	Single	Double	Triple	Tetris
00	40	100	300	1200
01	80	200	600	2400
02	120	300	900	3600
03	160	400	1200	4800
04	200	500	1500	6000
05	240	600	1800	7200
06	280	700	2100	8400
07	320	800	2400	9600
08	360	900	2700	10800
09	400	1000	3000	12000

As you can see, for every level you go up, the score for a Single goes up 40
points, the score for a Double goes up 100 points, the score for a Triple goes
up 300 points and the score for a Tetris goes up a whooping 1200 points.

Anpther way to get points is by pressing Down. This causes the current piece to
fall down faster. When doing this, you get a small amount of points. Start up
higher and you get more points.

-                            General Strategies   -
---[2.4]-
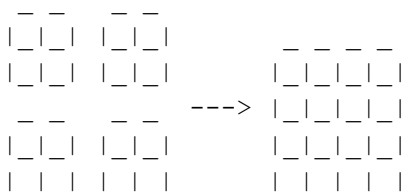
Here are some strategies for Tetris:

- Tetris is the highest amount of lines you can clear at once, so it is also
  the best way of getting a lot of points at once. Once you have mastered the
  lower levels, play at such levels as 07 to 09, and get as many Tetrises as
  you can. This will cause your points to skyrocket.

- Learn and study the different uses of the pieces, so you know where and how
  to use them. Some examples of how you can use the pieces:

    Example 1
    =========

       _ _ _
     _ |_|_|_| _ _ _ _
    |_|_ _ |_| ---> |_|_|_|_|
    |_|_|_| |_|_|_|_|
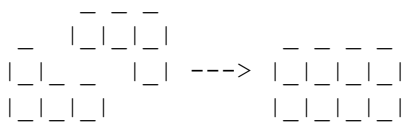
    Use the Reverse L and L pieces to make a 2 x 4 chunk.

    Example 2
    =========

     _ _   _ _
    |_|_| |_|_| _ _ _ _
    |_|_| |_|_| |_|_|_|_|
     _ _   _ _ ---> |_|_|_|_|
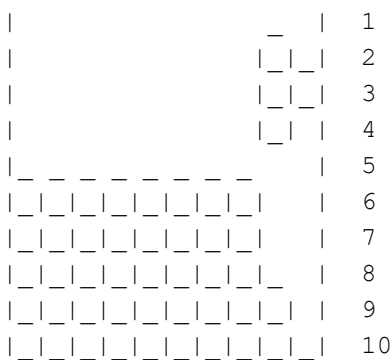 |_|_| |_|_| |_|_|_|_|
    |_|_| |_|_| |_|_|_|_|

    Use four Square pieces to make a 4 x 4 chunk.

- Even if you get a piece that doesn't fit anywhere, you can still use it to
  remove a line or two while still building onto your stack while prepearing
  for a Tetris. An example:

    Example
    =======

     | _ | 1
     | |_|_| 2
     | |_|_| 3
     | |_| | 4
     |_ _ _ _ _ _ _ _ | 5
     |_|_|_|_|_|_|_|_| | 6
     |_|_|_|_|_|_|_|_| | 7
     |_|_|_|_|_|_|_|_|_ | 8
     |_|_|_|_|_|_|_|_|_| | 9
     |_|_|_|_|_|_|_|_|_|_| 10

In this example the T piece would fall into the hole and clear away line 7. Then, if the next piece was an I piece, that piece could fall into the hole and you would get a Tetris.

- ALWAYS keep an eye on the "Next Piece" box. If you don't, you may very well end up in a position where you wasted a Tetris for a Single or Double.

- Remeber that there is only one piece that can get a Tetris: the I piece. This means that you should not waste it on some random things when you can get a Tetris.

- Don't let your stack get to high. If it does, you may have to lower it by getting Singles or Doubles. Even though they mean less points, they will give you a smaller stack with more room to work in.

- Even though some people recommend it, try not to pill Z and S pieces on top of eachother. A better alternative would be something like this:

```
  Example
  =======

  |                     |  1
  |_                    |  2
  |_|_ _ _ _ _ _        |  3
  |_|_|_|_|_|_|_|_       |  4
  |_|_|_|_|_|_|_|___|    5
```

In this example, you have an L piece and 3 Z pieces lined up. Now you could place a square block in the space and get a single.

- The T piece is your friend. It can be really good at filling in small gaps in your stack.

-                        Multiplayer and vs. COM   -
--[2.5]-

Multiplayer is when you face another human opponent, who is using the second controller of the SNES. vs. COM is when you face the CPU as an opponent. Both game setups are the same. The only difference between the two is that in one mode you face a human, in the other a CPU.

Type A
======

- First, players choose their level of play.

- Then, you play. To win, survive until the other player losses.

- If you score a Single, Double or Tetris, a line of broken blocks will appear on your opponenets screen. If you score a Double, then the amount of lines is two and four if you score a Tetris.

- First to get three victories is the winner.

Type B
======

- First, the players choose their level of play as well as height.

- Then, you play. To win, be the first to clear 25 lines or cause your opponent
  to loose by overfloding his stack.

- If you score a Single, Double or Tetris, a line of broken blocks will appear
  on your opponenets screen. If you score a Double, then the amount of lines is
  two and four if you score a Tetris.

- First to get three victories is the winner.

```
===============================================================================
=                                 Dr. Mario                                   =
===============================================================================[3]=
```

Dr. Mario is Nintendos own spin-off of Tetris. Personally, I don't think that
it is as good as Tetris, but it still is one hell of a good game which you
should definately try out.

```
-------------------------------------------------------------------------------
-                                Game Basics                                   -
-------------------------------------------------------------------------------[3.1]-
```

This section contains all of the basics you need to know about Dr. Mario.

Controls
========

D-Pad   - Left and Right moves the current pill left or right. Down makes the
            current pill fall faster.

A Button - Rotates the current pill clockwise.

B Button - Rotates the current pill counter-clockwise.

X Button - No use.

Y Button - No use.

L Button - No use.

R Button - No use.

START   - Pauses/unpauses the game.

SELECT   - Hide/show the "Next Pill" box.

The Rules
=========

The rules of Dr. Mario are based on Tetris, but they are not exactly the same.
The objective of Dr. Mario is to clear away all of the viruses in the bottle,
or "playing field". To do this, you must line up 4 or more pills and viruses of
the same color. You can also clear away just pills, but that does not give you
points. You can also clear away more than one virus at a time to get more
points. To continue to the next level, clear all of the viruses in a bottle.
The higher the speed, the more points you get. See section 3.3 for more on
scoring.

```
-------------------------------------------------------------------------------
-                               The Pills                                      -
----------------------------------------------------------------------[3.2]-
```

Here are all of the pills. Unlike Tetris, they don't have any special
characteristics besides different colors.

The Yellow / Yellow Pill
========================

```
+-+
|Y|
|Y|
+-+
```

The Blue / Blue Pill
====================

```
+-+
|B|
|B|
+-+
```

The Red / Red Pill
==================

```
+-+
|R|
|R|
+-+
```

The Yellow / Blue Pill
======================

```
+-+
|Y|
|B|
+-+
```

The Yellow / Red Pill
=====================

```
+-+
|Y|
|R|
+-+
```

The Red / Blue Pill
===================

```
+-+
|R|
|B|
+-+
```

Keep in mind the above drawings of the pieces, because that is how I will be
representing them in other drawings.

```
------------------------------------------------------------------------------
-                                 Scoring                                     -
------------------------------------------------------------------------[3.3]-
```

Below is a chart of scoring:

```
+------------+----------+--------------+-----------+
| Scoring                                          |
|------------+----------+--------------+-----------|
| Virus Kills | Low Speed | Medium Speed | High Speed |
|------------+----------+--------------+-----------|
| 1           |      100 |          200 |       300 |
| 2           |      200 |          400 |       900 |
| 3           |      400 |          800 |      1200 |
| 4           |      800 |         1600 |      2400 |
| 5           |     1600 |         3200 |      4800 |
| 6           |     3200 |         6400 |      9600 |
+------------+----------+--------------+-----------+
```

- Virus Kills means how many viruses you kill at the same time.

- As you can see, for each Virus Kills, your score doubles.

```
------------------------------------------------------------------------------
-                            General Strategies                               -
------------------------------------------------------------------------[2.4]-
```

Here are some strategies for Dr. Mario:

[NOTE] - RV - Red Virus
        BV - Blue Virus
        YV - Yellow Virus

- An easy way of getting a double is to stack three of the same pills on two
  viruses to match the colors. An example of this:

```
   Example
   =======

   |           |
   | +-+-+     |
   | |R|B|     |
   | |R|B|     |
   | |R|B|     |
   | +-+-+     |
   | RV BV     |
   |_____|
```

- You can also use the above conbination, but make the left (or right) side
  drop onto the other virus. An example of this:

```
   Example
   =======

   |           |
```

```
       |   +-+-+   |
       |   |R|B|   |
       |   |R|B|   |
       |   |R|B|   |
       |   +-+-+   |
       |     BV    |
       |           |
       |   RV      |
       |_____|
```

- Try to keep an area of your bottle where you can place pills that you don't
  need.

- Like in Tetris, always keep an eye on the "Next Pill" box. It can be a life
  saver.

- You don't have to pill all of your pills on-top of your virus: the sides or
  even underneath will do just as fine.

```
-------------------------------------------------------------------------------
-                        Multiplayer and vs. COM                              -
-------------------------------------------------------------------[3.5]-
```

Multiplayer is when you face another human opponent, who is using the second
controller of the SNES. vs. COM is when you face the CPU as an opponent. Both
game setups are the same. The only difference between the two is that in one
mode you face a human, in the other a CPU.

- First, each player chooses their level and game speed.

- Then, you play. The first person to clear all viruses wins.

- Everytime you do a multiple color clear, that number of cleared segments will
  fall into you opponents bottle.

- First to get three victories is the winner.

```
================================================================================
=                             Mixed Match                                      =
==============================================================================[4]=
```

Mixed Match is a special mode in which you play both Tetris and Dr. Mario:

- The first thing you will want to do is to select all of the options in the
  options menu.

- Then, you play Tetris Type-B.

- Then, it's Dr. Mario.

- And, finally, it's Tetris Type-A.

- After that, all of your scores are added up, and the one with most points
  wins!

Some tips:

- Tetris Type-A is the best part to get points.

```
================================================================================
```

```
=                            Legal Section                            =
===============================================================================[A]=


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===============================================================================
=                          Closing Statements                          =
===============================================================================[B]=


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please do not ask any questions that are answered in the guide. However, you
are more than welcome to correct me on anything, game or non-game related (i.e.
spelling). Also, please put "Tetris & Dr. Mario" or something like that in the
subject, so I know you are not spam.


My e-mail - ggullberg@gmail.com >> Do NOT ask me for Gmail invitations!!
My AIM    - GurraJG
My YIM    - GurraJG
My ICQ    - 245600964


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I would like to say thanks to the following:

GameFAQs, for hosting this.

Nintendo, for making this.

scurty, for making the ASCII art at the beginning of this guide.

You, for reading it.

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    Version 1.05 - Added my YIM and ICQ.
(August 7, 2004)

   Version 1.00 - First complete version of this FAQ.
(June 23, 2004)


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My other FAQs can be found here:
```

```
          ========================================================
          -> http://www.gamefaqs.com/features/recognition/42366.html <-
          ========================================================


 ---EOF---
```

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