# Fortress FAQ

by crazyape23                                   Updated to v1.20 on Jul 8, 2003

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    FFFFFF    OOOOO    RRR     TTTTTTT    RRR     EEEEE    SSS      SSS
     F       O     O   R  R       T       R  R    E       S        S
    FFF      O     O   RRR        T       RRR     EEE      SSS      SSS
     F       O     O   R R        T       R R     E           S        S
     F        OOOOO    R  R       T       R  R    EEEEE    SSS      SSS



                      FFFFFF    AAAA     QQQQ
                       F       A    A   Q    Q
                      FFF      AAAAAA   Q    Q
                       F       A    A    QQQQ
                       F       A    A        Q
```

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VERSION 1.20


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1. ABOUT:

Platform:     GameBoy Advance
Release Date: August 1, 2001
Genre:        Puzzle
ESRB Rating:  E for Everyone
# of Players: 1 or 2
Publisher:    Majesco Sales
Developer:    Majesco Sales


Fortress is a fast-paced puzzle and strategy game similar to Tetris.  In order
to win, you must build a structure from blocks (explained and shown later) that
fall from above.  After a set time for each difficulty, you engage in war and
attempt to put an end to your opponent.  Depending on the era, a wizards tower
can be created with a combonation of blocks that summons a flying monster that
damages your opponent tremendously.  Also, an occasional monster will randomly
attack a fort. You always get at least a couple of twerps that aid in
restoration or destruction.

2. ERAS AND LEVELS

In the game, there are 4 levels to choose from.  They are listed below in the order of difficulty:

1. Prehistoric: You use a sling-shot to launch boulders at your opponent and the material used to build your fort is shale.  The Wizards Tower summons a Pterodactyl capable of dropping immense boulders and the random creature is a T-Rex.

2. Medieval: You use a Medieval cannon to fire cannonballs and you build your fort from carved stone.  The Wizards Tower summons a Dragon capabale of breating fire and the random creature is an Ogre.

3. Pirate: You use a Pirate cannon to fire cannonballs and your castle is built with wood.  The Wizards Tower summons a Parrot the random creature is a Tentacle.

4. Space: Taking place in the future, a radar dish fires plasma energy from your metal fortress.  The Wizards Tower summons a flying Saucer and the random creature is a Robot.


3. CONTROLS

At the intro screen, you can simply press START to skip.  To select your choices at the menu screen, use the D-PAD to choose and use START to select it. The following are for in game controls:

L-TRIGGER: Destroys the top 3 rows of your fortress allowing you to have more
          room to continue building your castle.

R-TRIGGER+D-PAD: Scrolls the view of the entire battle field allowing you to
                 examine your opponents structure.

UP: Causes the tiles to fall as fast as they can.

DOWN: Causes the tiles to fall faster then normal, but slower than the fastest.

LEFT: Moves falling tiles to the left.

RIGHT: Moves falling tiles to the right.

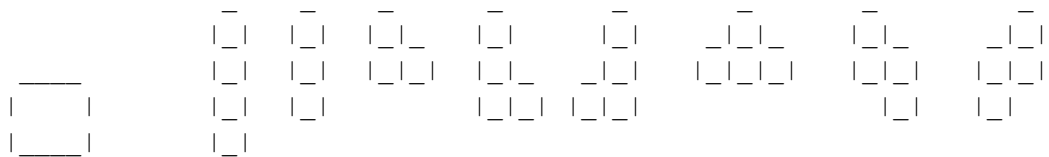A BUTTON: Rotates the tile clockwise.

B BUTTON: Rotates the tile counter-clockwise.

START: Pauses the game or, if you are already paused, resumes the game.

SELECT: After the game is paused, it brings you to the main screen.


4. BLOCK TYPES AND SHAPES

All of the blocks used to play with in the game are shown below.

```
                _    _     _      _       _        _         _        _
               |_|  |_|  |_|_   |_|     |_|      _|_|_     |_|_     _|_|
               |_|  |_|  |_|_|  |_|_   _|_|     |_|_|_|   |_|_|    |_|_|
 ____          |_|  |_|          |_|_| |_|_|              |_|     |_|
|    |         |_|  |_|                                   |_|     |_|
|____|         |_|
```
foundation
(the first block)


Once you have at least a 2 x 3 piece fit correctly together, they will turn
into a wall or tower.  By creating an 8 x 3 tower, a Wizard Tower (review
section 2 for more information on a Wizard Tower) will be created.  You can
NEVER put a block on top of a broken down piece.  A broken down piece is not a
perfect shape.  You have to let a Twerp clean it if you want it fixed or you
can just simply wait it out.



5. TWERPS


Combat blocks are plain old squares.  They depict a barrack or a bomb.  You can
switch between these by using the A or B button.  A barrack, when safely on
your fortress, will put out a defensive twerp into play.  When the bomb is
shown and it is safely secured in your fortress, an offensive twerp will be
launched at the point where your aimer is selected on your opponents fortress
to help destroy it.  It is encouraged that once a Combat block is on your
fortress, you build other blocks around it to create a safer environment for
your attacking or restoration.



6. MODES


Battle (easy): 45 second prebuild time
               11,000 point goal
               select stage
Battle (medium): 30 second prebuild time
                 12,000 point goal
                 select stage
Battle (hard): 15 second prebuild time
               14,000 point goal
               select stage
Blitz (easy): 5,000 point goal
              select stage

Blitz (medium): 7,500 point goal
                select stage

Blitz (hard): 10,000 point goal
              select stage

Tournament (easy): 60 second prebuild time
                   10,000 point goal
                   all stages
Tournament (medium): 45 second prebuild time
                     12,000 point goal
                     all stages
Tournament (hard): 15 second prebuild time
                   13,000 point goal
                   all stages
```

## 7. OBJECTIVE

The objective of this game is to score the required number of points faster
than your opponent while destroying your opponents fortress (plain and simple).


## 8. SCORING

Whenever you create a 2 x 3 block or wall that has no holes in it, it is
automatically transformed into a 2 x 3 block (without the tile sections).  You
are then granted points.  If you ever build onto a 2 x 3 brick or wall, you
will be given bonus points.  After you build onto the brick or wall section
with the very next tile piece that comes down, the amount of points you earned
for the 2 x 3 piece will be multiplied by either 2, 3, or 4.  If you have 4
sequential pieces, every point given to you will equal 4 points and you will
earn a special ability.

1. Enhanced Weapon Damage
2. Enhanced Defense
3. Increased Rate of Fire
4. Your monster and your offensive Twerp will damage your opponent greater.


## 9. HELPFUL STRATEGIES and HINTS

* Act fast!!

* Put your first pieces closest to your left flags to give you extra room to
 build and less room for your opponent.

* By building walls up, you can get a bonus making it easier for you to win.

* Protect all of your weapons and defensive barracks with other pieces around
  them.

* Do not always use weapons when you have the choice.

* Build other defensive structures like multiple walls.


## 10. CREDITS

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Thanks to:
Jesse, Joseph, and Morris Sutton



11. THANKS

Thanks to:
* You (for actually reading my guide)

* Nintendo (for making a great system to play great games)

* Majesco (for actually having the game)



12. CONTACT

If you have any questions or comments, please contact me through my e-mail
adress:

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