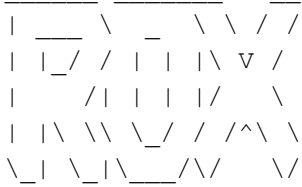# Rox FAQ

by Games_GameFAQs   Updated to v1.5 on Jul 26, 2012

This walkthrough was originally written for Rox on the PSX, but the walkthrough is still applicable to the GBC version of the game.

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                              Introduction

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Welcome to my fourteenth Guide without a co-author.

I decided to write for this guide after noticing that it did not have a guide
on this site and it was a short game. I did enjoy this game, but do not feel
as if you should spend more than ⌐3 for it. It is VERY short and might take
you less than 2 hours to complete. I managed to get mine at a charity shop for
50p, so I felt as if I have got my moneys worth from it.

Anyway, I hope you enjoy this guide and the game as much as I enjoyed writing
the guide and playing the game.

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                                Contents

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To find a section quickly, press "Ctrl"+"F" and copy the string of text in the
square brackets.

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01)                        Game Basics                           [RX01]


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This section is dedicated to explaining the Controls, the Menu Options and how
to play this game.

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-------------------------------------------------------------------------------
01A)      Controls                                                [RX01A]
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```

PlayStation
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
Start Button   = Pause
Left/Right Direction Buttons   = Moves the drop to the left/right
Down Direction Button   = Makes the drop fall faster
O Button   = Rotates the fall clockwise (DEFAULT)
X Button   = Rotates the fall anti-clockwise (DEFAULT)

GameBoy Colour
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
Start Button   = Pause
Left/Right Direction Buttons   = Moves the drop to the left/right
Down Direction Button   = Makes the drop fall faster
A Button   = Rotates the fall clockwise (DEFAULT)
B Button   = Rotates the fall anti-clockwise (DEFAULT)

```
-------------------------------------------------------------------------------
01B)     Menu Options                                             [RX01B]
-------------------------------------------------------------------------------
```

Single Mode
ﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂﾂ
You have a counter in the middle that you need to fill up (by erasing Dice)
before you can get to the next level. There are 20 levels and the counter
requires a higher amount of points to fill to the top.

VS Mode
ﾂﾂﾂﾂﾂﾂﾂ
You get Blocking Blocks in this game. The winner is the first one to force the
other player into a Game Over situation (column 3 or 4 filled to the top).
The Blocking Blocks are thrown to the opposite player's Playing Area when you
score points and their current drop has finished and another drop is about to
start.

Option
ﾂﾂﾂﾂﾂﾂﾂ
This allows you to change the rotation controls to 3 pre-defined sets. I do
not use both types of rotation in my games, so the DEFAULT setting (mentioned
in section [RX03B]) is fine for my purposes. However, you may decide that you
want to use one of the other selections.

Anyway, you can also listen to different Sound Types and Music Tests in here as
well.

Guide
ﾂﾂﾂﾂﾂ
An in-game guide that will explain how to play the game. There are 5 sections
to this guide.

DICE MOVEMENTS   = Explains that a pair of dice will fall down (and shows that
                    they can be moved from side to side). Also explains that
                    they can be rotated. No explaination on how to accomplish
                    these tasks, though.

HOW TO ERASE DICE = From in-game: "Erasable when the number on the thrown dice
                    is the same as the number of dice". Also shows some dice
                    being erased. I feel this is a poor explaination and will
                    provide a clearer idea on how to erase dice in section
                    [RX04A].

DICE COLOURS   = Explains that different coloured dices that meet the
                    critera of being erased will only erase the end dice.
                    Then explains that if the colours match, the dice in
                    between the matching critera pair will also be erased.
                    In-game has better explainations, but I will explain this
                    in further detail in section [RX04A].

FLASHBALL   = From in-game: "The flashball will erase any adjacent die
                    including those adjacent diagonally".

LINKS   = Explains that linking is possible, then shows 3 examples of
                    what linking is. Linking is basically having an Erase Dice
                    move drop another die into a position to be removed from
                    the Playing Area. I suggest you watch this to see what
                    linking is.

01C)   Levels   [RX01C]

NOTE: Red/Pink is one set of Dice and Blue/Yellow is another set of Dice.
      The reason behind the identification is that the manual that comes with
      the game identifies Red, Yellow and Green Dice, but I think the colours
      more like Pink, Blue and Green. This may just be a translation error.

Levels 1-4 (choose "Easy" in-game) only have access to the Red/Pink Dice.

Levels 5-9 (choose "Normal" in-game) has access to Red/Pink and Blue/Yellow
Dice.

Levels 10-19 (choose "Hard" in-game) have access to the Red/Pink, Blue/Yellow
and Green Dice, as well as a faster drop rate for the Dice.

Level 20 has the Dice fall faster than the other levels AND has access to all
three sets of Dice.

==

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    ===============================================================================

As mentioned in section [RX03B], the game has an in-built guide to explain how
to play the game.  For this reason, I felt it was important to show that this
section was my own guide and not copy/paste from the game.

The fact that the game has an in-built guide may ask why I felt I needed to
make one of my own.  The answer is that I felt the in-game guide was lacking in
some explainations and that it was not as useful as it could have been.

-------------------------------------------------------------------------------
02A)     Erasing Dice + Colour Effects                              [RX02A]
-------------------------------------------------------------------------------

To remove any Dice from the playing area, you need place the Dice in a specific
place away from a matching number Dice.  The Table will provide the amount of
Dice that needs to be in the middle of the match number Dice.


  .----------.---------------------------------------------.---------------------.
  | Dice No. | Dice in the Middle of the Matching Pair | Total amount of Dice |
  |----------+---------------------------------------------+---------------------|
  |    01    |                  01                     |         03          |
  |----------+---------------------------------------------+---------------------|
  |    02    |                  02                     |         04          |
  |----------+---------------------------------------------+---------------------|
  |    03    |                  03                     |         05          |
  |----------+---------------------------------------------+---------------------|
  |    04    |                  04                     |         06          |
  |----------+---------------------------------------------+---------------------|
  |    05    |                  05                     |         07          |
  |----------+---------------------------------------------+---------------------|
  |    06    |                  06                     |         08          |
  '----------'---------------------------------------------'---------------------'


  .---.---.---.
  |   |. .|   |
  | . | . | . | <--- That will erase the 1 Dice.  Depending on the colour of
  |   |. .|   |       the 1 Dice will depend on the 5 Die being erased as well.
  '---'---'---'

This game has 3 colours (as mentioned in section [RX03C]).  The booklet that
came with the game claims that there are red, yellow and green.  I think that
the Dice colours in the UK version look more like pink, blue and green,
although I could agree that pink could be counted as a light red.

Anyway, if the colours of the 1 Dice in the above diagram match (ie, they are
both green), the 5 Die will also be erased.  If one of the 1 Dice is green and
the other one is red/blue, the 5 Die will NOT be erased.  Another words,
attempt to get the colours matching when possible.


-------------------------------------------------------------------------------
02B)     Playing Area + Game Over                                  [RX02B]
-------------------------------------------------------------------------------

The Playing Area is 6 Dice in length.  Because of this, I recommend that you
try to use 4 Die in the first column on the right and on the left.  5 and 6 Die
should NOT be placed in the edge columns unless you need to in an attempt to
keep playing.  The man in the top-right corner (middle for 2 Player game, with
the red guy being Player 1 and the blue guy being Player 2) shows the next
Dice drop.
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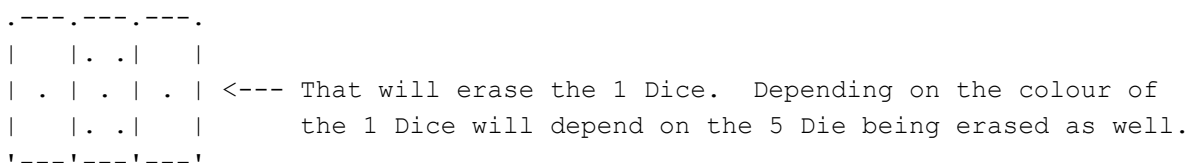
You need to keep the middle columns (3 and 4) from filling up to the top, or it
is Game Over. Either use carefully placed Flashballs (mentioned later in
section [RX04C] to reduce the height of the columns or clear the coloumns with
matching colour Dice (as mentioned in section [RX04A]).

02C)   Flashball + Linking   [RX02C]

We will start with the Flashball in this section. Flashballs will destroy any
Dice surrounding them. This means that they are more effective if they are
placed next to the largest column of Dice. Dropping a Flashball on the top of
the largest column is a waste, as you will only get rid of one Die. Also,
Flashballs can be used to fill in gaps between a matching set of Dice (as
mentioned in section [RX04A]). Finally, you can use them as part of a Linking
tactic.

```
  .---.---.---.          In the diagram to the left is an example of Linking.
  | .|. .|. .|          The 1 Dice will be erased, dropping the Dice above them
  |   |  |. .|          to the lower row.  This will also trigger the 2 Dice to
  |.  |. .|. .|          match and be erased as well.  I made sure that the left
  |---|---|---|---.      diagram was not affected by the colours of the Dice.
  |   |..|   | .|        However, if the 1 Dice DID match colour AND the 4 Die
  | . | . | . |   |      was not there, the 5 Die would be erased and you would
  |   |..|  |. |         no longer have a link move.
  '---'---'---'---'
```

02D)   Hints & Tips   [RX02D]
----

1) The edge columns should only house 4 Dice. Exceptions to this rule can be
   made if you need that column to match another Dice number OR you are running
   out of room.

2) Unless there is no room left, keep 5 Dice and 6 Dice away from the edge
   columns.

3) Try to keep the Playing Area as empty as possible.

4) Forget about Linking moves. Any focus on these may cause you to build up
   and loose the game.

5) For more points, press down when the set of Dice falling is where you want
   them to drop.

6) When possible, use Flashballs to bridge the gap between Dice that will be
   removed.

7) Drop Flashballs to one of the sides of the highest Dice column, hopefully on
   top of another Dice column to remove more Dice.

8) Do not bother trying to match 5 Dice and 6 Dice, as a miscalculation will
   mean that you have a huge column of Dice that could have been avoided.
   Also, only try to match 4 Dice hortizontally (from left to right, not down
   to up). This should be ignored if you can match them up without building
   a stack of Dice to do so.

9) In 2-Player Mode, try to get points quickly to add Blocking Blocks to the

opposition.

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03)   PlayStation/GameBoy Colour Differences   [RX03]

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- You can not change the controls in the GameBoy Colour version.

- There is no in-game guide for the GameBoy Colour version (which I think is a
  terrible mistake, as a guide within a portable game would be more useful than
  a guide in a non-portable game).

- You have more than 20 levels in the GameBoy Colour version.

- A new game mode (called "ENDLESS") is contained within the GameBoy Colour
  version. This game mode starts off as if you are playing at level 1 and just
  increases in difficulty until you either give up or loose the game.

- The menu in the GameBoy Colour requires you to choose the amount of players
  before you choose the game type. One player games can choose between "NORM"
  and "ENDLESS" game modes. I do not know anything about the two player game
  for the GameBoy Colour version, as I only have one copy of the game.

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04)   Contact Details   [RX04]

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E-Mail: games_ps2_pc[at]yahoo[dot]co[dot]uk
Subject: ROX Guide

NOTE: Replace "[at]" with "@" and "[dot]" with "." to make the E-Mail address a
      valid E-Mail address where I will receive your message.

Please DO NOT E-Mail me if you can not write in English or you want to ask a
question that has already been answered in the guide.

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05)   History   [RX05]

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Version 1.0   First copy of this FAQ

Version 1.1   Changed some information before the Introduction

Version 1.2   Update of the guide's layout

Version 1.3   Updated the Levels [RX03C] section

Version 1.31   Fixed a mistake

Version 1.4   Included new information about the differences the GameBoy
                Colour version has in comparison to the Playstation version.
                Controls now also include the GameBoy Colour controls.

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Version 1.5    Moved "Contact Details" and "History" to near the end of the
               Guide


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06)                            Credits                              [RX06]

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Everyone on the FAQ Contribution General Board for help with improving my
guides.  If you need help with writing a guide, please check out GameFAQ's
Board 2000094.  If not, just check out that board to see how you can help with
the Completion Projects that are running there.


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