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## [Magnetica Unlockables and Hints \(DS\)](#)

*Credits minigames and a series of gameplay hints*

Magnetica was released on the 2nd of March 2006 in Japan, the 5th of June 2006 in North America and the 6th of January in Europe, for [Nintendo's DS](#) handheld console, as well as the innovative Wii. It is a Zuma or Luxor type of game, where players have to stop sets of marbles from reaching a certain area, by shooting and combining at least three marbles of the same color. **UNLOCKABLES****Credits mini-game** Successfully complete all Quest, Challenge, or Puzzle mode levels. You will play a staff credits mini-game. Complete the mini-game to unlock the "Staff" selection at the options menu. Use that option to play the mini-game again, whenever desired. **GAMEPLAY HINTS****Detonator** In Normal Play in the Training, Normal, Hard, or Special, you should have enough time to count the red and blue dots. This is when you usually get the first detonator. Always destroy the one with the least dots. Also when there are the following colors: red, blue, yellow, light blue, and purple, it is typically good to destroy light blue. This works 80% of the time. **Hard mode** Hard mode has the spheres going in two different directions. This makes it a little bit easier in the beginning because you can get bigger chain. When marbles are being destroyed on one side, expand the chain by shooting a marble into the other side. It is easy to get a twelve or better chain this way. The strategy mainly for Hard mode in the beginning is just to group pairs of at least two red, at least two blue, at least two red, then destroy a set in the middle of this arrangement in each path. **Bearings** These are the silver spheres, but they are not marbles. In order to destroy them, you must break a chain next to one or in between two or more. If you break a chain in between two or more, only two are destroyed. These just add space to the set of marbles that are already on the board, so you have to get rid of them fast. They appear in Quest mode and sometimes appear in several levels in the Puzzle mode as well. **Black Hole** The marble that goes into a Black Hole will be sucked up and disappear. During this time, you cannot launch any other marbles until the marble sent into the Black Hole is gone. It takes awhile; you must be patient. Do not go in these when you are seconds from losing. It only appears in Quest mode. **Slot** When you launch a marble into one of these holes, the slot spins. If three of the same icon match up, that icon appears in the slot. It can be a silver, gold, or other color coin. A silver coin gives you 5,000 points. A gold coin gives you 10,000 points. The other coin gives you 50,000 points. It can also be a timer that sends marbles back a little bit (very convenient), or a detonator. Then again, there is always the chance that you will not get anything. It only appears in Quest mode. Here is some game action: