

9 May 2008

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[Meteos Unlockables \(DS\)](#)

A list of things to unlock during gameplay

Meteos, a puzzle game released in Japan in March 2005, in the US in June 2005 and Europe in September, the same year, could be easily compared with the well known tetris games. It is more complex and it has better visuals, but the concept is somewhat the same. Also, the game is often compared with the [PSP](#) game, Lumines (which was, by the way, developed by the same company).

UNLOCKABLES

Florias

Accumulate over five hours of game play to unlock this planet for purchase.

Grannest

Successfully complete Star Trip Straight mode to unlock this planet for purchase.

Planet Meteos

Successfully complete Star Trip Straight mode without losing a life and watch any ending sequence to unlock this planet for purchase.

Radar view

Press Select to see a radar type view on the top screen. Press Select again to see that view from your opponent's viewpoint.

Weapons

Complete the following tasks to get the blocks needed to fuse the corresponding weapons or the item itself.

100 Air, Fire, Soil, and H2O Meteos

Complete a 100-Meteo War in less than ten seconds.

100 Iron, Zap, Zoo and Herb Meteos

Play at least three wireless multi-player games.

Cross Bomb

Unlock the true ending for Star Trip Straight mode.

Driller Bomb

150 Air, 200 Fire.

Eraser

Get five other player profiles.

Fury Hammer

Successfully complete the Multi mode.

Heavy Weight

256 Soil, 512 Iron, 512 Herb.

Row Bomb

111 Fire, 111 H2O, 111 Soil.

Smart Bomb

300 Air, 300 Fire, 300 H2O, 300 Soil, 300 Iron, 300.

Smoke Line

800 Air, 1000 H2O, 20 Glow, 1 Soul.

Smoke Screen

Get at least 100,000 points in a 5:00 time war.

Speeder Lock

1024 H2O, 255 Soil, 350 Herb, 20 Dark, 1 Soul, 1 Time.

Super Rocket

80 Air, 80 Fire, 1111 Iron.

War Axe

500 Herb, 400 Zoo.

X Bomb

500 Fire, 500 Soil, 5 Glow, 1 Time.

Zap

300 Herb, 300 Zoo, 50 Glow, 50 Dark, 1 Soul and 1 Time.

Check out the game's opening video below: