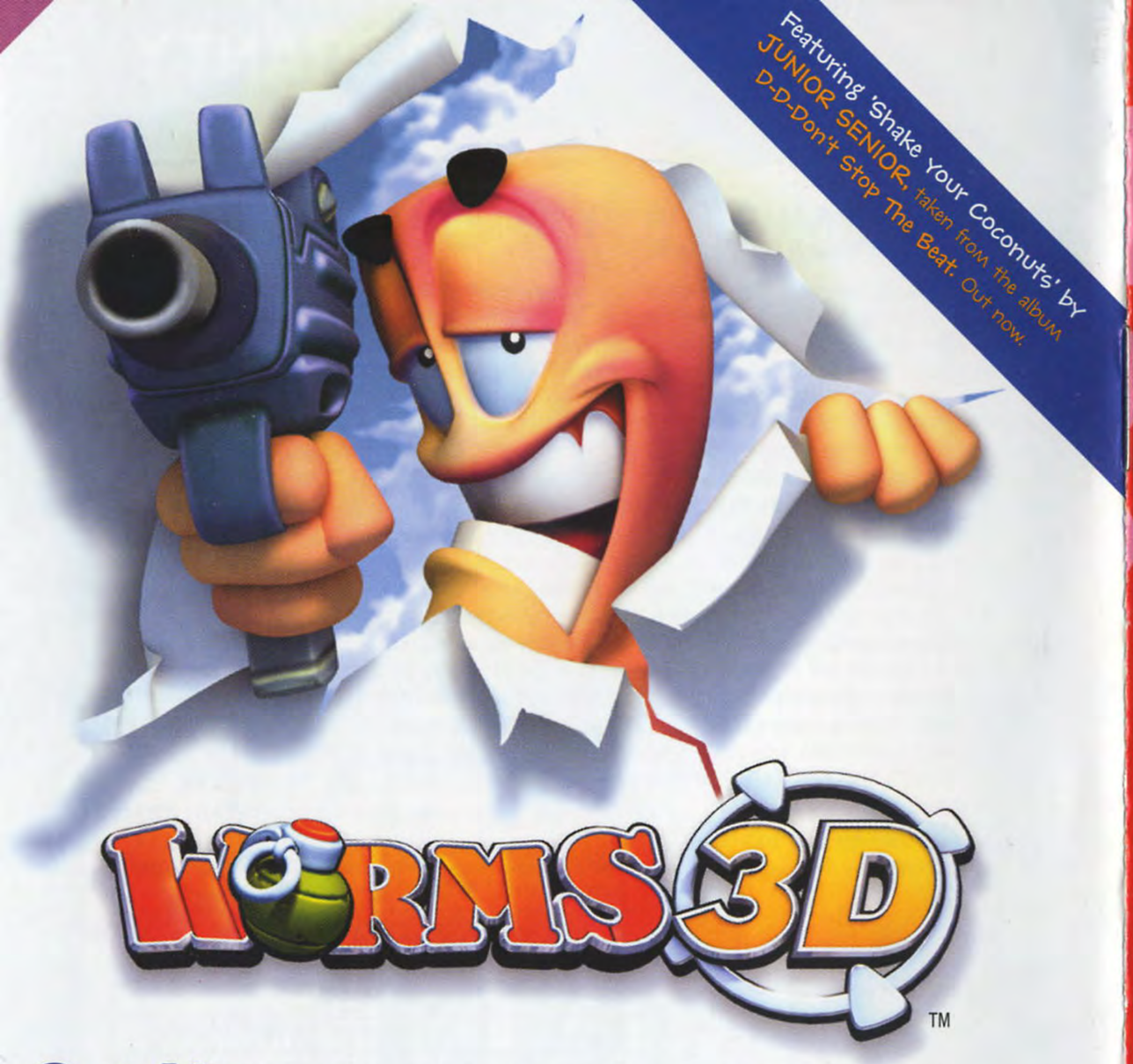

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PUYO POP FEVER™

INSTRUCTION BOOKLET

SONIC TEAM™

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NINTENDO GAMECUBE™

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TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI NINTENDO YHTEENSOPIVIA TUOTTEITA.

2 Player Simultaneous
2 joueurs simultanément

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE OR TWO PLAYERS AND CONTROLLERS.
CE JEU PERMET DE JOUER SIMULTANEMENT AVEC UN OU DEUX JOUEURS ET MANETTES.

Memory Card (carte mémoire)
Uses 01 Block
Nécessite 01 bloc

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.
CE JEU NECESSITE UNE MEMORY CARD (CARTE MEMOIRE) POUR SAUVEGARDER VOTRE PROGRESSION, VOS PARAMÈTRES OU VOS RESULTATS.

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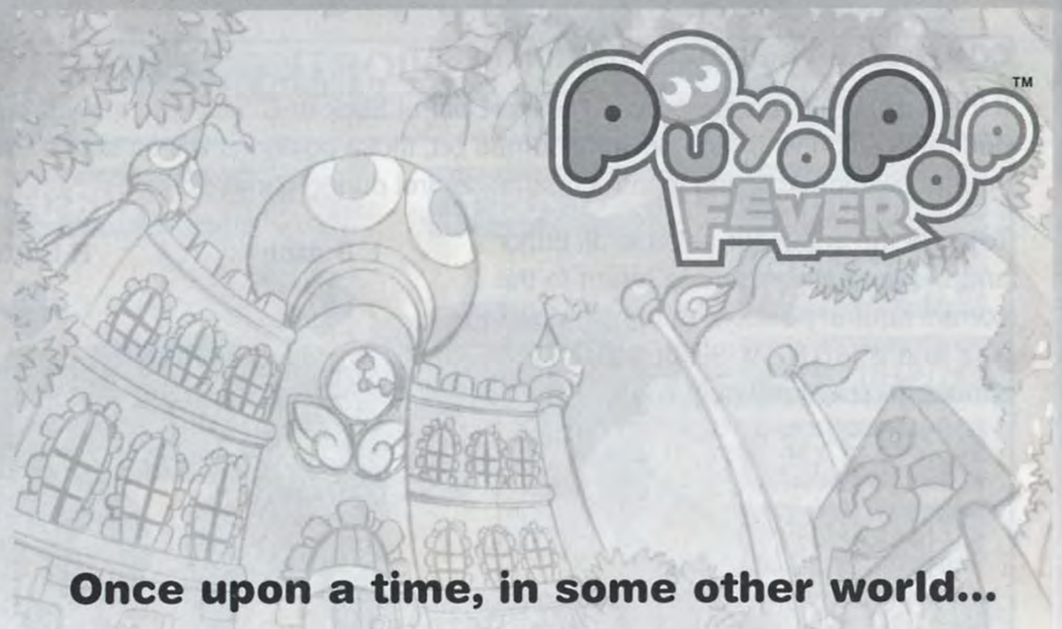
Thank you for purchasing Puyo Pop Fever™ for NINTENDO GAMECUBE. Be sure to read this instruction manual thoroughly before you play.



Once upon a time, in some other world...

There lived a young girl whose dream was to become a wonderfully clever magic user.

Her name is Amitie, and she is at her studies again today.

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STARTING UP

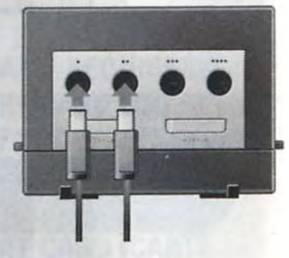
CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

HARDWARE SETUP

Puyo Pop Fever™ is a one to four player game.
Connect the NINTENDO GAMECUBE Controller to Controller Socket 1 for one player, or Controller Sockets 1 and 2 for up to four players respectively.



60HZ MODE

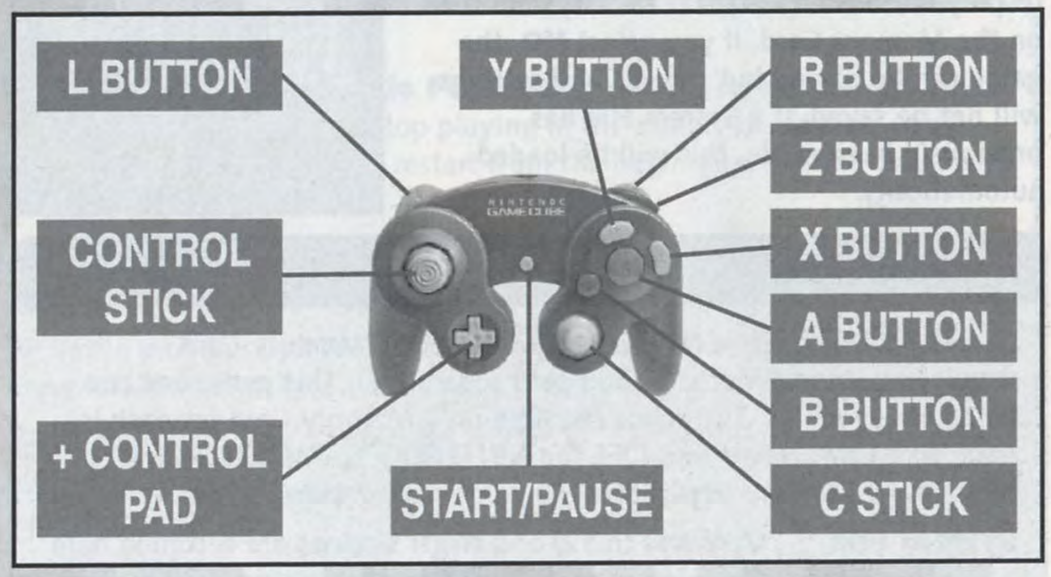
This game can be set to a clearer display and better quality on TVs that support 60Hz mode.
When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function, you can enjoy smoother game screen with less flickers.
To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode.

LANGUAGE SETTINGS

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the NINTENDO GAMECUBE console. (For more information please refer to the hardware console manual.)

CONTROLLER

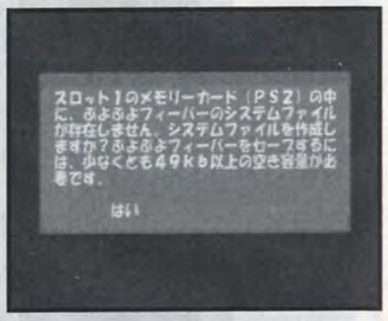
BASIC CONTROLS



Key	Menu Screen	During Gameplay
Control Stick + Control Pad	Move Cursor	Move Puyo Increase Puyo drop speed
Ⓐ Button	Select Continue to next screen	Rotate Puyo to the right Rotate colour of giant Puyo
Ⓑ Button	Cancel Return to previous screen	Rotate Puyo to the left Rotate colour of giant Puyo
START/PAUSE	Game Start	Pause Burst into 1P mode

GAME START

When you start the game for the first time, the System File Create screen will be displayed. Select **YES** to create a system file on the Memory Card. If you select **NO**, the game can be played but records and settings will not be saved. If a System File has previously been made, this will be loaded automatically.



SAVE FILES

Puyo POP Fever™ is a NINTENDO GAMECUBE Memory Card compatible game (Memory Card sold separately). This game has two kinds of Save Files. The space required on a Memory Card for each is detailed below. Never turn OFF the NINTENDO GAMECUBE power or remove the Memory Card while the game data is being saved.

System File — **Options** (p.12) and **High Scores** are recorded here. A minimum of 1 Block free space is required to create a System File.

Replay File — Battles in **Single Puyo POP** (p.10) and **Double Puyo POP** (p.11) can be saved for viewing. A minimum of 3 Blocks free space is required to create 1 Replay File, and up to 6 can be stored in total. See p.13 for further details on creating and viewing Replay Files.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

MAIN MENU

After the System File has been created or loaded, the Title Screen will be displayed. Press the START/PAUSE button to bring up the Main Menu. Explanations for the different game modes can be found from p.10 to p.12.

Single Puyo POP (p.10)

Play against a succession of COM characters. **RunRun Course** and **WakuWaku Course** have Amitie as the player character, and **HaraHara Course** stars Raffine. A **Free Battle** mode where you can choose your player character and opponents is also available.

A second player can Burst into the game at any time making it a 2P game, by pressing the START/PAUSE button on a second controller.

A Warning from Ms. Accord

In **Single Puyo POP**, game progress isn't recorded. If you stop playing in the middle of a game, you'll have to restart from the beginning, so take care now!

Double Puyo POP (p.11)

2P battle mode using characters of your choice. Three different game styles are available, as well as a free mode where you get to select your own rules.

Endless Puyo POP (p.12)

Three different single player games to challenge your elimination and Chain building skills.

Options (p.12)

Change various game settings, play music, view story dialogues, select language, and watch games that have been saved as Replays.

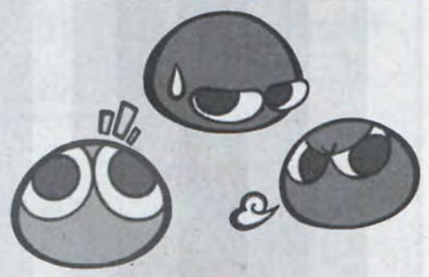
HOW TO PLAY

Here follows an explanation of the basic rules of Puyo POP Fever and the game screen. Make sure you understand these before playing.

BASIC RULES

What's a Puyo?

Puyo are the silent stars of the game. They come in red, blue, green, yellow and purple, and drop into the playfield in Sets of 2 to 4 Puyo.



Triple Sets

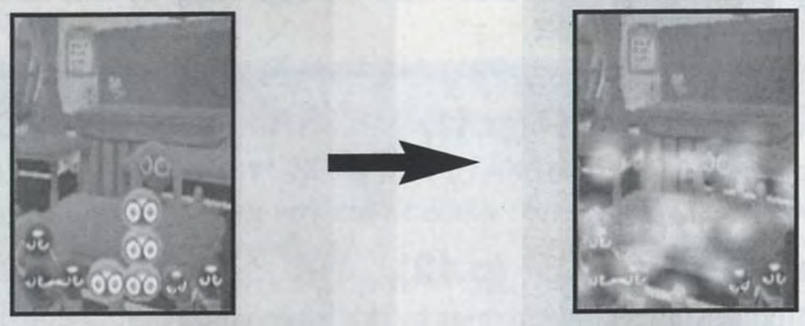
A Set of 3 Puyo of no more than 2 colours. Press the Ⓐ or Ⓑ button to rotate the Set as it drops.

Quadruple Sets

A Set of 4 Puyo of no more than 2 colours. When all are the same colour, press the Ⓐ or Ⓑ button to change the colour.

Removing Puyo

The goal of the game is to remove as many Puyo from the playfield as you can. To do this, control a Set as they fall from the top of the playfield using ◀ ▶ ▼ Ⓐ and Ⓑ buttons and pile them on top of other Puyo. Whenever a Puyo touches another Puyo of the same colour, they stick together. Connect four or more Puyo to remove them from the playfield.

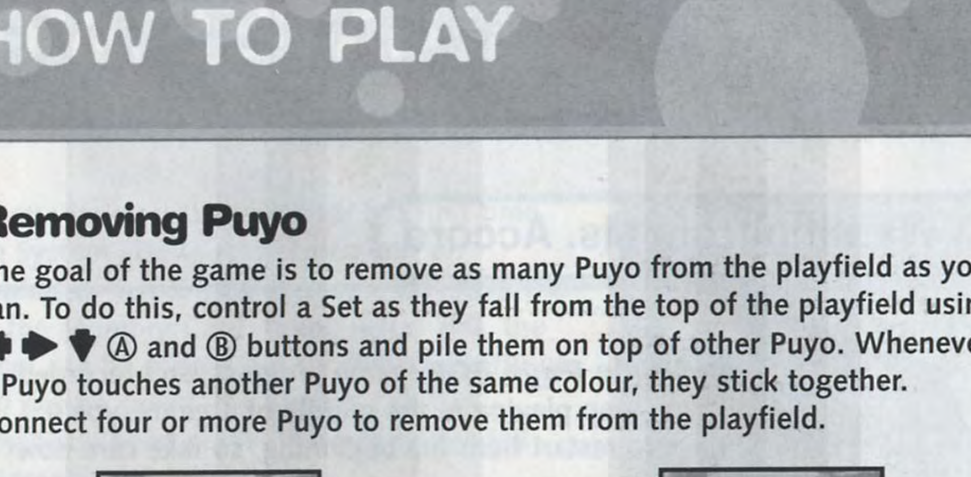


Connect four Puyo together...

And watch them disappear.

Viewing the Game Screen - Normal Mode

The Game Screen is set out as below. The playfield on the left is for 1P, while the playfield on the right is for the COM or 2P.



❶ NEXT Puyo
Shows the next Set that will drop into the playfield.

❷ XX Marker
Lose the game when Puyo pile up to here.

❸ Puyo Preview
Nuisance Puyo your opponent has sent are displayed here before dropping.

❹ Puyo Set
The Set currently dropping into the playfield.

❺ Fever Count

❻ Wins

❼ Fever Time

❽ Playfield

❾ Score

❿ Opponent's playfield

Game Over

The first player to allow Puyo to pile up to the XX at the top centre of the playfield loses the game.

Pile Puyo up to the XX and...

That's it! The game is over!

Nuisance Puyo

When you remove Puyo, you not only receive points, but also send Nuisance Puyo into your opponent's playfield.

When you remove Puyo...

Nuisance Puyo appear in your opponent's playfield.

When Nuisance Puyo Appear in Your Playfield

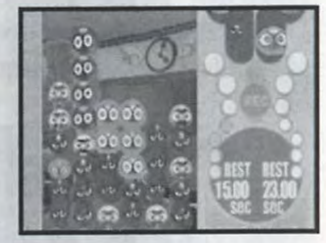
Nuisance Puyo cannot connect to colour or other Nuisance Puyo. However, when colour Puyo are removed, any Nuisance Puyo touching them horizontally or vertically disappear with them.

Remove regular Puyo next to Nuisance Puyo...

And say goodbye to both!

Simultaneous Elimination

The more Puyo you can connect and remove at the same time, the higher you score. You can also earn high scores by removing Puyo of two or more colours at the same time.



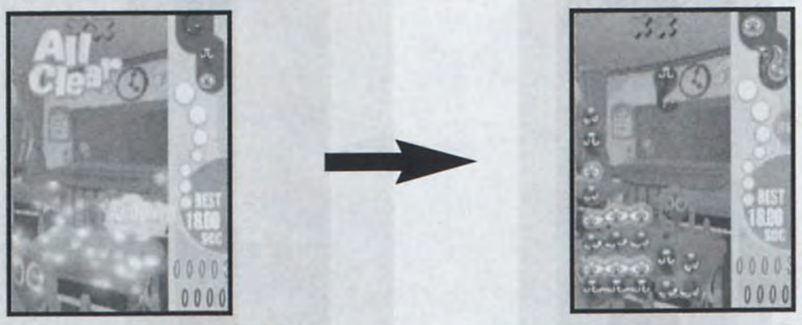
Chains

Whenever a group of Puyo is removed, any Puyo on top will drop down. When these Puyo then connect with and remove other Puyo, this is called a Chain. Complicated Chains with greater numbers of steps earn higher points.

Longer Chains cause lots of Nuisance Puyo to drop in your opponent's playfield.

All Clear

All Clear means that every last Puyo has been removed from your playfield. When this happens, a ready made Chain will drop that can be cleared by a single Puyo Set, similar to **Fever Mode** (p.9). If you can clear each of these too, then another, even larger Chain will drop. If you fail to clear them all, the remaining Puyo stay where they landed and the game continues as normal.



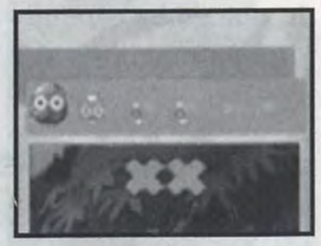
Clear the playfield of Puyo for All Clear...

And a ready made Chain will drop.

ADVANCED RULES

Puyo Preview

Before Nuisance Puyo drop into the playfield, Puyo Preview will be displayed at the top. The display varies depending on the amount of Nuisance Puyo waiting to drop.



Small Puyo 1		Rock Puyo 30		Moon Puyo 360	
Mid Puyo 6		Star Puyo 180		Crown Puyo 720	

Offsetting

When you're under attack from your opponent and there's a Puyo Preview above your playfield, the Preview can be wiped from the screen by counter-attacking your opponent. This move is known as Offsetting. The Puyo Preview is reduced by the exact amount of Nuisance Puyo you send, so think and act fast to Offset and counter your opponent.

Before the Nuisance Puyo drops in your playfield...

Counter-attack your opponent to Offset the Puyo Preview.

Fever Mode

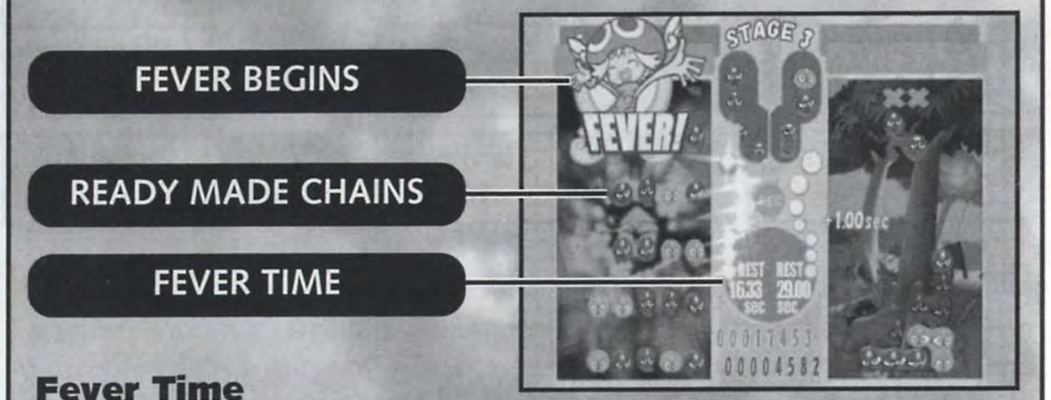
The **Fever Count** increases every time you offset Puyo Previews, and **Fever Time** increases when your own attacks are offset by your opponent. When the **Fever Count** is full, the game enters **Fever Mode** until **Fever Time** runs out.

When the Fever Count becomes full...

Enter Fever Mode.

When you enter **Fever Mode**, a ready made Chain of Puyo will drop at once, similar to when you achieve an **All Clear**. Try to remove all the Puyo in one go by carefully controlling the next Set that drops. Chains will keep dropping until **Fever Time** reaches 0, and the game returns to **Normal Mode**.

Viewing the Game Screen - Fever Mode



Fever Time
Chains will drop until this reaches 0.

GAME MODES

SINGLE PUYO POP

By selecting **Single Puyo POP** from the Main Menu, you are given the following choices. Choose a Course using ◀ ▶ and press the Ⓐ button to select.

RunRun Course	A practice course for beginners. Amitie is taken through a total of 3 stages.
WakuWaku Course	Once the rules are mastered, challenge slighter tougher opponents with this mid-level course. Amitie is taken through a total of 8 stages.
HaraHara Course	For advanced players that find **WakuWaku Course** a little too easy, this high level course takes Amitie's rival Raffine through an even more demanding 8 stages.
Free Battle	Battle Mode allowing you to freely choose your own player character and opponent.

DOUBLE PUYO POP

Double Puyo POP is a 2 player battle mode, and can be played according to the following rules. Choose a rule set using ◀ ▶ and press the Ⓐ button to select.

Normal Rules	Battle with the standard Puyo POP Fever rules
Classic Rules	Battle with the traditional Puyo POP rules (i.e. without **Fever Mode**). In this mode, there is no difference in ability between characters.
Trap Rules	The attack power of **Fever Mode** is minimal, so entering it becomes a disadvantage. Try to trap your opponent into entering **Fever**.
Edit Rules	Play according to rules of your own choosing.

Edit Rules Settings

Set the rules of the game by adjusting the following settings. Use ▲ ▼ to choose an option, and ◀ ▶ to make changes.

Margin Time
After this time elapses, stars that drop Nuisance Puyo will start to appear (default: **192**).

Chain Limitation
Nuisance Puyo are only dropped when a Chain removal sequence exceeds this number of steps (default: **OFF**).

Offsetting
Determines whether Offsetting can be used or not. When set to **OFF**, **Fever Mode** cannot be entered (default: **ON**).

Rate
Points needed to send a Nuisance Puyo. Set to a lower figure to increase the number of Nuisance Puyos (default: **120**).

Fever Count
The number **Fever Count** increases by when Offsetting. When set to 0, **Fever Mode** cannot be entered (default: **1**).

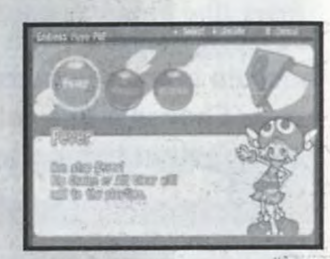
Attack Power Adjustment (%)
Determines the points supplemented during **Fever Mode**. A lower figure will reduce the attack power of **Fever**, while a higher figure will increase it (default: **100**).

Return to Default Rules
Return all values to default.

Are these rules OK?
Begin playing with the current settings.

ENDLESS PUYO POP

By selecting **Endless Puyo POP** from the Main Menu, you are given the following choices. Choose a game style using ◀ ▶ and press the Ⓐ button to select.



Fever The game begins in **Fever Mode** and is governed by a time limit. When the time reaches 0, the game is over. By successfully clearing Chains, the time can be extended.

Mission Puyo removal missions are issued one after another. Try to clear the missions within the time limit provided. The challenges gradually increase in difficulty, and when the time reaches 0, the game is over.

Original The original Puyo POP game. There is no time limit, no opponent, and no Nuisance Puyo to worry about. This mode is ideal for practicing Simultaneous Elimination and Chain Building techniques.

OPTIONS

Make changes to the following settings. Use ▲ ▼ to choose an option and ◀ ▶ to make changes. Where additional options are available, press the Ⓐ button to enter the sub-menu.

Button Configuration
Change the controller settings.

1P/2P: Set the rotate direction of each button.

Rumble: Set the Rumble Feature **ON/OFF**.

Difficulty
Default: **Normal**
Set the difficulty level of **Single Puyo POP**.

Cut Scene
Default: **ON**
Set the introductory dialogues in Single Puyo POP **ON/OFF**.

Animation for Chains
Default: **On**
Set the character display during gameplay **ON/OFF**.

3D Effect
Default: **On**
Change the camera angle during Chain eliminations **ON/OFF**.

Sound
Select between **STEREO** or **MONAURAL**.

Language
Change settings related to language.

Sound: Choose between Japanese and English for speech effects.

Language: Choose between 6 different languages for text display.

Go To Gallery
Replay music and cut scenes used during the game.

Replay
Watch Replays of games previously played and saved.

Save/Load
Save or Load the System File containing option settings and high scores.

Return to Menu
Return to the Main Menu.

Creating and Playing Replay Files

Save Replays of battles in **Single Puyo POP** and **Double Puyo POP** modes for future viewing.

STEP 1 **Create a Replay File**

When a game finishes in **Single Puyo POP** or **Double Puyo POP** modes, the Replay File Creation menu will be displayed. A maximum of 6 Replay Files can be created. Depending on the length of the battle, it may not be possible to save it in its entirety.

- Recording further Replays after 6 Replay Files have been made will require the removal of an older file. To erase a file, highlight a data slot and select **Delete**.

STEP 2 **View the Replay File**

By selecting **Options : Replay**, a list of the Replay Files stored on the Memory Card will be displayed. Choose a file and select **Play** to view, or **Delete** to erase the data.

CHARACTERS

AMITIE

The heroine of this game, and player character for **RunRun Course** and **WakuWaku Course**. A bright and cheerful girl attending a school of sorcery. Has a good balance of skills, and is a good all-round player.

RAFFINE

Classmate of Amitie, and high level player character for **HaraHara Course**. Especially skilled at making her own Chains, and suitable for advanced players. During **Fever Mode** she aims for **All Clears** every time.

MS. ACCORD

A professor at the school of sorcery together with her cat Popoi (who appears to be a ventriloquist's dummy). Gentle and relaxed in pace, she teaches the rules in **RunRun Course**. Aims to be a powerful player proficient in Chain building.