

PUYO POP FEVER™

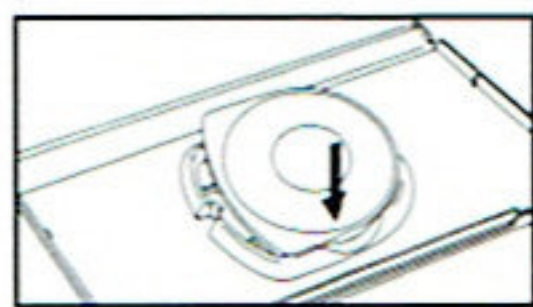


popping puzzle fun

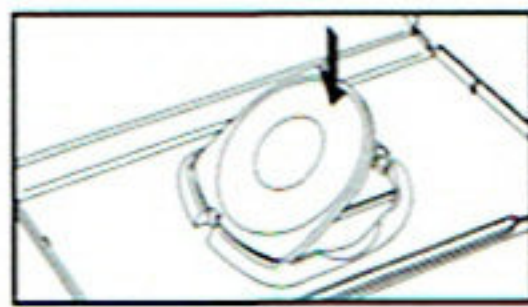
SEGA®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.




PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

ULES-00294

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Setting Up

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Archer Maclean's™ Mercury™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

Memory Stick Duo™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.



Puyo POP FEVER

Wireless [WLAN] Features

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



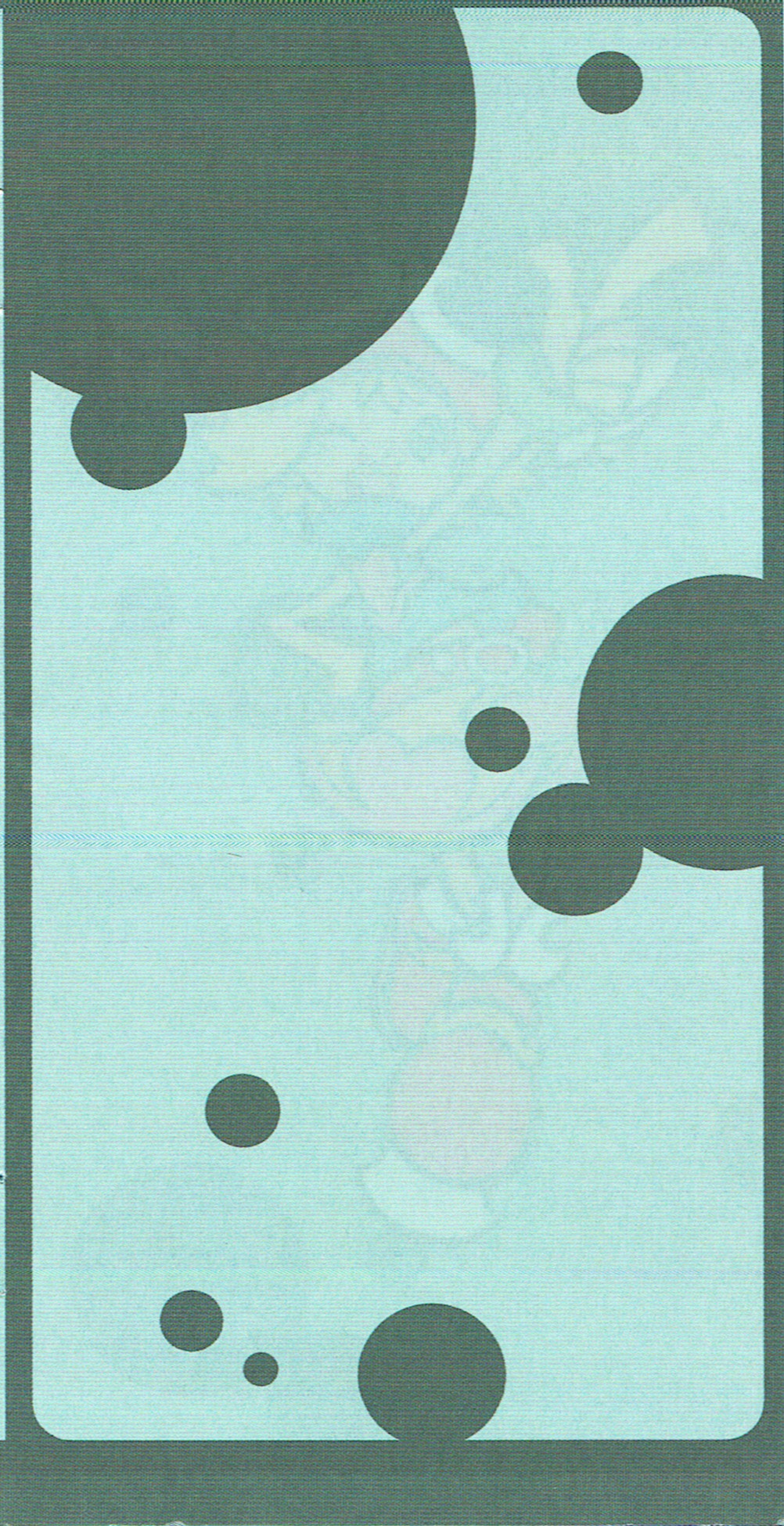
INFRASTRUCTURE MODE

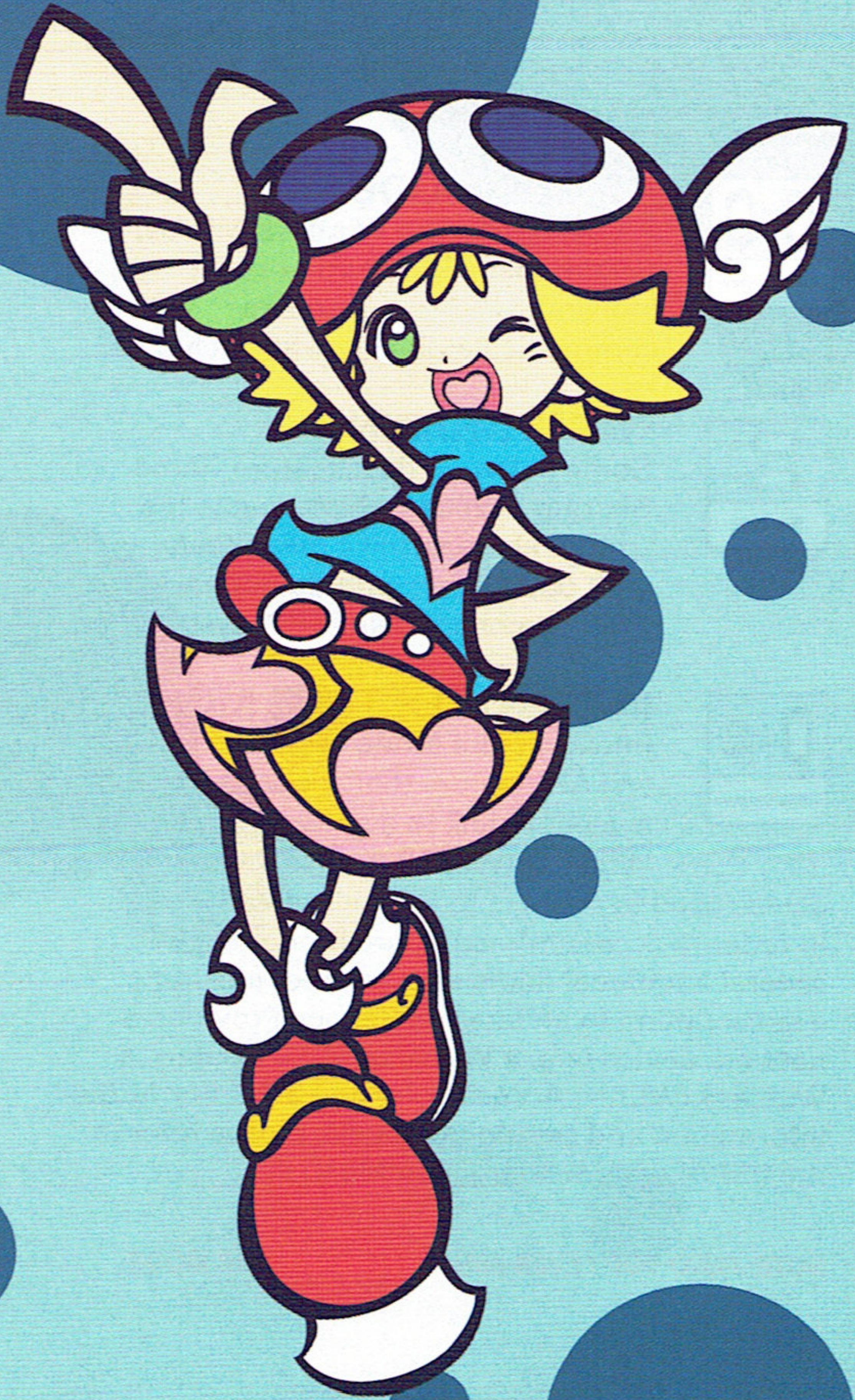
Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

NOTE: PUYO POP FEVER only supports 'AD HOC MODE'.



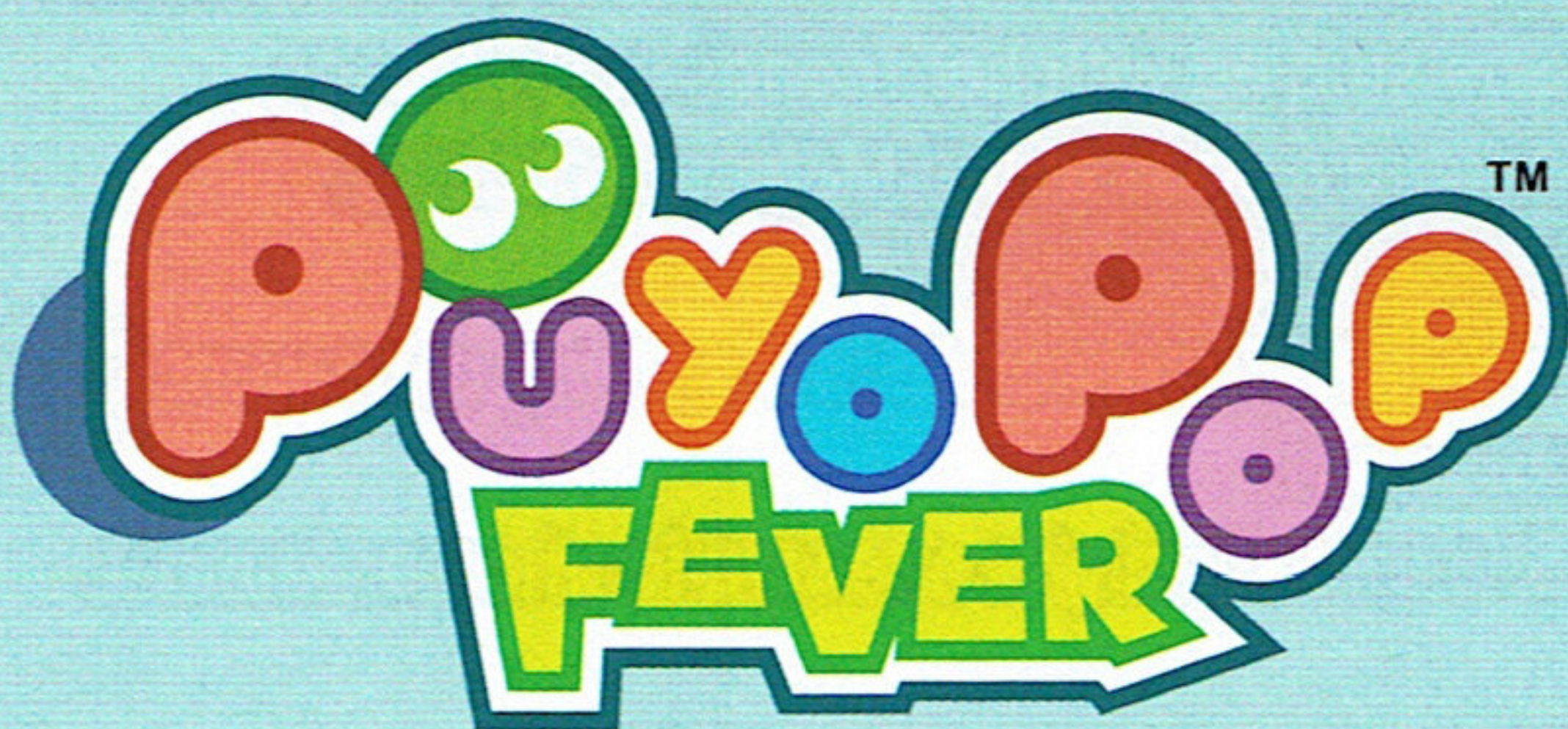
Puyo POP FEVER





 Puyo POP FEVER

Thank you for purchasing Puyo POP FEVER.
Please note that this software is designed
only for use with the PSP™ console.
Be sure to read this instruction manual
through before you start the game.



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Settings

This game requires a Memory Stick Duo™ with more than 330KB space available. To save game setting and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ console. For saving and loading the game data, please refer to p. 4.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

Prologue

Once upon a time in a place far away there lived a young girl. Her dream was to become a magnificent magician, and her name was Amitie. She studied with her friends in Professor Accord's class at the Magical Academy.

One day Professor Accord's flying cane went missing!!

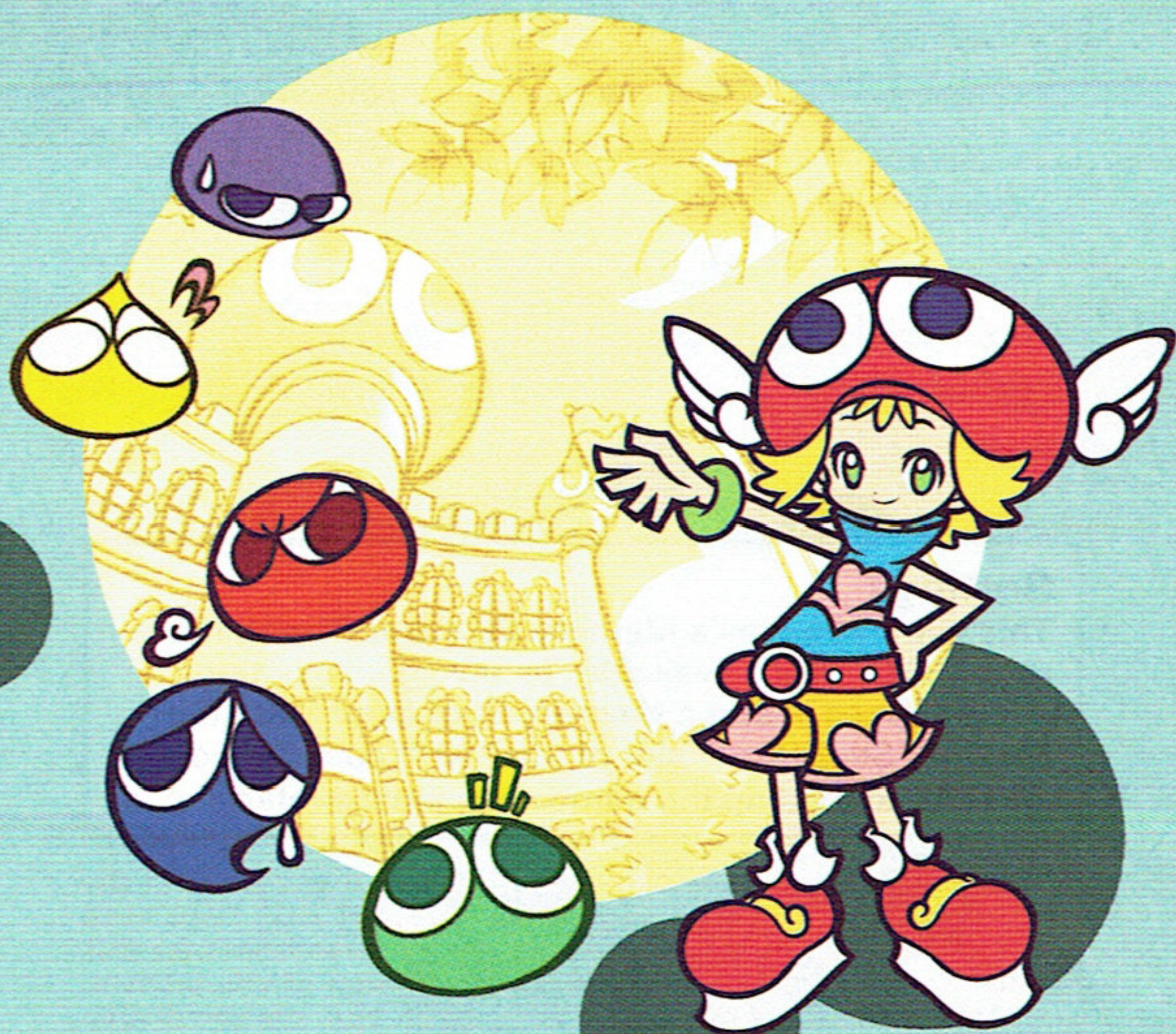
She said she'd give a reward to whoever found it.

'I wonder what the reward is?'

'Let's go, before someone else finds it before us!'

Everyone is so excited!

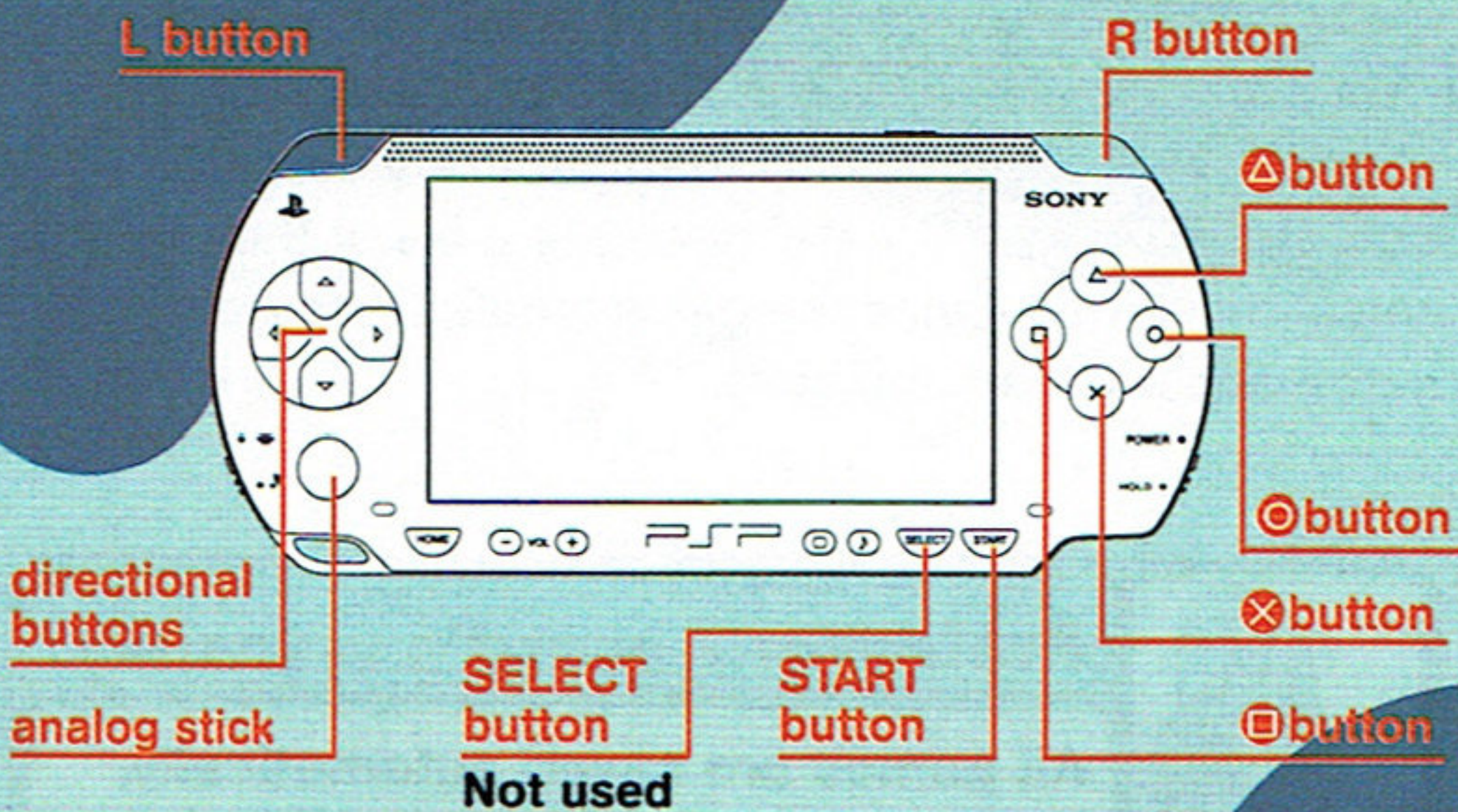
And that's how Amitie's and friends' little adventure started...



Basic Controls

This game is suitable for 1-2 players. The button configuration here is the original setup. The Puyo rotation control can be changed. (See Options p.19)

Parts and Controls



Controls	Menu Screen	During the game
directional buttons/ analog stick	Move Cursor	Move Puyo (←/→) Quick drop (↓)
○ button	Make selection Go to next screen	Rotate Puyo clockwise Change colour of Giant Puyo
× button	CANCEL Return to previous screen	Rotate Puyo anticlockwise Change colour of Giant Puyo
START button	Start game/Make selection Go to next screen	PAUSE Skip the dialogue

Controls for Double Puyo POP

	Controls	Menu Screen
1 PLAYER	directional button ↑↓	Move Puyo / Move Cursor
	directional button ←	Quick drop
	directional button →	Rotate Puyo anticlockwise / Change colour of Giant Puyo
	L button	Rotate Puyo clockwise / Change colour of Giant Puyo / Make selection
	analog stick	Rotate Puyo / Change colour of Giant Puyo (The Puyo will rotate in the same direction wherever pressed)
2 PLAYER	○ button	Quick drop
	× · △ button	Move Puyo / Move Cursor
	□ button	Rotate Puyo anticlockwise / Change colour of Giant Puyo
	R button	Rotate Puyo clockwise / Change colour of Giant Puyo / Make selection

Getting started

Creating and loading the system file

Set up the PSP™ console according to the instructions in its instruction manual. Turn the PSP™ console on and the POWER indicator will light up green. The Home Menu will be displayed. Press the open latch to open the disc cover. Insert rear of the PSP™ console and then securely close the disc cover. Select 'Create' to create a file at the file selection screen. Once the file is created, the game will automatically load and start.



Professor Accord's warning

All games are saved automatically, but games cannot be saved during a dialogue, during a battle, when selecting your character or when choosing rules for a battle. Rankings (p.19) are also saved automatically.

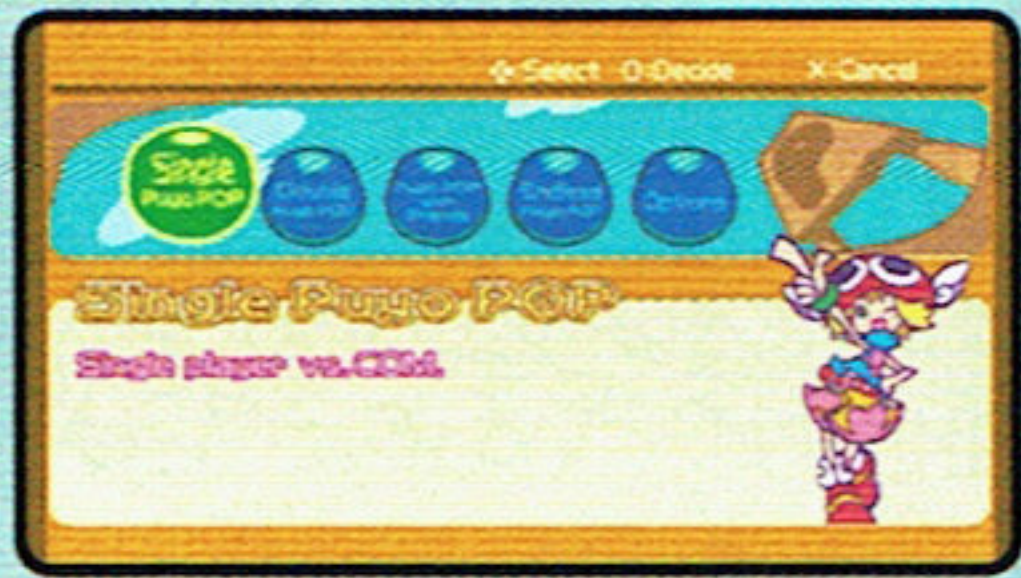
Saving a file

Puyo POP FEVER creates 2 types of save files. Do not turn off the PSP™ or remove Memory Stick Duo™ while saving or loading.

- System file (over 330KB) The settings in Options (p.19) and player rankings can be saved.
- Replay data (over 330KB) Up to 6 battles from "Single Puyo POP" and "Double Puyo POP" can be saved and viewed as replays. Please see p.20 for creating and viewing replay data.

Main Menu

After the system file has been created or loaded, please press START button at the Title screen. Then select a mode from the Main Menu. Refer to p.12 for details.



Single Puyo POP

→p.12

The characters appear one after another and you must battle them to continue the story.

Double Puyo POP

→p.14

2 players can battle each other using the same PSP™.

Puyo POP with Friends

→p.16

In Ad Hoc Mode, 2 players can select a character and battle head-to-head using the Wireless LAN connection.



Professor Accord's advice

How the Puyos fall and their chain-attack features differ depending on the character you choose. Refer to p.21 to find the character that suits you best!

Endless Puyo POP

→p.18

Simply keep eliminating the Puyos.

Options

→p.19

In-game settings can be changed. There is also a gallery mode to play music and dialogues.

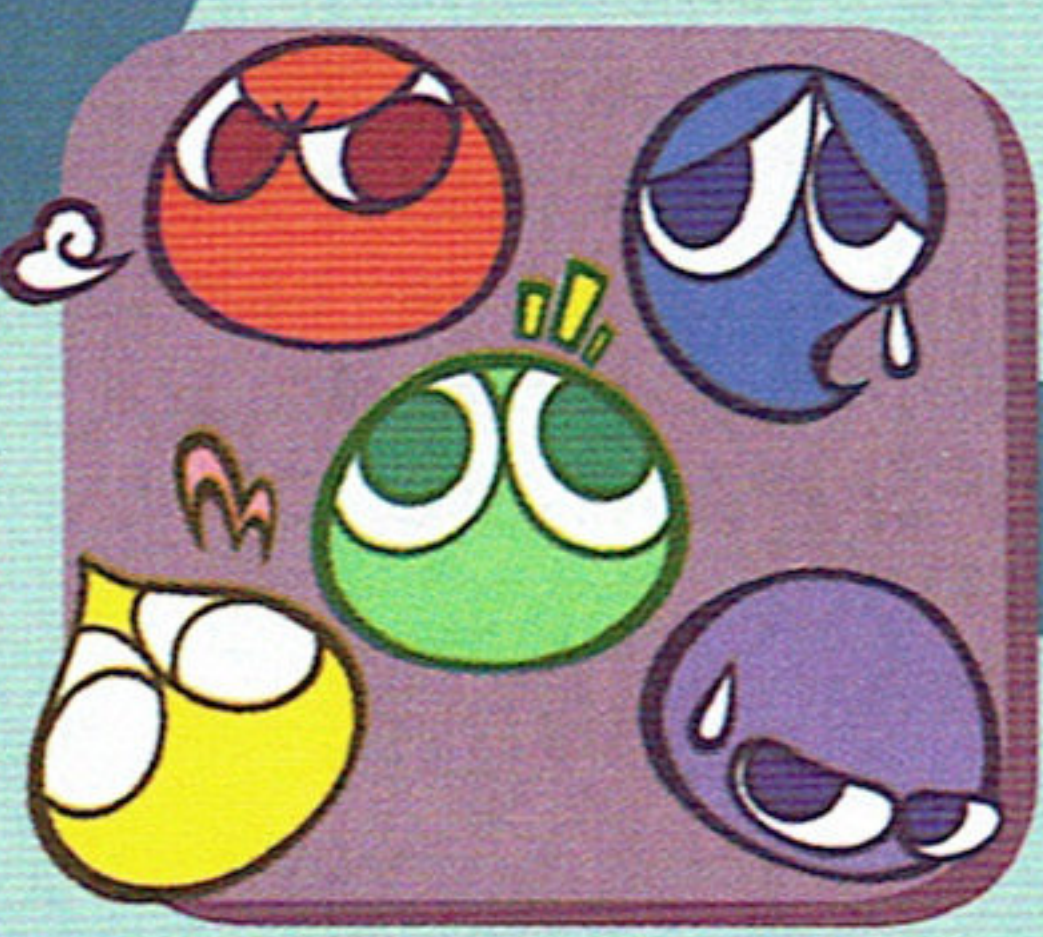
How to play

This is an introduction to the basic rules and the game screen.

Game rules -The basics-

● What is a Puyo?

A Puyo is a strange jelly-like blob that bursts when 4 or more are combined together. Puyos exist in 5 different colours: red, blue, green, yellow, and purple. They fall in groups of 2, 3 and 4.



● Group of 3

A set containing 3 Puyos of the same colour, or 2 the same + 1 different. The set can be rotated by pressing the or button.



Group of 2+1



Group of 3

● Group of 4

A set containing 4 Puyos of the same colour (Giant Puyo), or 2 pairs of the same coloured Puyos. The colour of the Giant Puyo can be changed by pressing the or button.



2 Puyos + 2 Puyos of the same colour



Giant Puyo (Group of 4)

● Eliminating Puyos

By placing 4 or more Puyos of the same colour adjacent to each other, they can be eliminated. By moving, rotating, and using quick drop, you can carefully arrange them as they fall to make them burst and disappear.



Align Puyos...

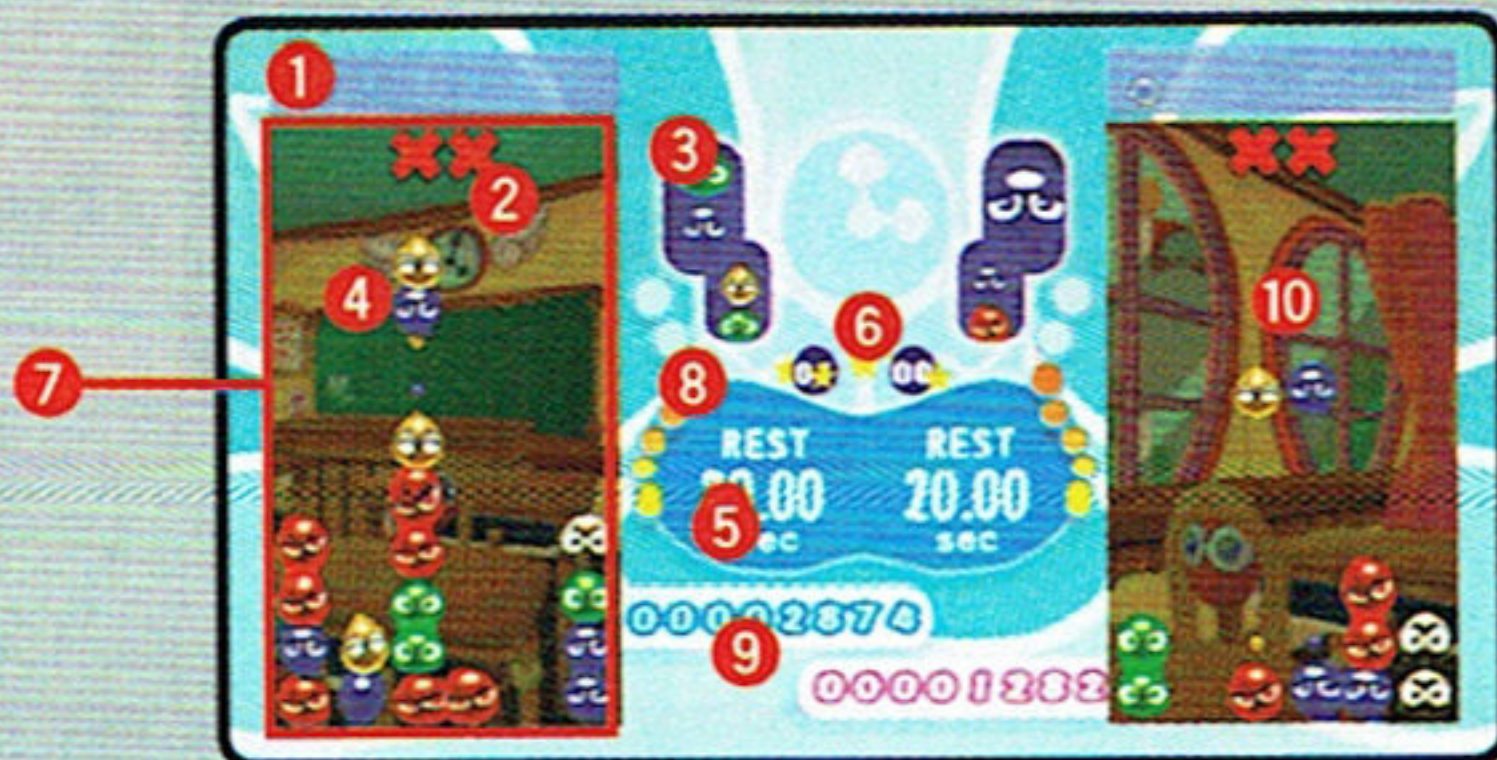


and they burst!



The Game Screen - Single Player-

The left side of the screen corresponds to Player 1, and the right side to Player 2 or the computer. This screenshot is taken from "Puyo POP with Friends".



① Warning Puyos

Nuisance Puyos sent by opponents will appear here as Warning Puyos. (→p.10)

② XX

When the Puyos pile up to the two red XX's at the top of the screen, the game is over.

③ Next Puyos

The group of Puyos to fall next.

④ Falling Puyos (groups of 2-4)

⑤ Fever time (→p.11)

⑥ Number of wins

⑦ Player 1 playfield

⑧ Fever Gauge (→p.11)

⑨ Score

⑩ Player 2 playfield

● Game Over

When the Puyos pile up to the two red XX's at the top of the playing field, the game is over.



When the Puyos pile up ...

Game Over!

● Nuisance Puyos

Points are earned by eliminating Puyos. Depending on the number of Puyos eliminated and the chain size, a number of Nuisance Puyos can be sent to the opponent's side.



Eliminate Puyos ...



and Nuisance Puyos fall on the opponent's field!



Professor Accord's advice

Eliminating more than one set of Puyos simultaneously, or creating a chain of eliminations will earn you extra points and send more Nuisance Puyos to your opponent.

● Eliminating Nuisance Puyos

By eliminating a Puyo next to a Nuisance Puyo, the Nuisance Puyo will be eliminated. When Nuisance Puyos are grouped together, a Giant Nuisance Puyo may be formed.



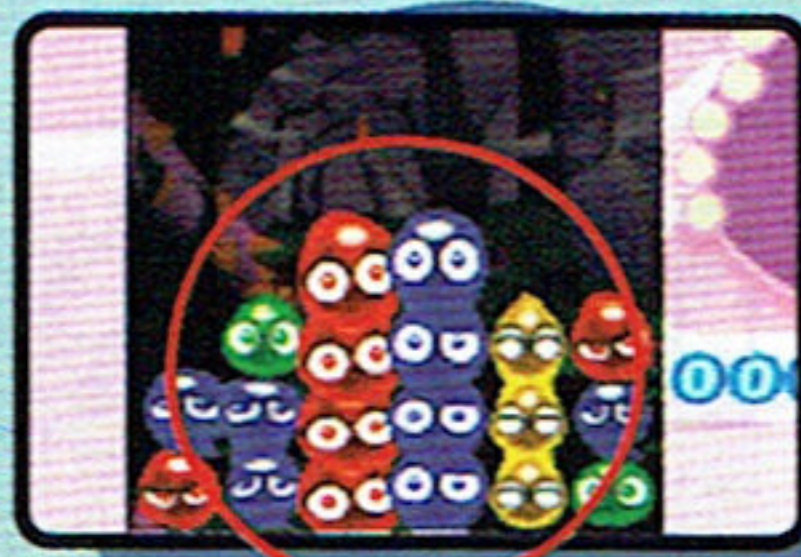
Eliminate an adjacent Puyo ...



The nuisance Puyo will also disappear!

● Simultaneous eliminations

Connect 4 or more same coloured Puyos to make them burst and disappear. Eliminate 2 or more different coloured groups of Puyos simultaneously to earn extra points. The more Puyos placed together, the more points earned.



● Chains

A chain results when a group of Puyos is eliminated, and the Puyos above it fall to create another set and disappear. If the Puyos are stacked well, it is possible to link together even more chains.



First set of Puyos eliminated...



Chain of 2 eliminations!



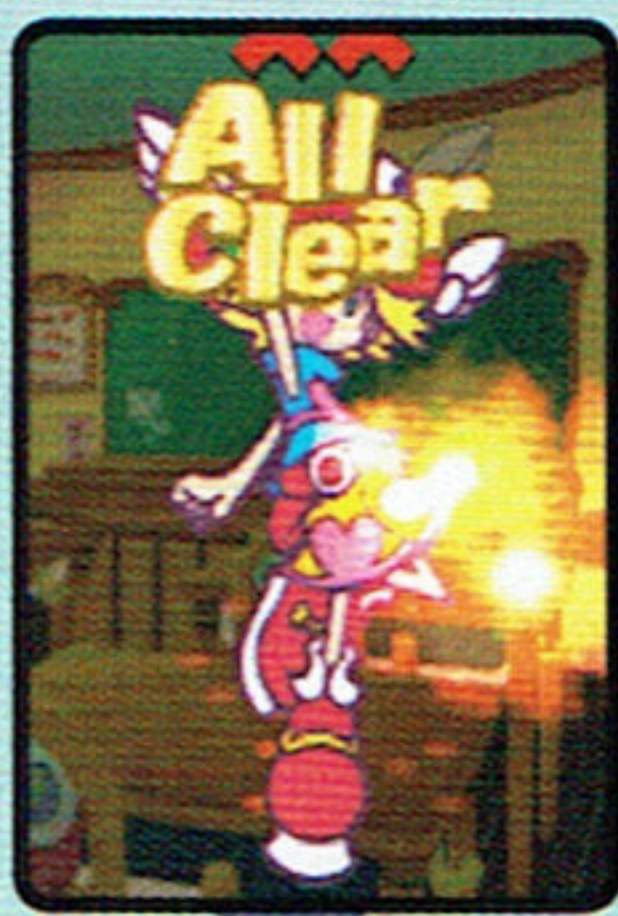
Chain of 3 eliminations!



The longer the chain is, the more Nuisance Puyos sent to your opponent.

● All Clear

This is when all Puyos have been eliminated and a set of pre-arranged rows of Puyos appears. If the screen is cleared in Fever Mode, an even bigger set of rows of Puyos will appear.



Eliminate all Puyos ...



a set of pre-arranged Puyos appears



Professor Accord's advice

After clearing the screen and entering Fever Mode, be ready to link multiple chains using the bigger pre-arranged sets.

Game Rules - Advanced -

● Warning Puyo

Before Nuisance Puyos fall, Warning Puyos will be displayed at the top of the playing field indicating how many to expect.



Warning Puyos (Upper) and the number of Nuisance Puyos (Lower) to expect

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

● Offsetting

When a Warning Puyo is displayed, it can be offset by sending a Nuisance Puyo to the opponent. The number of Nuisance Puyos you send cancels the same number of Warning Puyos. The indicated Warning Puyos can be sent back to the opponent by attacking with a greater number of Nuisance Puyos.



Attack with Nuisance Puyos before Warning Puyos become falling Nuisance Puyos in your field ...



Offset Warning Puyos with the same number of Nuisance Puyos!

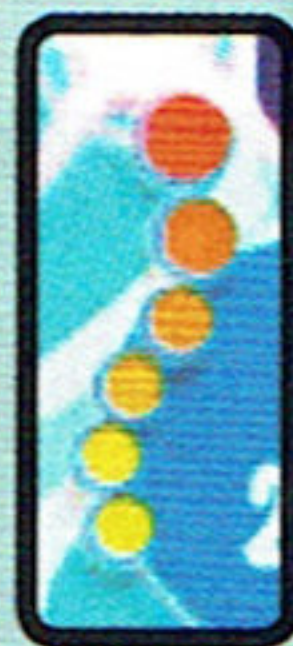


Professor Accord's advice

When you offset warning Puyos, the Nuisance Puyos won't fall in your playfield plus the Fever Gauge will rise. When opponents offset your Nuisance Puyos, your Fever Time will increase.

● Fever Mode

As you offset Warning Puyos, your Fever gauge will fill up. Once your gauge is completely full, you will go into Fever Mode. Your Fever Time will increase when the opponent offsets Warning Puyos.



Once your gauge is completely full ...

Fever Mode Screen

In Fever Mode, you'll begin with pre-arranged sets of Puyos. Make the best use of falling Puyos to create the biggest chains possible. When time runs out, normal play will resume.

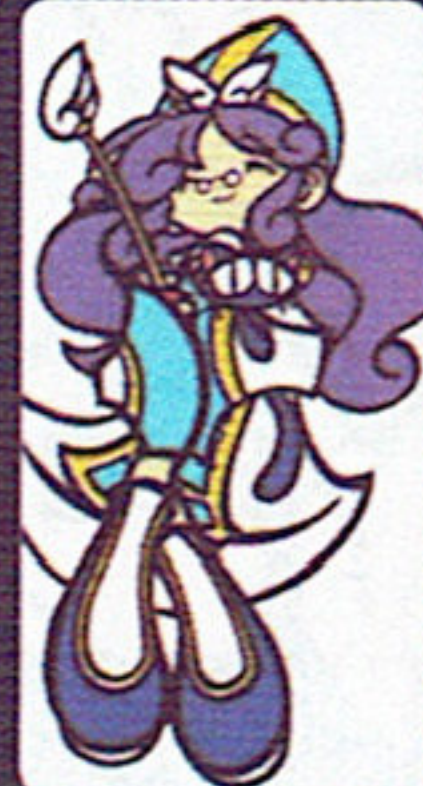
Fever Mode Starts



Pre-arranged sets of Puyos

Fever Time

Sets will continue to appear until the time runs out



Professor Accord's advice

In Fever mode, some falling Puyos may not allow you to create a big chain. A new pre-arranged set of Puyos will replace the existing one even if you make only a small chain so be careful with the placement of Puyos.

Modes

Single Puyo POP

● Menu Options

In Single Puyo POP mode, three different courses plus a Free Battle are available. Please choose from the following:



■ RunRun Course

A practice course for beginners. The main character, Amitie, will guide you through 3 stages.

■ WakuWaku Course

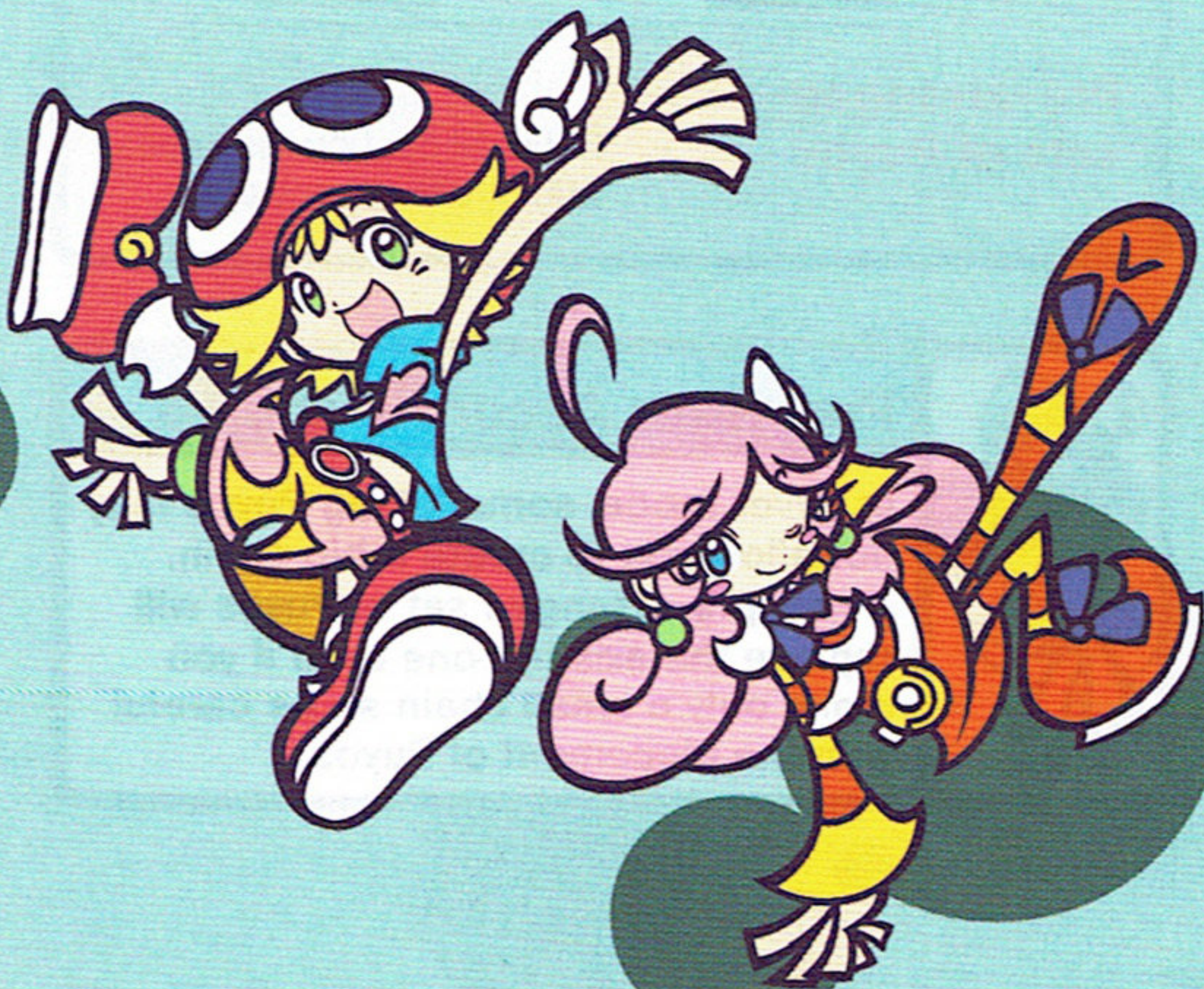
A harder course for intermediate players who have learned the rules. You'll go through 8 stages as Amitie.

■ HaraHara Course

A course for the expert players who do not feel challenged by the WakuWaku course. You'll play 8 stages as Raffine, Amitie's rival.

■ Free Battle

Choose a character for yourself and the computer. You can also save battles as replay data (p.20).



Game Order

The order of the RunRun, WakuWaku and HaraHara courses (Single Puyo POP) is explained here.

1 Dialogue

The dialogue between Amitie (or Raffine) and her opponent begins as they appear. When their dialogue is over, the game starts.



2 Game Start

Eliminate the falling sets of Puyos by placing them adjacent to each other.



3 Game Over

When the Puyos pile up to the two red **XX**'s at the top of the playing field, the game is over. Keep winning to repeat steps **1** - **3**.



4 Continue

The Continue screen will appear when the game is over. Please press START button before the counter reaches 0 to continue.

5 Name Entry

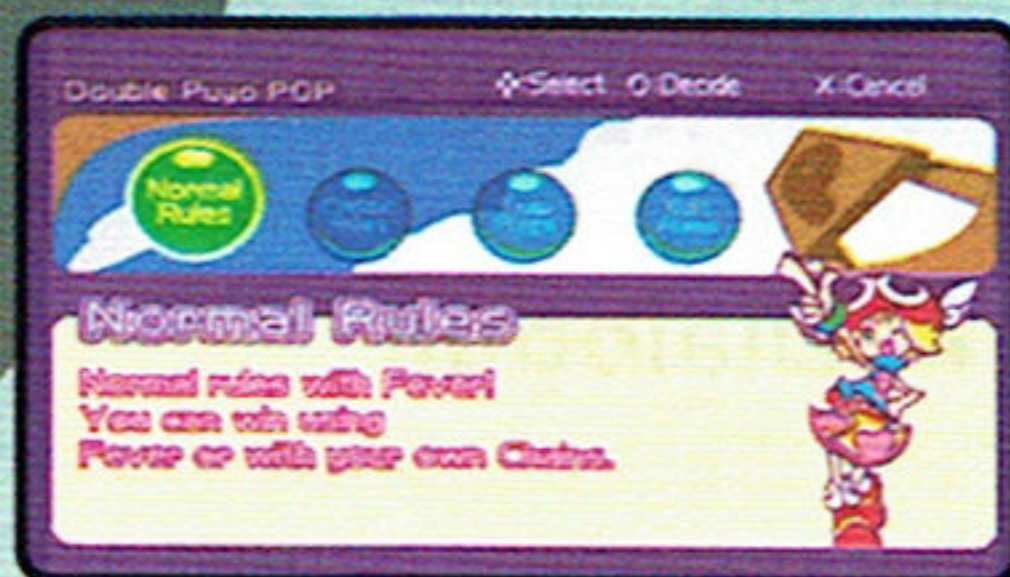
Players may enter their names if they rank in the top 5.

Double Puyo POP

● Menu Options

Two players can battle each other using the same PSP™ console.

Please select from the following 4 battle rules.



■ **Normal Rules** Normal Puyo POP FEVER. Choose your strategy - offsetting opponent's Nuisance Puyos to get Fever Mode or building up chains - you decide!

■ **Classic Rules** Traditional Puyo POP challenge without Fever mode. Also, there are no feature differences between the characters.

■ **Trap Rules** The number of Nuisance Puyos you can send to opponents in Fever mode is greatly reduced. Try to make opponents enter Fever mode to gain the advantage.

■ **Edit Rules** You can choose from a list of rule options to customise your game (p.15).

● Characters

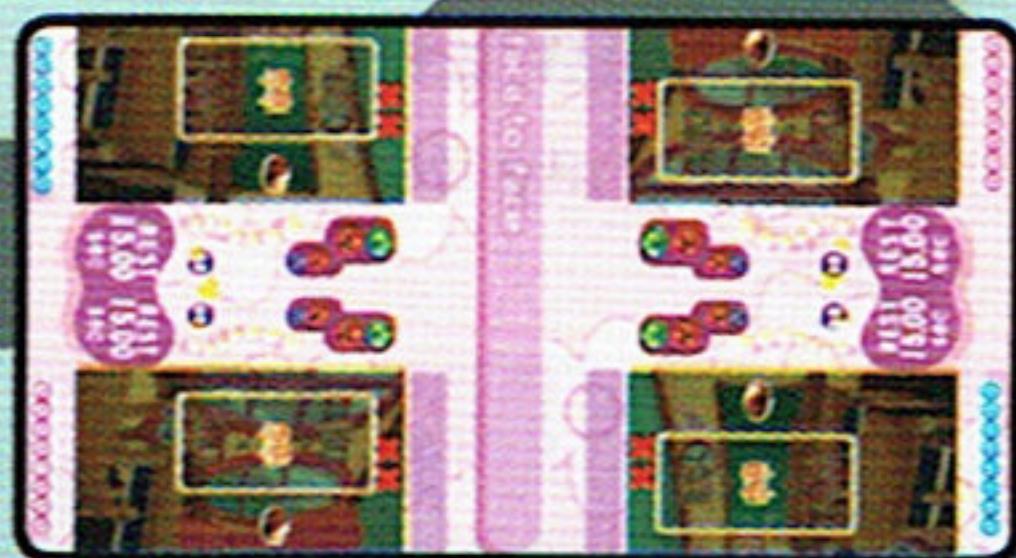
Select a Character (p.21)



● Handicap Options

Choose a handicap level including the Puyo falling speed, 'Easy' to 'Difficult'.

*Refer to p.3 for handicap options and controls during Double Puyo Pop.



Double Puyo POP Screen

This is played in a split-screen mode, with Player 1 taking the left (blue) half and Player 2 taking the right (pink) half.

- ① Player 1 playfield
- ② Player 2 playfield
- ③ Fever Gauge
- ④ Number of wins
- ⑤ Fever Time
- ⑥ Player 1 Score
- ⑦ Player 2 Score



List of Edit Rule options

Set up the following options for battle. Use the directional buttons/analog stick $\uparrow\downarrow$ to scroll through the options, and use the directional buttons/analog stick $\leftarrow\rightarrow$ to change the settings.

- Margin Time**
 (Default = 128 seconds) The number of Nuisance Puyos will increase after the margin time.
- Chain Limitation**
 (Default = Off) Nuisance Puyos cannot be sent unless the chains match or exceed the set number.
- Offsetting**
 (Default = On) Select On/Off for selecting Offsetting. Selecting Off will result in game play without Fever Mode.
- Target Point**
 (Default = 120 points) Set the points lost for sending a single Nuisance Puyo. The lower the points set, the more Nuisance Puyos can be sent.
- Fever Count**
 (Default = 1) The amount the Fever Gauge fills per offsetting. Selecting 0 results in game play without Fever Mode.
- Attack Power Adjustment**
 (Default = 100 points) Points increase during Fever Mode can be changed. Reducing the points weakens the attack and increasing the points strengthens the attack.
- Returning to Normal Rules** Rule options can be returned to normal.
- Rules Set** Battle begins with the rules set.

Puyo POP with Friends

● How to Play

In Ad Hoc Mode, 2 players can battle, each with a PSP™ console, using the Wireless LAN connection. The players must keep the WLAN switch on to battle.

How to Play

The following explains how a Lead Player (Player 1) starts a game with another Player (Player 2). Please refer to p.17 for battling as a Fellow Player.

1 User Name

A User Name is required to enter the game. Use the directional buttons/ analog stick ←→ and ○ button to select, and press END once finished.



2 Playing as the Lead Player

Select 'Leader' to become the lead player shown on the screen to the right.



3 Waiting for other Players

The screen shows 'Connecting' until another player has been detected. Once another player has joined, the game will automatically proceed to rule selection.

Press the ⊗ button to disconnect and return to the



4 Rule Options

The Lead Player will be in control of the 4 rule selections. The rules are the same as in the Double Puyo POP. (p.14)

5 Characters

Choose your character. You can use the same Characters you can in Double Puyo POP. (p.14)

6 Handicap Options

Choose a handicap level including the Puyo falling speed. Handicap options are the same as in the Double Puyo POP. (p.14)

Playing as a Fellow Player

To join the game as a Fellow Player, please make the following selections:

1 Joining as a Fellow Player

Select 'Join' to become the Fellow Player shown on the screen to the right.



2 Searching for the Lead Player

The Lead Players will be automatically listed on the screen. Select which Lead Player you want to join.

3 Characters

Choose your character. Characters are the same as in the Double Puyo POP. (p.14)

4 Handicap Options

Choose a handicap level including the Puyo falling speed. Handicap options are the same as in the Double Puyo POP. (p.14)

Endless Puyo POP

● Rule Options

Select from the following options:



■ Fever

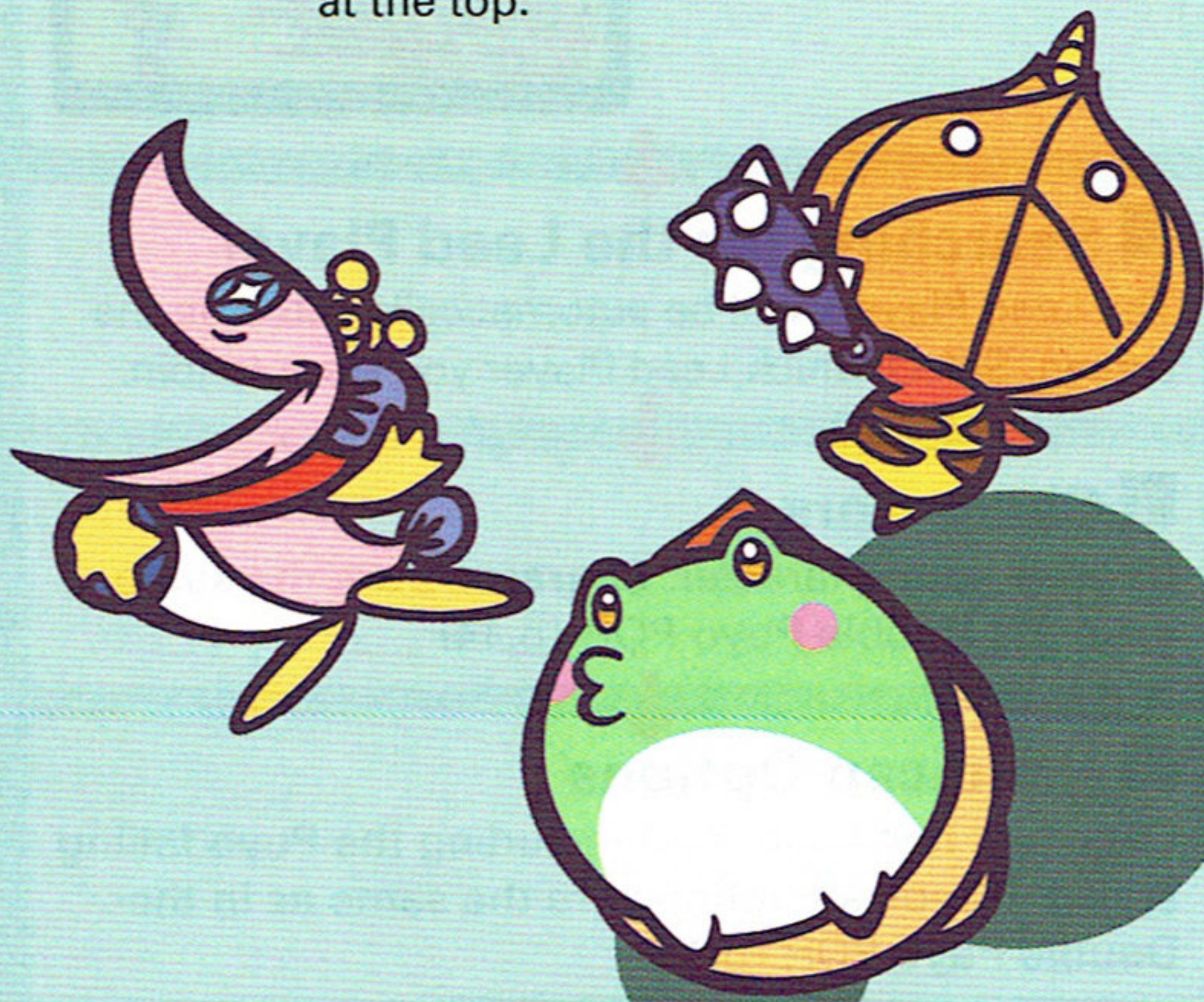
Continual Fever Mode with time limit. The game is over when either the Puyos reach the top or the time is up. Make chains to extend the time limit and continue to play.

■ Mission

Puyos to be eliminated will appear one after another; and you must eliminate the Puyos in the way indicated within the time limit. The missions gradually becomes harder as the game goes on. The game is over when either the Puyos reach the top or the time is up.

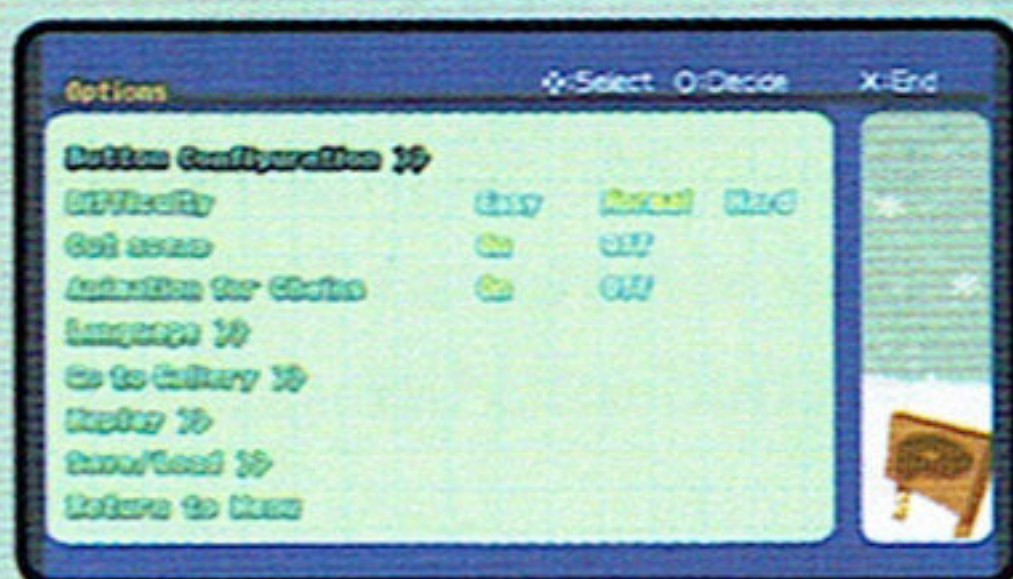
■ Original

Only groups of 2 Puyos appear and there is no Fever Mode. The game will continue forever unless the Puyos reach the 2 **XX**'s at the top.



Options

Use the directional buttons/analog stick $\uparrow\downarrow$ to scroll through the following options, and use the directional buttons/analog stick $\leftarrow\rightarrow$ to choose the settings you prefer. Select Gallery or Replay and press \odot button to enter.



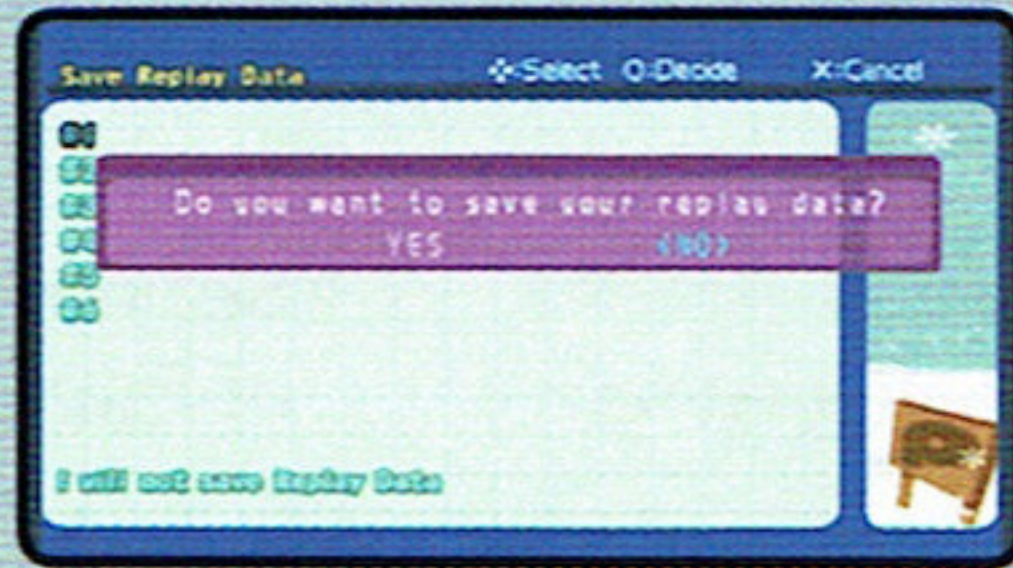
- **Button Configuration** Set the buttons for the direction of Puyo rotation.
- **Difficulty (Default = Normal)** You can select a Difficulty Level for Single Puyo POp.
- **Dialogue (Default = On)** Choose On/Off to view cut scenes in Single Puyo POp.
- **Animation (Default = On)** Select On/Off for chain animation to appear in the game.
- **Language** Choose between English and Japanese.
- **Gallery** Game music and demos can be selected, and game rankings can be viewed in the gallery.
- **Replay** Saved games can be replayed.
- **Save/Load/Delete** System files (option settings and rankings) can be saved/loaded/deleted.
- **Return to Menu** Save the settings and return to Main Menu.

Replay Data

Double Puyo POP and battles played in Free Battle Mode in Single Puyo POP can be saved and viewed as Replay Data. Save exciting battles and the games with the longest chains!

STEP 1 Saving Replay Data

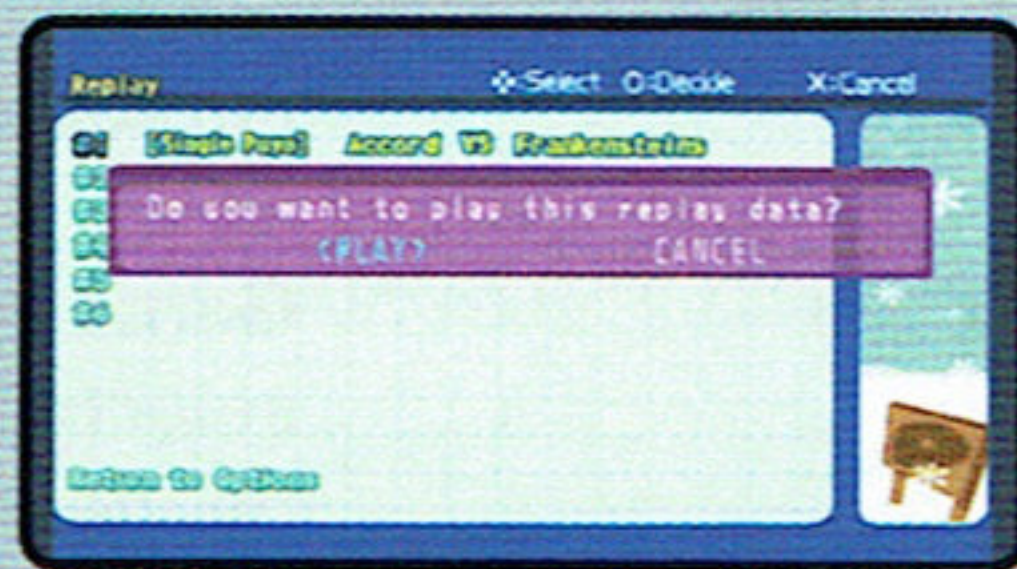
The Replay Data Save Menu will appear after a Double Puyo POP or a Free Battle Mode in Single Puyo POP. Up to 6 battles can be saved as Replay Data unless the battle time is too long.



PLEASE NOTE: Up to 6 separate Replay Data slots can be saved. To save any more Replay Data, you must overwrite existing Replay Data.

STEP 2 Playing Replay Data

Select 'Replay' in Options to see a list of the saved data in the Memory Stick Duo™. Select the Replay Data you want to replay.

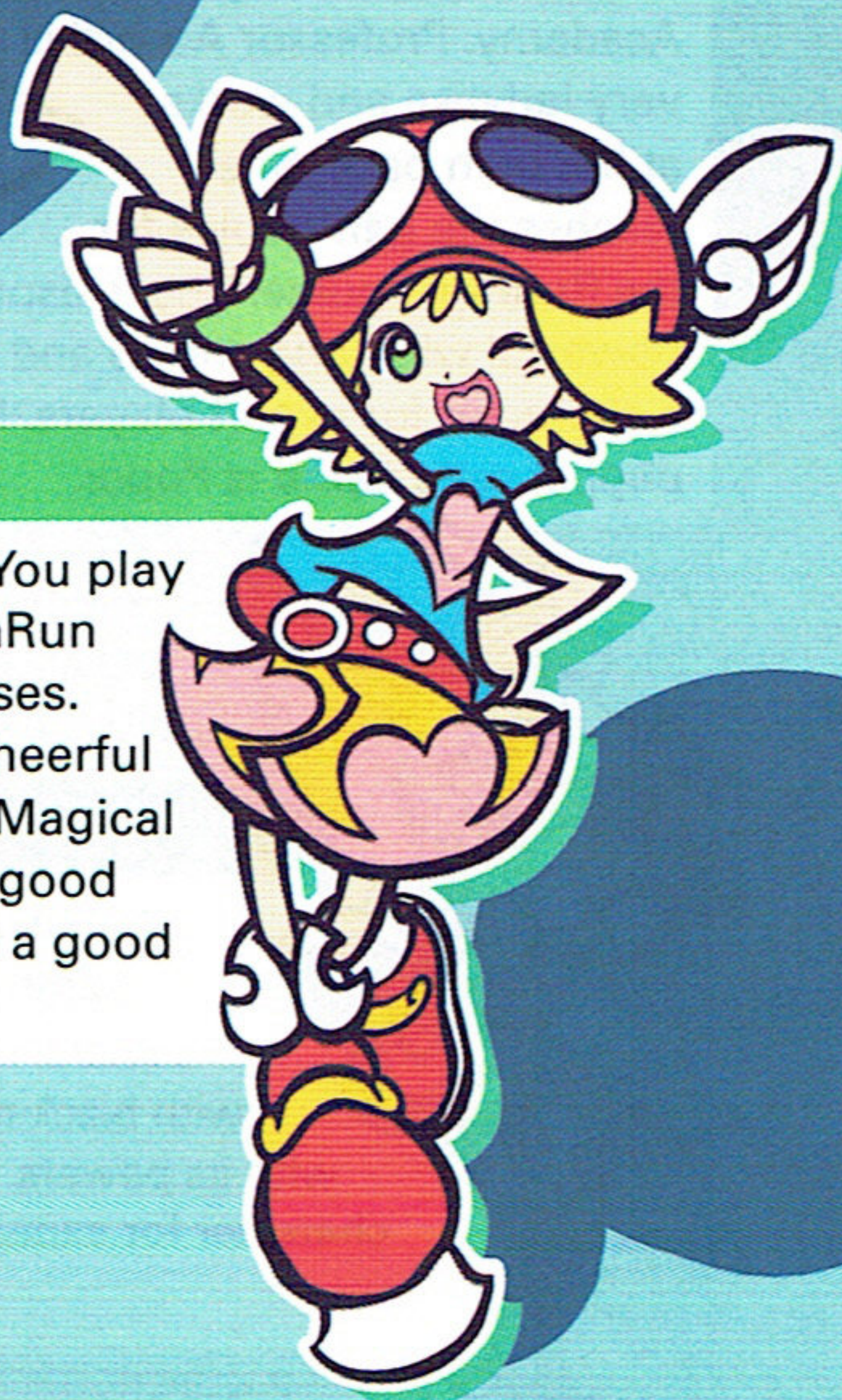


Characters

Introducing the cast of characters in Puyo POP FEVER. Each character has their own special battle skills. Check the following strengths and weaknesses to select your own character.

Amitie

The main character. You play as Amitie for the RunRun and WakuWaku courses. She is a bright and cheerful girl who goes to the Magical Academy. She has a good attack balance and is a good all-rounder.



Raffine

The second main character, who is in the same year at the Academy as Amitie. You play as Raffine for the HaraHara course.

She is bossy and arrogant but is especially powerful with long chains. She is a character for the expert player, and is particularly good in Fever Mode.

Professor Accord

A teacher at the Magical Academy. Professor Accord is very ladylike and works at her own pace. She teaches the game rules for the RunRun course. She is especially powerful with long chains and is a character for expert players. Her puppet cat's name is Popoi.



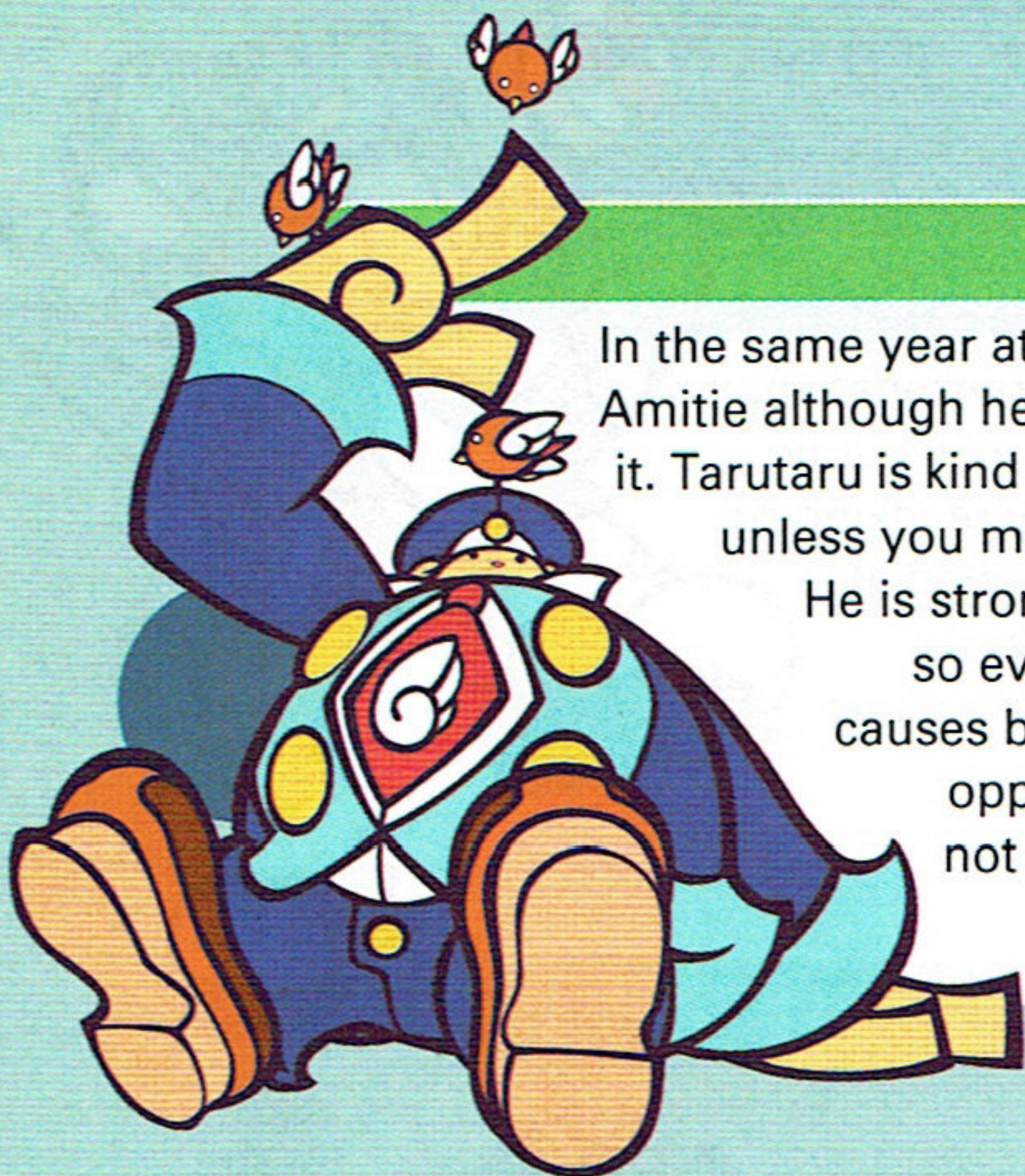
Klug

Klug is an excellent pupil in the same year at the Academy as Amitie. He is said to be involved with black magic and be fascinated with its powers. Klug is a very powerful character for expert players who are good at making long chains.

Rider

In the same year at the Academy as Amitie. Rider is very self-conscious of the small horns on her head so she is quite shy and timid. She is not very powerful in Fever Mode but her normal attack strength is very good. Rider can be beaten more easily than others in Fever Mode.



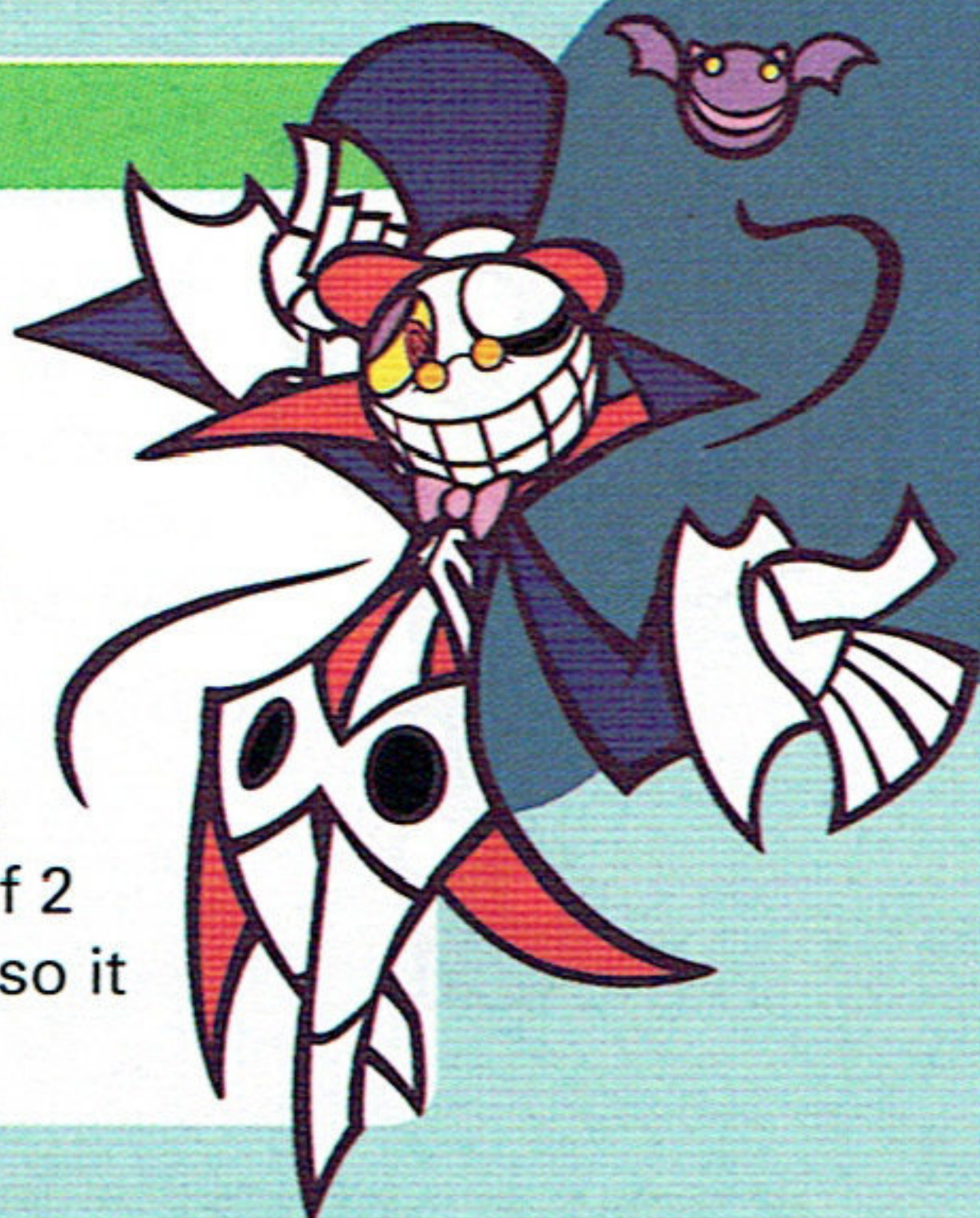


Tarutaru

In the same year at the Academy as Amitie although he doesn't look like it. Tarutaru is kind and gentlemanly unless you make him **ANGRY!** He is strong and well-built so even a small attack causes big damage to his opponents, but he is not so powerful with long chains.

Oshare Bones

Very particular about clothes and likes to make fun of others. Oshare Bones' normal attack is not strong but in Fever Mode he can bounce back and win. Although the Puyo falling speed is slower, groups of 2 Puyos are more frequent so it is easier to make chains.



Dongurigaeru

A frog in an acorn cup who mysteriously manages to jump around normally. Dongurigaeru can only say "Keron". He is good at lots of small attacks and is easy to handle - making him good for beginners.

The Frankensteins

Father and son Frankenstein. They claim to be evil, but no one is sure if they're joking or not. The pair are good at constant small attacks. Long battles work against them so try to win a match quickly.

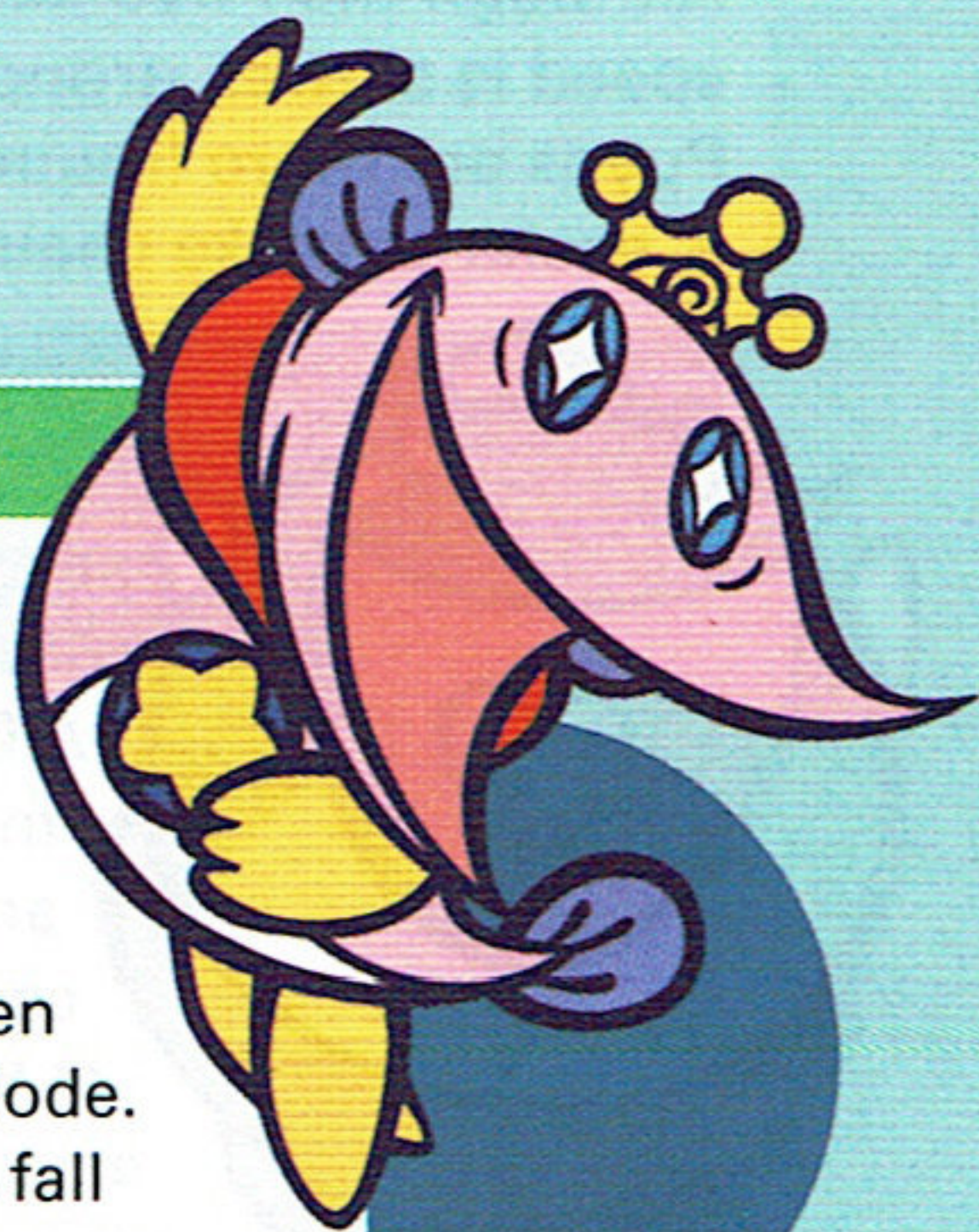


Onion Pixy

A pixy with an onion head. Onion Pixy follows people relentlessly chanting "Onion!". His normal attack is weak so skilfully guide him into Fever Mode to compete.

Ocean Prince

He calls himself the Ocean Prince and speaks with an upper class accent. Like Oshare Bones, he is likely to spend a while behind and then make a comeback in Fever Mode. Groups of 3 or 4 Puyos often fall with him- so get used to it!





Yu

A bright and mischievous ghost girl. Yu doesn't have a care in the world – and why should she? She's a ghost! Yu loves puns! Groups of 3 or 4 Puyos fall quite frequently so getting used to it makes it easier to offset opponents.

Hohow Bird

His favourite phrase is "Ah-ha!". He likes to portray himself as a comic book hero. Except for when making big chains, his normal attacks are very weak. From the start, you should be aiming to make big chains.



Arle

The main character in the previous Puyo POP series. This time she is a stranger who has strayed from her own world. Arle is very well balanced and good at making big chains, but only groups of 2 Puyos fall for her.



As well as these characters, a familiar face may appear!!



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