PuyoPop™

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WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- •Take a 10 or 15 minute break after every hour of gameplay.
- •Do not store the game cartridge in extreme hot or cold conditions.
- •Do not attempt to open or take apart the cartridge.
- •Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

•The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures

WARNING

may have an undetected epileptic condition.
If you experience any of the following symptoms while playing video games consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation or convulsions.



GREETINGS

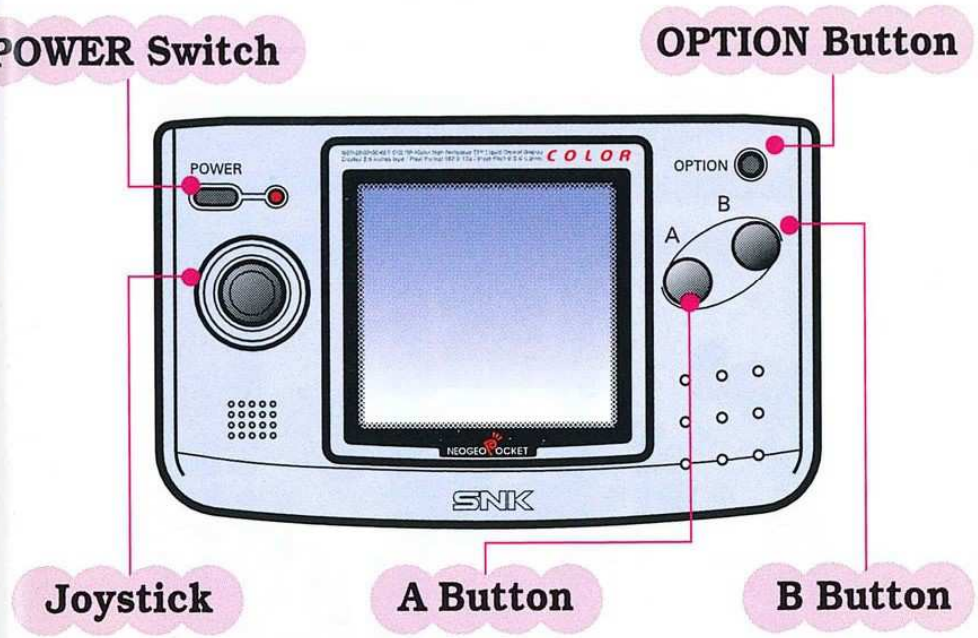
Thank you for your purchase of this NEOGEO POCKET software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment. Keep this user's manual in a safe place.

CONTENTS

CONTROLS 5
THE GAME SCREEN 6
PuyoPop BASIC KNOWLEDGE 7
PLAYING PuyoPop 11

Because screen shots shown in this user's manual were taken during the development stage of this game, be aware certain variations may exist.

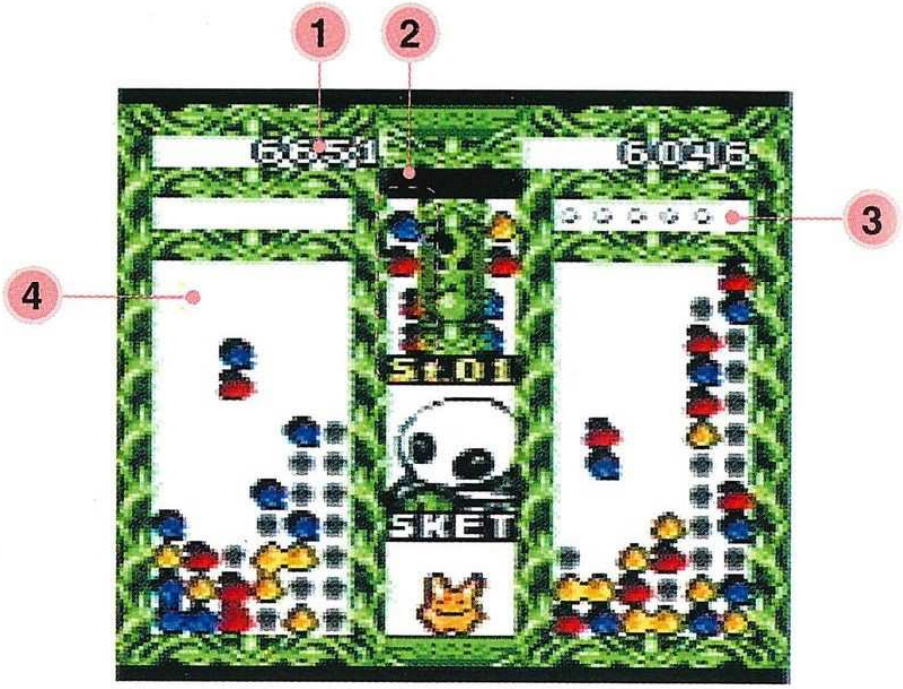
CONTROLS



Joystick	Moves falling "Puyo" left and right / Selects items
A Button	Rotates "Puyo" left/Confirms selected item
B Button	Rotates "Puyo" right/Confirms selected item
OPTION Button	Pauses game play (press again to resume play)
POWER Switch	Turns main unit power on and off

*Push the lever down during game play to accelerate the speed of falling "Puyo."

THE GAME SCREEN



1 **SCORE**

2 **NEXT**
Shows next "Puyo" to fall (a maximum of 2 are shown)

3 **NostraPuyo**
Foresees the number of "OJAMA" that will fall in the field.

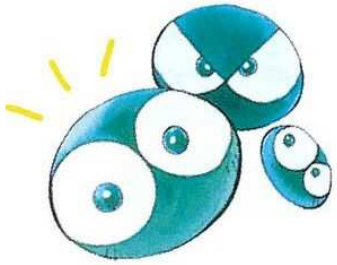
4 **FIELD**

"PuyoPop" BASIC KNOWLEDGE

In "PuyoPop", move "Puyo" that fall from the top of the screen with the joystick and buttons to link four or more "Puyo" of the same color together horizontally or vertically.
This pops the "Puyo" and sends "OJAMA" to your opponent's field. If "Puyo" block the place where other "Puyo" come out (the highest level of the third column from the left), it's "Game Over" pal, and you lose!

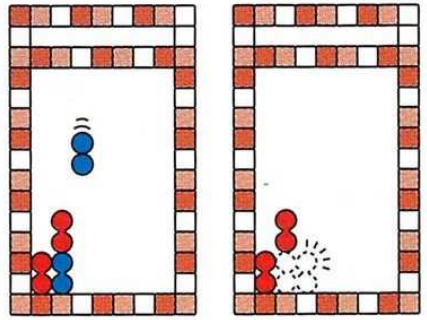
POPPING "PUYOS"

The score and number of "OJAMA" will vary with the method used to pop "Puyo."



CHAIN

When certain colored "Puyo" are popped, thereby popping four or more "Puyo" of a different color, this is called a "chain." The greater the number of these chains, the higher your points, and the more "OJAMA" will fall in your opponent's field.



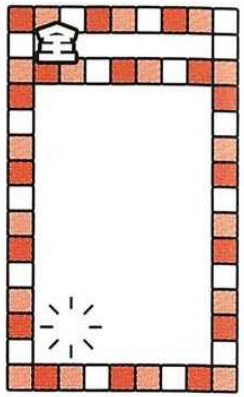


"PuyoPop" BASIC KNOWLEDGE

ALL CLEAR

Pop all of the "Puyo" in your field and the "ALL" message will appear.
When you pop more "Puyo" afterwards, you'll bury your opponent with a downpour of "OJAMA."





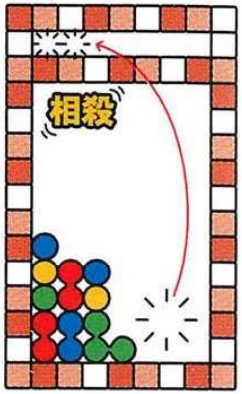
OFFSET

You can decrease the amount of incoming "OJAMA" by popping "Puyo" at the same time your opponent does.









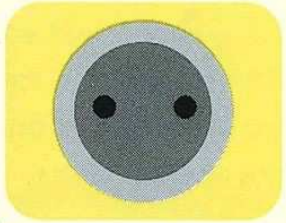


"PuyoPop" BASIC KNOWLEDGE

"Puyo" SPECIES

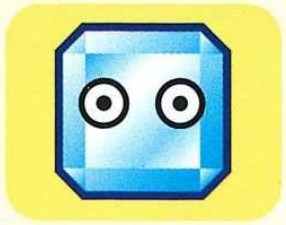
A variety of "Puyo" appear throughout the game. (Here's just a few!)

OJAMA



By popping "Puyo," you can send "OJAMA" to your opponent's field.
Even when numerous "OJAMA" are linked together, they won't pop!
To pop them, connect a string of four or more normal "Puyo" vertically or horizontally to these and exterminate these "PuyoPests"!

HARD Puyo



When vertically and horizontally adjoining "Puyo" are popped, these immovable "Puyo" turn into "OJAMA" If adjoining "Puyo" in two directions are popped, the "HARD Puyo" is popped at once.





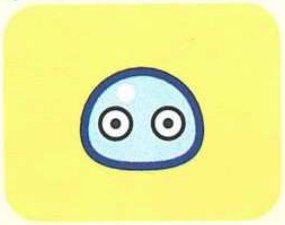
"PuyoPop" BASIC KNOWLEDGE

NostraPuyo Just like Nostradamus, this clairvoyant "Puyo" predicts the number of incoming "OJAMA" that will be sent to your field by an opponent when he/she pops his "Puyo".

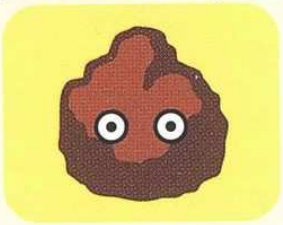
PuyoRunt:1 Incoming OJAMA



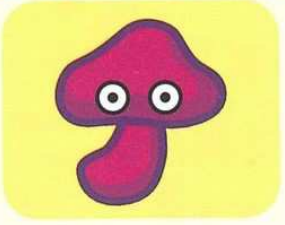
PuyoBrat:6 Incoming OJAMA



PuyoRock:30 Incoming OJAMA



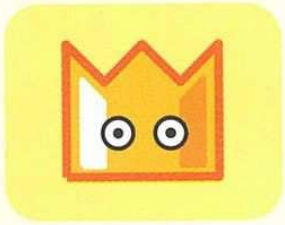
PuyoShroom:200 Incoming OJAMA



PuyoStar:300 Incoming OJAMA



PuyoCrown:400 Incoming OJAMA





PLAYING "PuyoPop"

When the software cartridge is correctly inserted into the NEOGEO POCKET COLOR main unit and the unit is turned on, the "PuyoPop" opening will begin.
Push the A button to call up the Mode Select screen, select a mode with the joystick, and press the A button.



1P VS COM A tournament of matches against the computer.

2P GAME Use the NEOGEO POCKET LINK CABLE (sold separately) for two-player matches.

SELF DEV See how your "PuyoPower" stacks up in this mode.

OPTION Lets you change various settings for game play.



PLAYING "PuyoPop"

1P VS COM

A tournament of matches against the computer. Choose one of three modes:EASY;NORMAL;HARD. Beat one or more computer opponents in this mode, and date will be saved automatically even if you loss a game. You can continue from where the previous game ended the next time you play.

EASY

A practice mode for beginners. You can select one of three levels.

- **EASY LV1** Warm up against 3 "PuyoPop" lightweights.
- **EASY LV2** Battle 5 intermediate players.
- **EASY LV3** Take on 7 "PuyoPop" pros.

NORMAL

Climb to the top of a six-floor tower while defeating monsters on each level.

RULES

- Use the Monster Roulette to decide on your opponent.
- You can climb to the next floor by getting the number of required points for the level.
- If you fail to reach the number of necessary points needed to meet the boss monster after you've defeated all monsters, you'll still be able to face the boss monster.(If you fail to reach the required points after defeating the boss monster, however, you'll be tossed from the tower in defeat. Loser!)

HARD

A round-robin tournament against 36 monsters.



PLAYING "PuyoPop"

2P GAME

A communication-play mode using the NEOGEO POCKET LINK CABLE (sold separately).You can select from the following game rules in this mode.

- **NORMAL** Game play rules are the same as "1P VS COM."
- **Point Puyo** POP "OJAMA" and earn points
- **HARD Puyo** "OJAMA" turn into "HARD Puyo."
- **6-Puyo Pop** A setting in which 6 "Puyo" must be linked together to make them pop.
- **2-Puyo Pop** A setting in which 2 "Puyo" must be linked together to make them pop.
- **EDIT** A mode that lets you creats your own game rules.



PLAYING "PuyoPop"

THINGS TO PREPARE

- NEOGEO POCKET COLOR Main Units: 2 units
- PuyoPop software cartridges: 2 cartridges
- NEOGEO POCKET LINK CABLE: 1 cable (sold separately)

PROCEDURE

1. Check to see that both NEOGEO POCKET COLOR main units have been turned off and then insert the NEOGEO POCKET LINK CABLE into both units.

2. Correctly insert a "PuyoPop" software cartridge into each of the main units and after turning both of them on, select "2P GAME" on the Menu screen.



PLAYING "PuyoPop"

SELF DEV

Have your ability judged by two tests.

EXAM



Pop the "OJAMA" within the time limit. The game ends when all of the "OJAMA" are popped or time runs out. Your SPEED Judgment is based on the time remaining when all "Puyo Pests" are popped, and POWER Judgment is based on the number of chains completed during play.

1P



A mode in which you pop as many "Puyo" as you can. As the game proceeds, game difficulty increases. You can decide whether "GAME HELPER" appears in the OPTION mode.

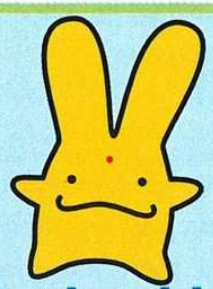
PuyoHelpers

Appear when you're in a tight spot and pop "Puyo" in your field.



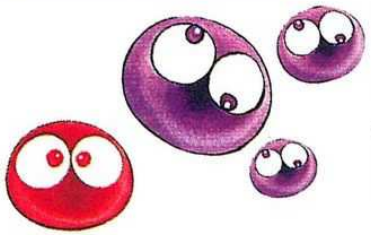
BigPuyo

Erases two columns of Puyos where it falls.



Carbunkle

Appears suddenly and walks around the field. "Puyo" along the path he walks in the field are all turned to the same color.



PLAYING "PuyoPop"

OPTION

Lets you change various game settings. Selecting items with the star mark (★) calls up a new menu screen.

OPTION MODE

EXIT	▶▶▶ Return to the Title screen.
VS. COM	▶▶▶ Change game difficulty for "1P VS COM."
NUMBER OF SETS	▶▶▶ Select number of matches to be played for "2P GAME."
★KEY ASSIGNMENT	▶▶▶ Change the direction that Puyos revolve.
★I/O TEST	▶▶▶ Check the operation of buttons, etc.
★GAME SETTING	▶▶▶ Change various game settings.
VOICE OF GAME	▶▶▶ Select sounds for game play.





PLAYING "PuyoPop"

GAME SETTING

MARGIN	When the time limit set here expires, the number of "OJAMA" that fall will increase.
RULE CHANGE	Selecting "ON" changes game play to that of "1P VS COM."
OFFSET	Sets whether the OFFSET option is activated or not.
GAME HELPER/ OJAMA	Sets whether "GAME HELPER" and "OJAMA" appear in the"EXAM"game.
CUSTOM	Permits further adjustment of game settings.

CUSTOM

HARDER MODE	Turn it to "ON" to pop "HARD Puyo" with 2 or more chains of same-colored "Puyo."
CHAIN LIMIT	"OJAMA" are not sent to the opponent's field unless the chain number set here is met.
BACKUP CLEAR	Return the Back Up Memory data to the initial setting.



Special Option

Special Option 1

Within the "I/O TEST" menu in the "OPTION MODE," try selecting "SHAPE OF PUYO" it lets you change the shape and colors of "Puyo."

Special Option 2

With the "I/O TEST" menu, how about selecting "FRAME SELECT"? You can select various field frames !





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NOTES





