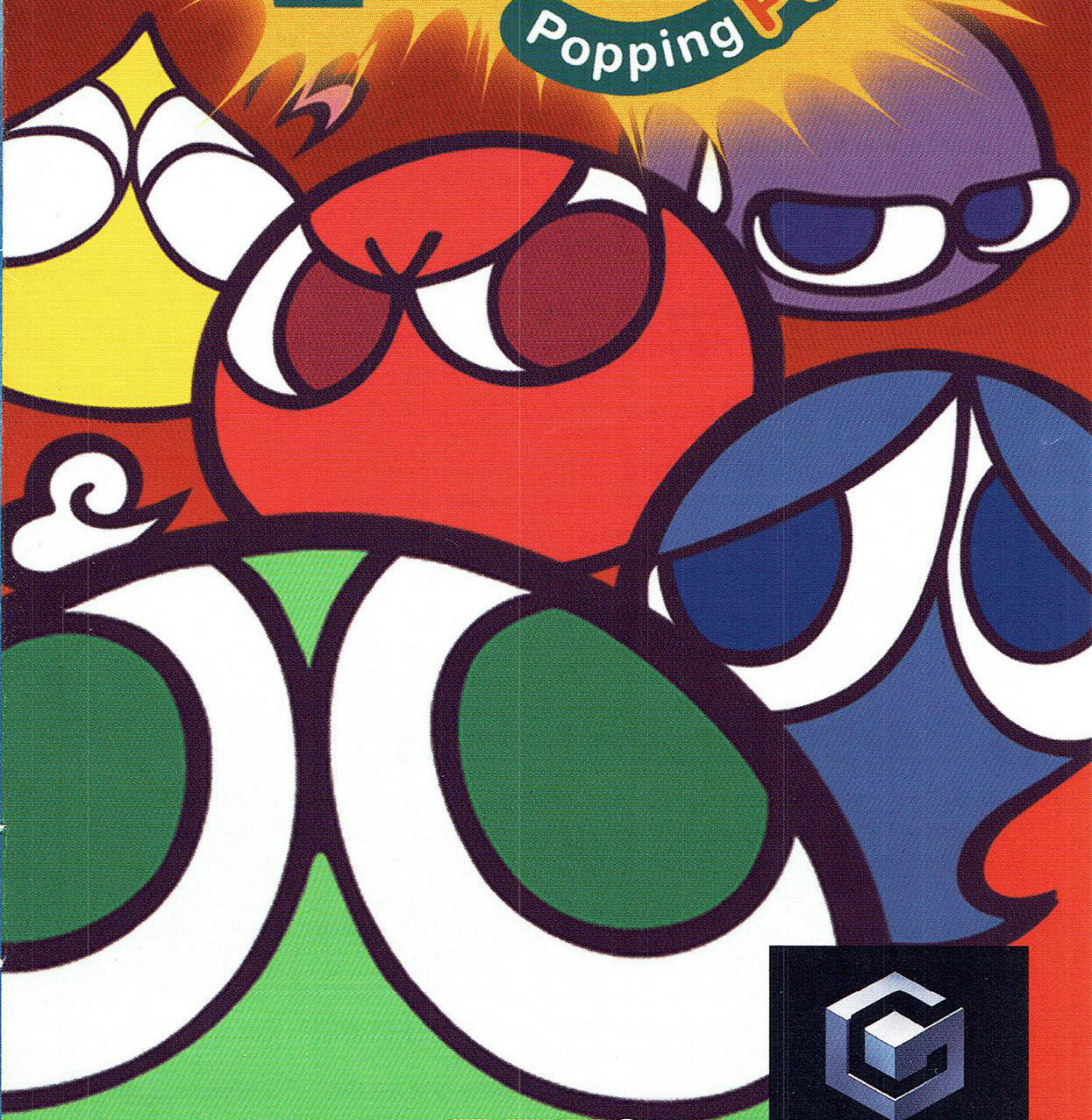


PUYOPUOPOPTM

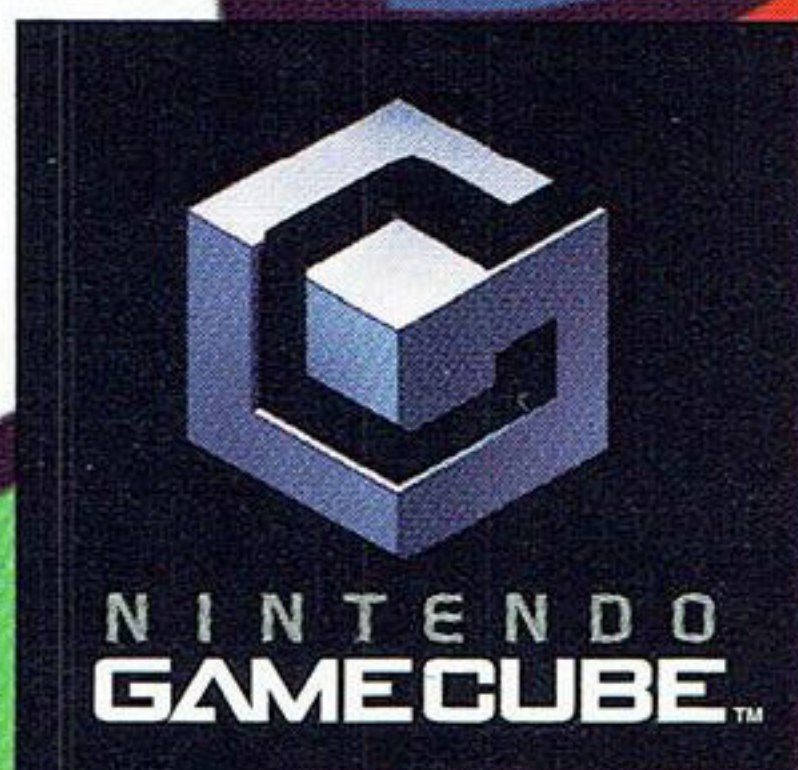
FEVER

Popping Puzzle Fun



INSTRUCTION BOOKLET

SEGA[®]



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

 WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

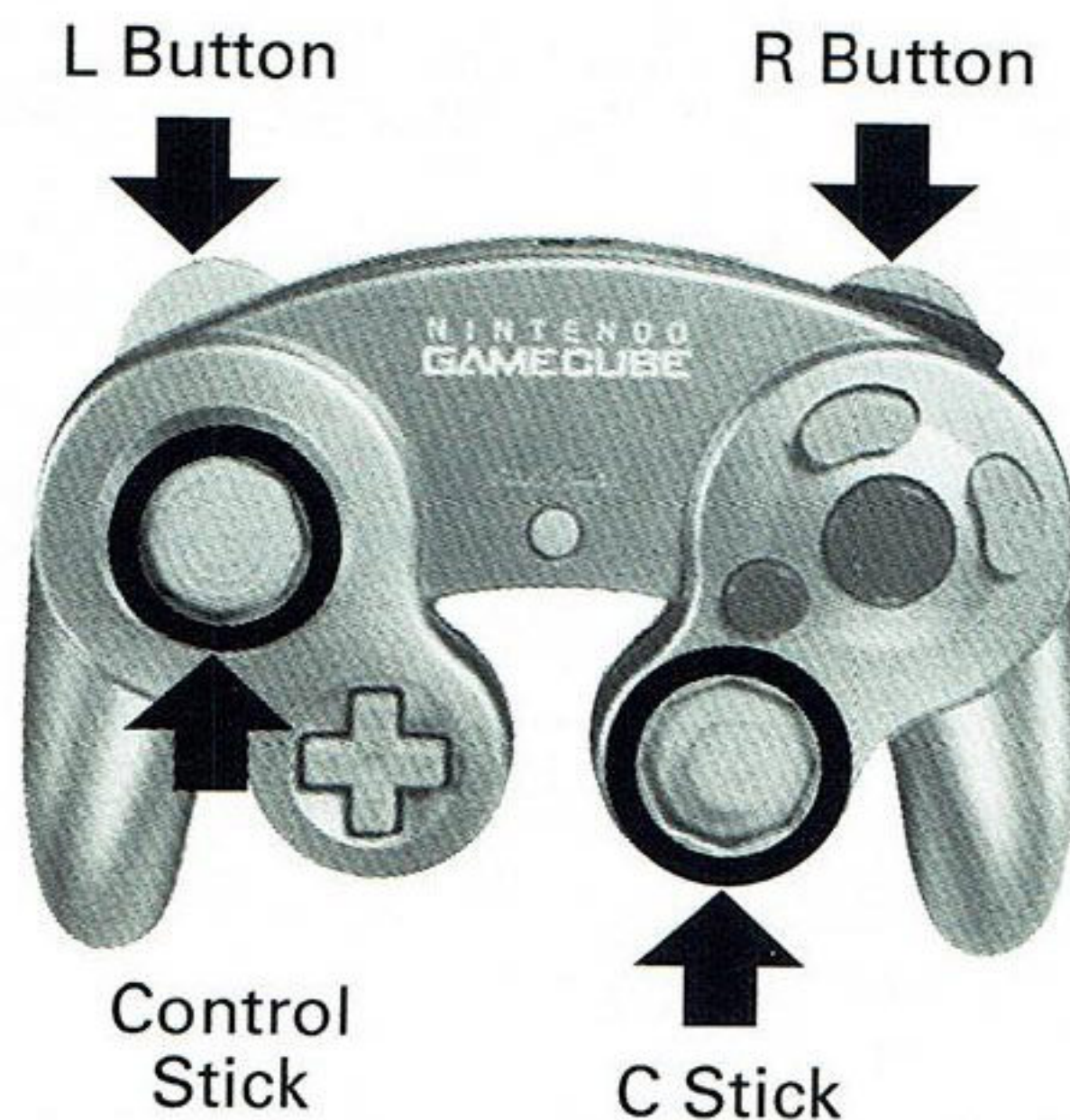
⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

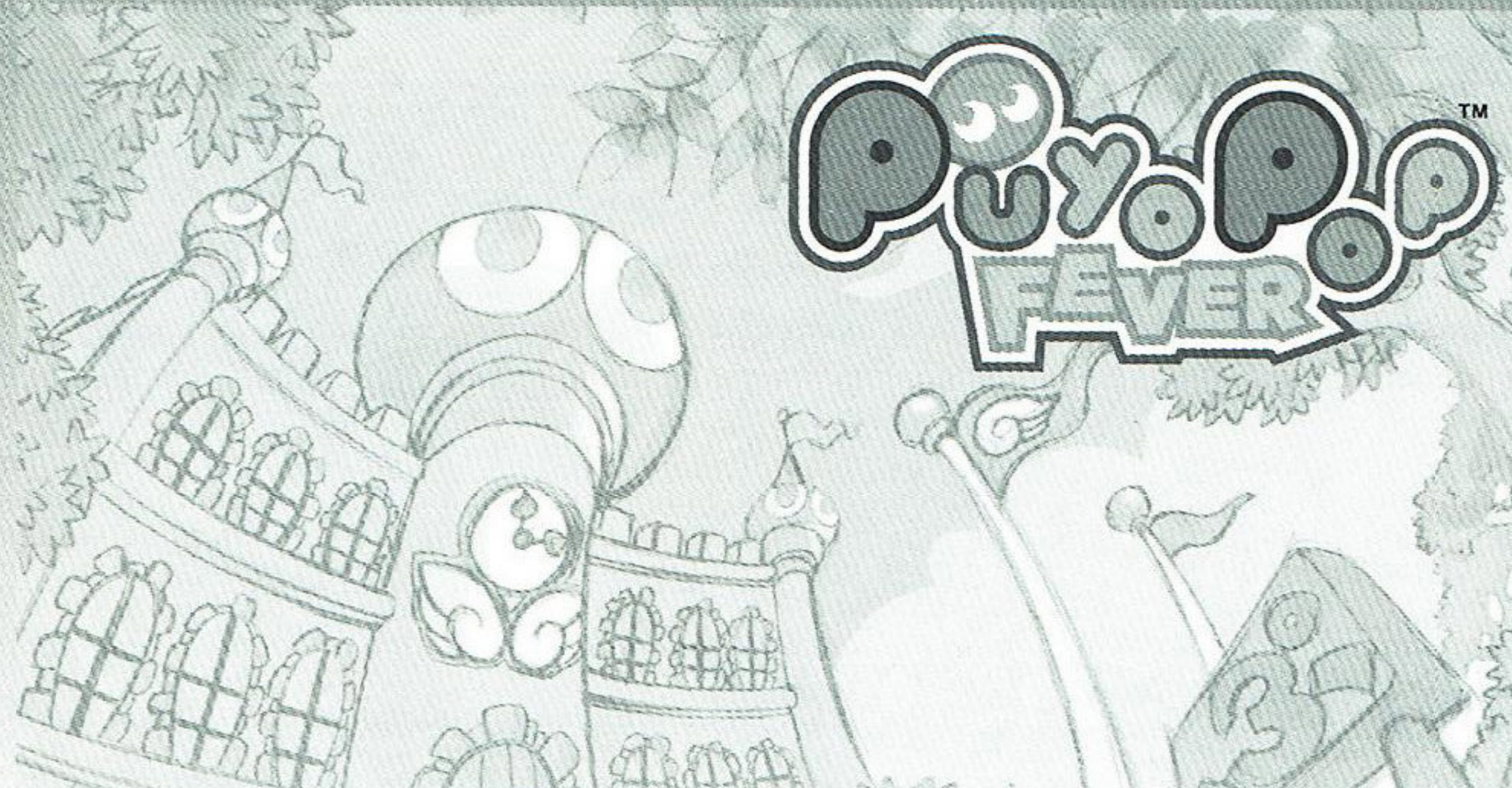


LICENSED BY



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Thank you for purchasing Puyo Pop Fever™ for NINTENDO GAMECUBE™. Be sure to read this Instruction Booklet 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.

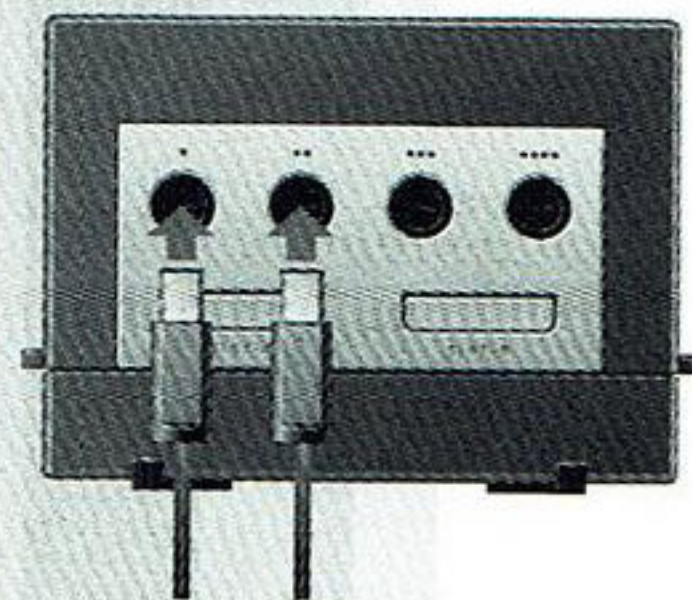
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SETTING UP

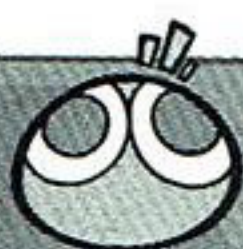
HARDWARE SETUP

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

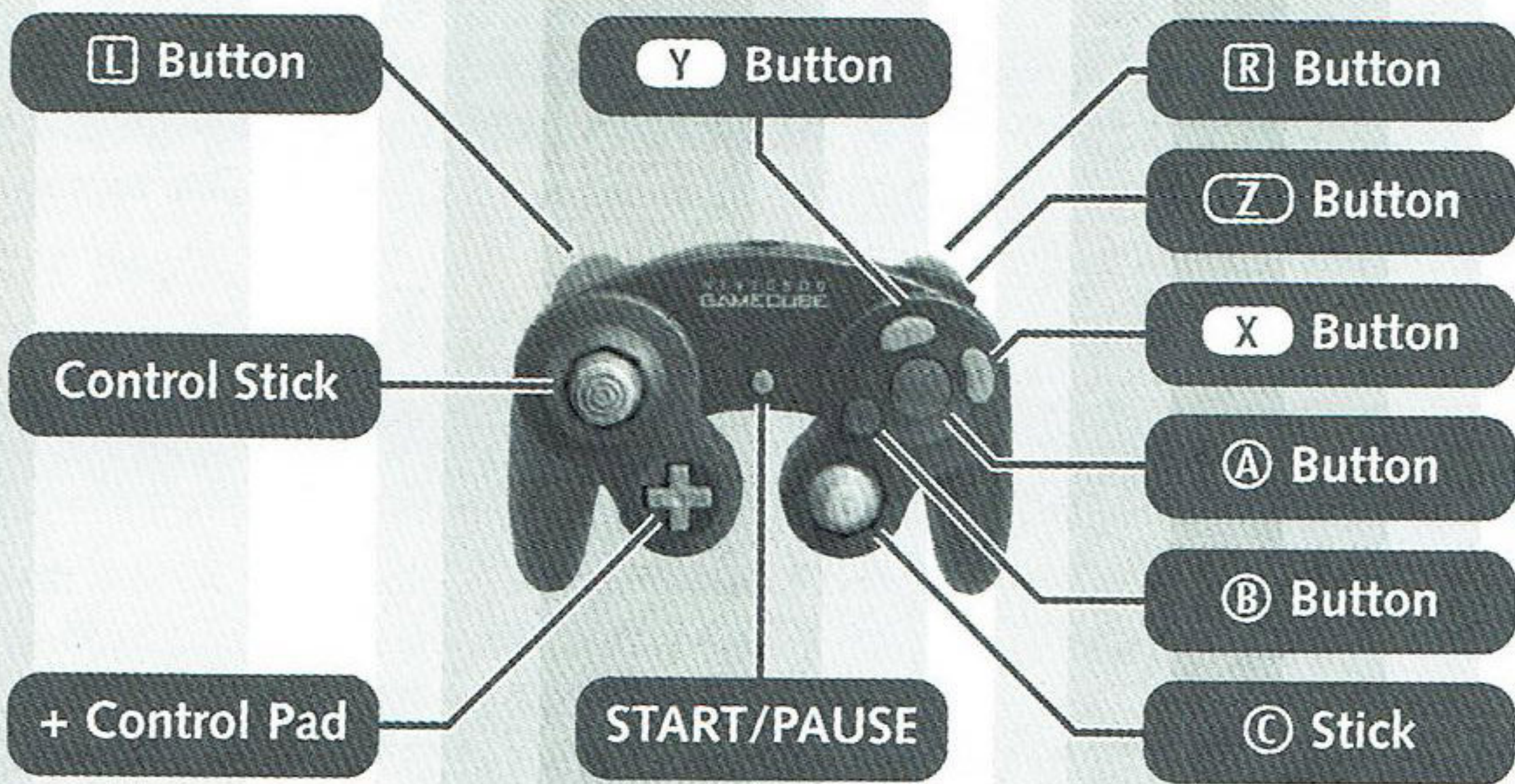


LANGUAGE SETTINGS

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



CONTROLLER



| Key | Menu Screen | During Gameplay |
|--------------------------------|-------------------------------------|--------------------------------------------------------|
| Control Stick + Control Pad | Move Cursor | Move Puyo Increase Puyo drop speed |
| A Button | Select Continue to next screen | Rotate Puyo to the right Rotate color of giant Puyo |
| B Button | Cancel Return to previous screen | Rotate Puyo to the left Rotate color of giant Puyo |
| START/PAUSE | Game Start | Pause 2P 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.

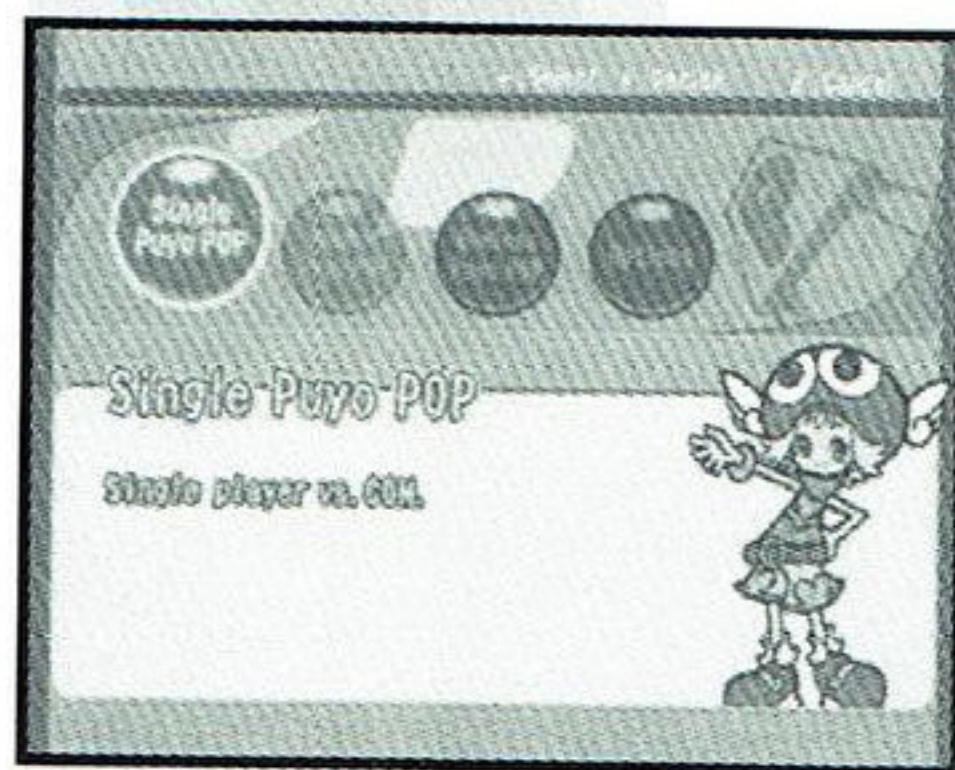
System File **Options** (p.14) and **High Scores** are recorded here. A minimum of 1 Block of free space is required to create a System File.

Replay File Battles in **Single Puyo POP** (p.12) and **Double Puyo POP** (p.13) 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.15 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 START/PAUSE to bring up the Main Menu. Explanations for the different game modes can be found from p.12 to p.14.



Single Puyo POP (p.12)

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 START/PAUSE 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.13)

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.14)

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

Options (p.14)

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.



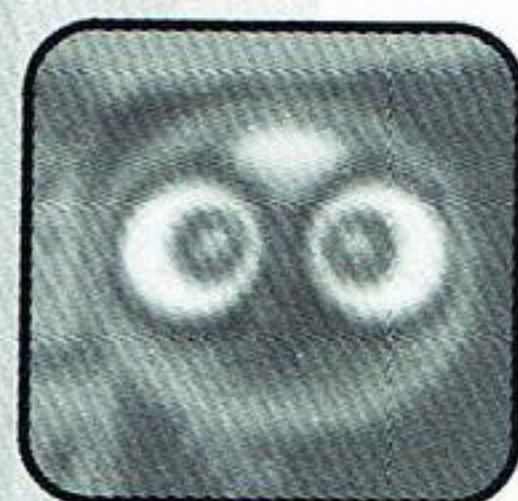
Triple Sets

A Set of 3 Puyo of no more than 2 colors. Press the (A) or (B) Button to rotate the Set as it drops.






Quadruple Sets

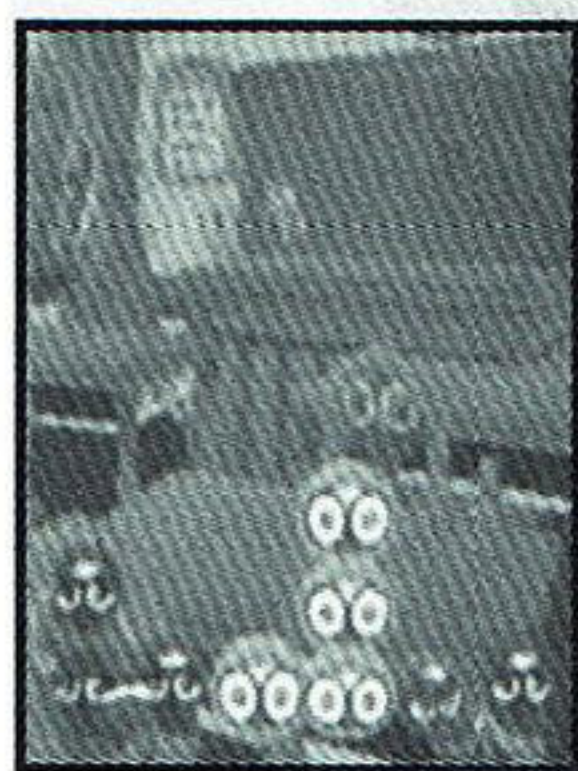
A Set of 4 Puyo of no more than 2 colors. When all are the same color, press the (A) or (B) Button to change the color.



HOW TO PLAY

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    (A) and (B) Buttons and pile them on top of other Puyo. Whenever a Puyo touches another Puyo of the same color, they stick together. Connect four or more Puyo to remove them from the playfield.



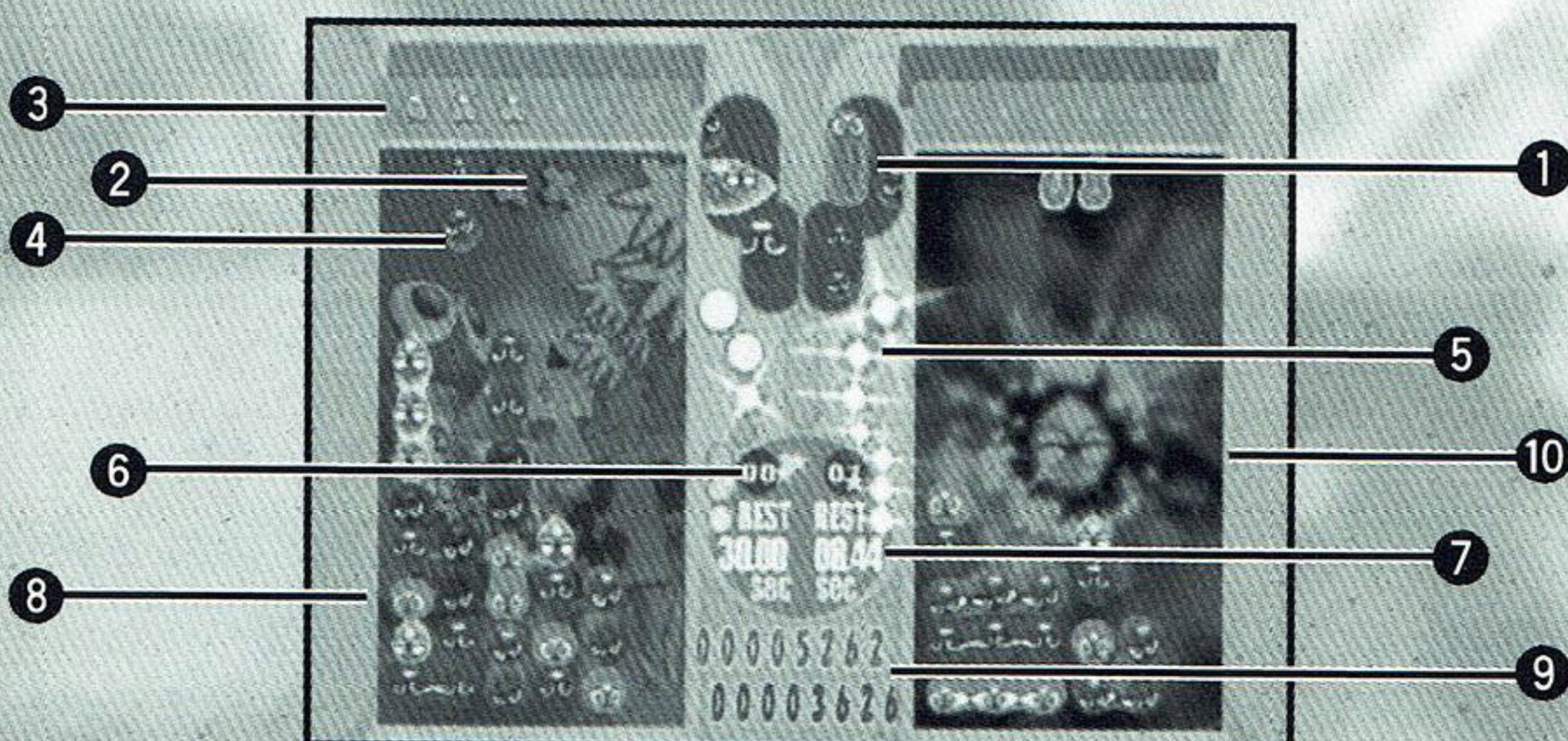
Connect four Puyo together...



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.



① NEXT Puyo

Shows the next Set that will drop into the playfield.

② XX Marker

Lose the game when Puyo pile up to here.

③ Puyo Preview

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

④ Puyo Set

The Set currently dropping into the playfield.

⑤ Fever Count

⑥ Wins

⑦ Fever Time

⑧ Playfield

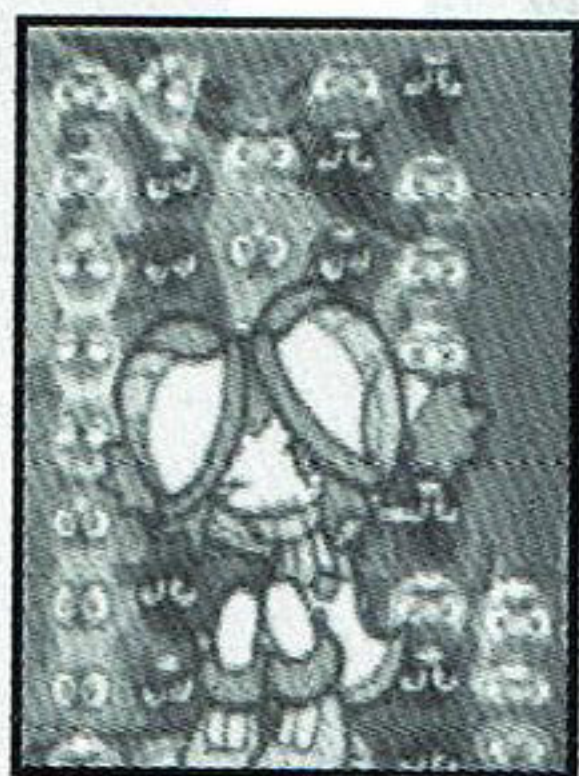
⑨ Score

⑩ Opponent's playfield



Game Over

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



Pile Puyo up to the XX and...



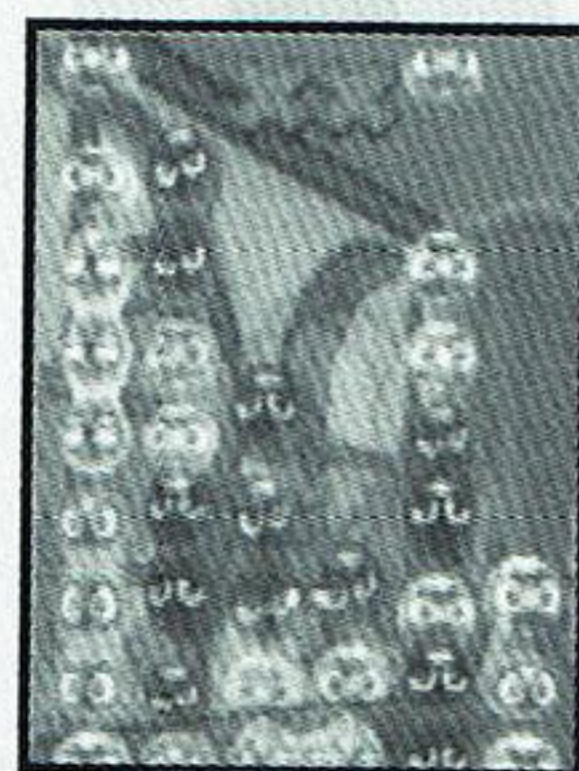
That's it! The game is over!

Nuisance Puyo

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



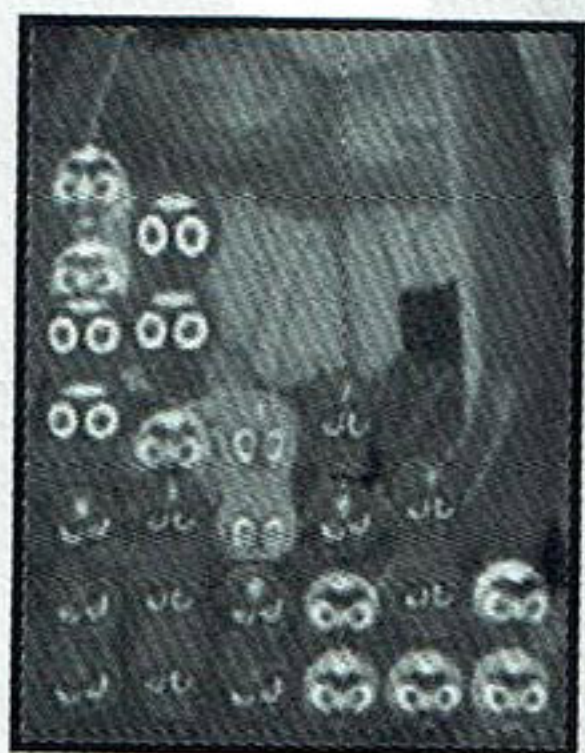
When you remove Puyo...



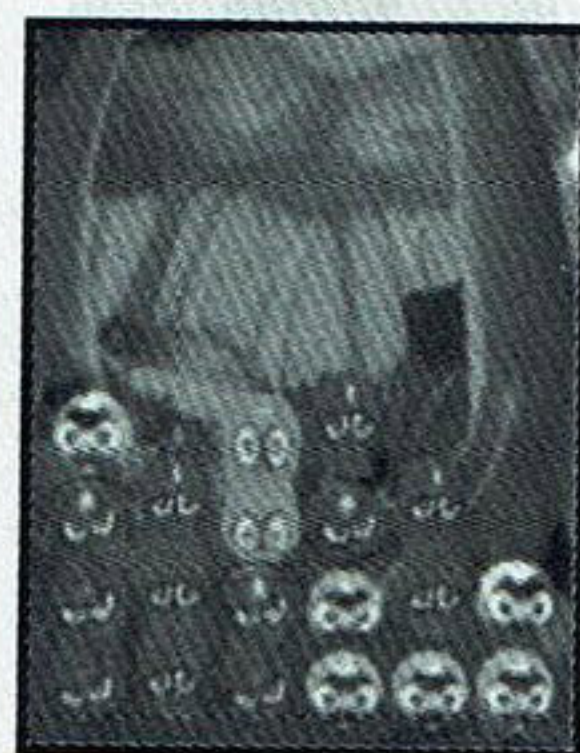
Nuisance Puyo appear in your opponent's playfield.

When Nuisance Puyo Appear in Your Playfield

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



Remove regular Puyo next to Nuisance Puyo...



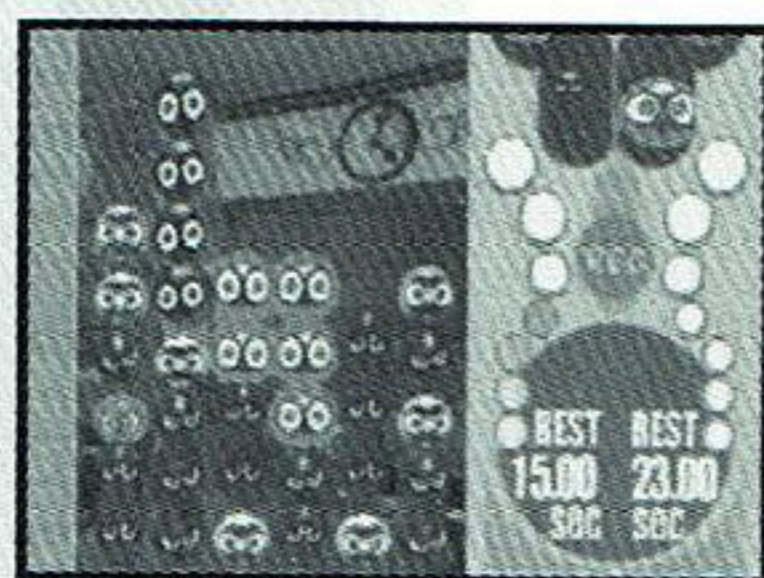
And say goodbye to both!



HOW TO PLAY

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 colors at the same time.



Chains

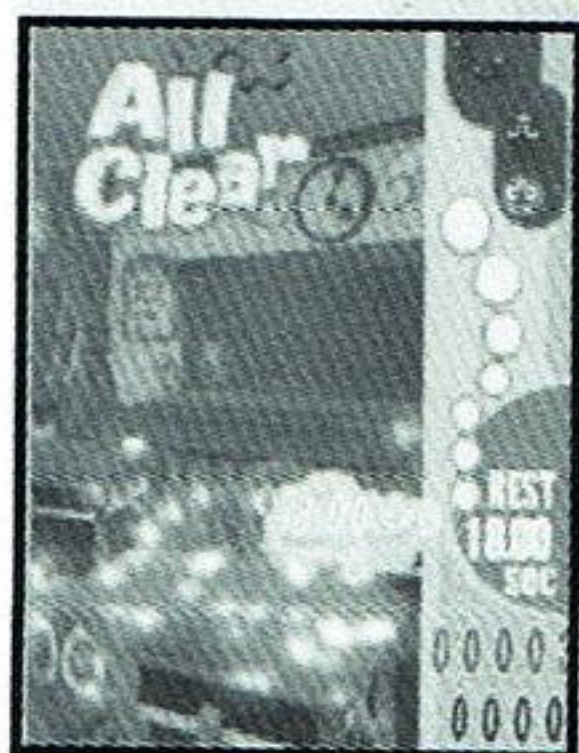
Whenever a group of Puyo is removed, any Puyo on top will drop down. When these Puyo then connect with and remove other Puyo, this is called a Chain. Complicated Chains with greater numbers of steps earn higher points.



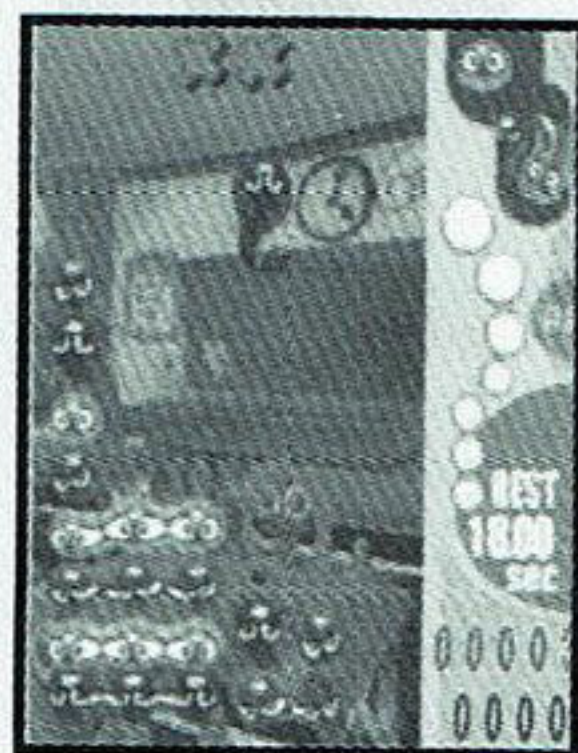
Longer Chains cause lots of Nuisance Puyo to drop in your opponent's playfield.

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.11). 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...



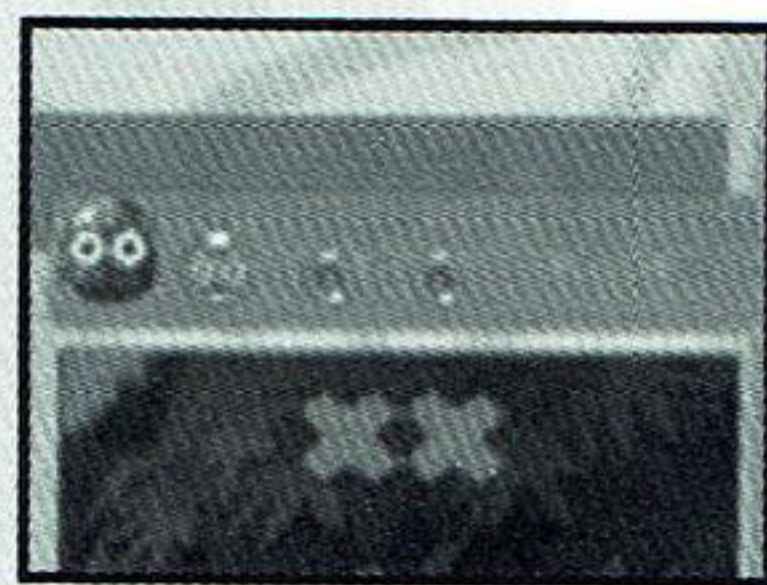
And a ready made Chain will drop.



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.



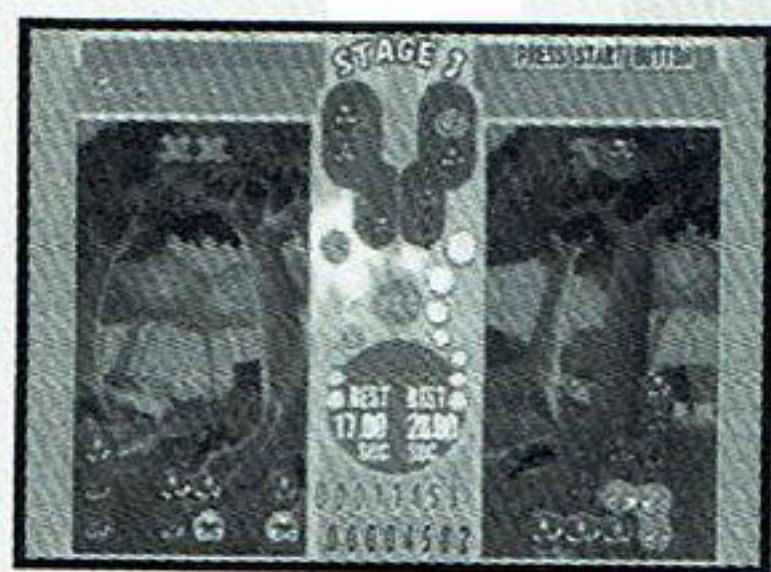
Before the Nuisance Puyo drops in your playfield...



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.



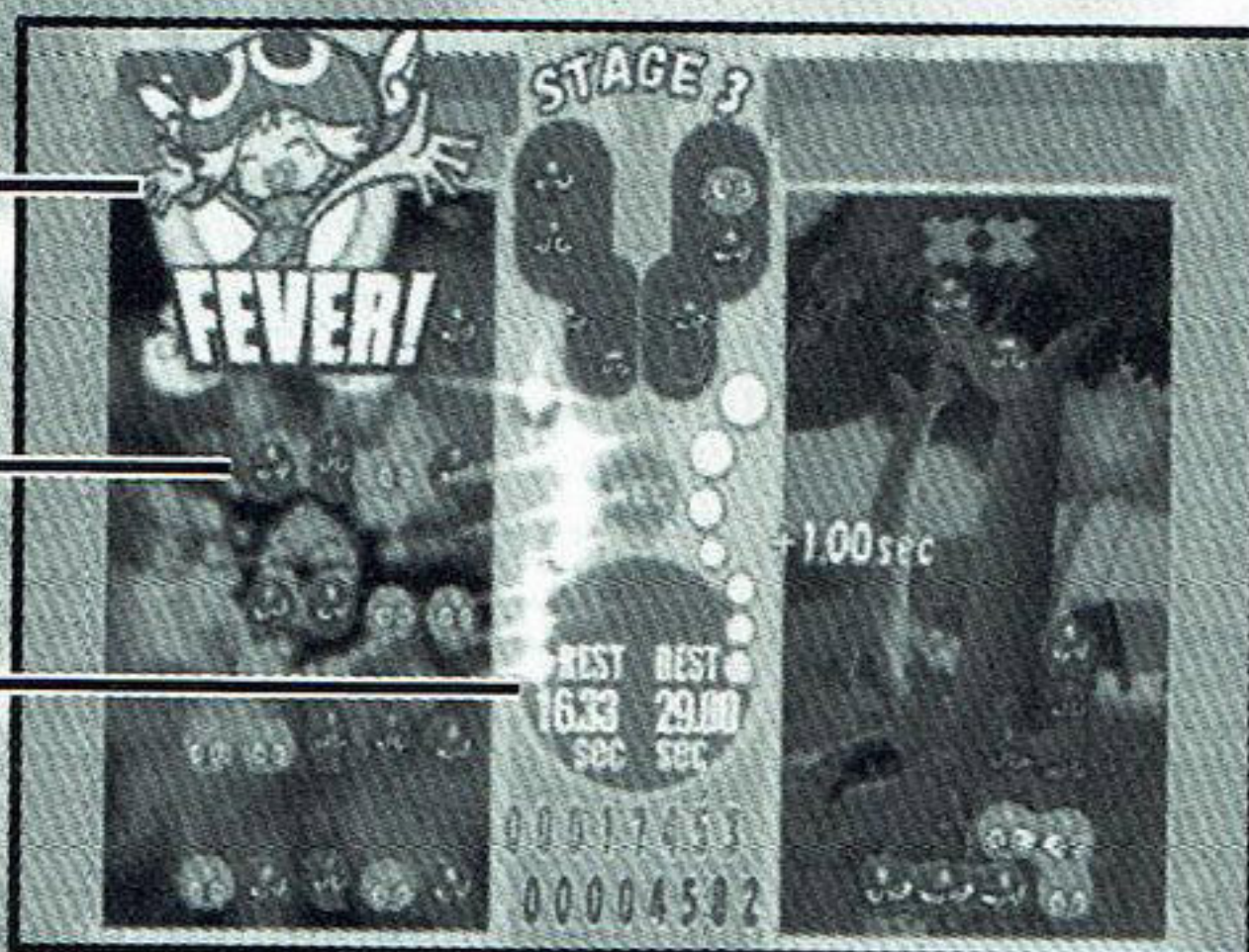
When you enter **Fever Mode**, a ready made Chain of Puyo will drop at once, similar to when you achieve an **All Clear**. Try to remove all the Puyo in one go by carefully controlling the next Set that drops. Chains will keep dropping until **Fever Time** reaches 0, and the game returns to **Normal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

Viewing the Game Screen - Fever Mode

FEVER BEGINS

READY MADE CHAINS

FEVER TIME



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 (A) 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 (A) 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 (%)

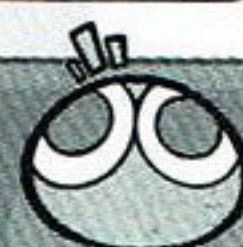
Determines the points supplemented during **Fever Mode**. A lower figure will reduce the attack power of **Fever**, while a higher figure will increase it (default: **100**).

Return to Default Rules

Return all values to default.

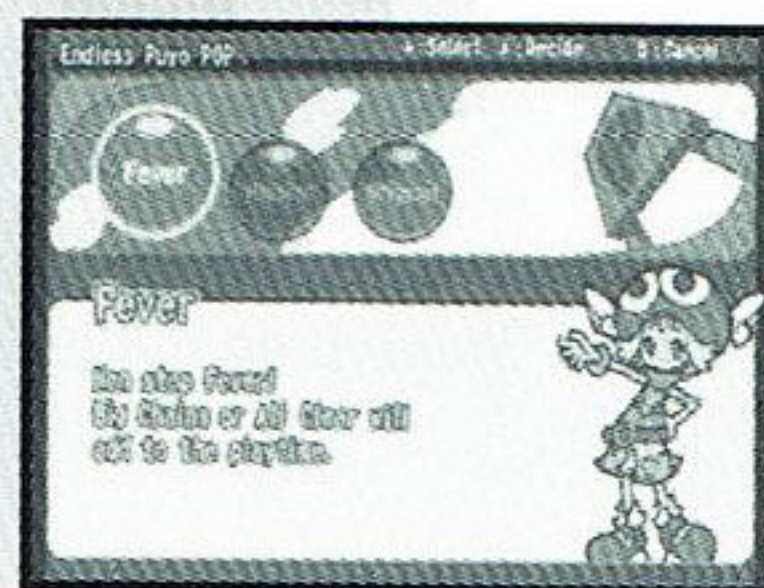
Are these rules OK?

Begin playing with the current settings.

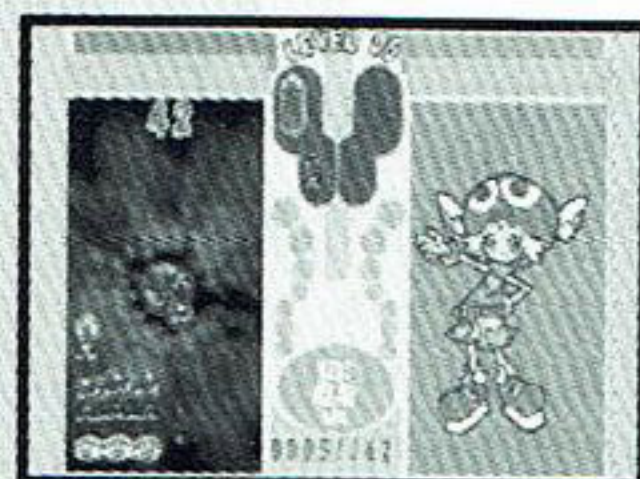


ENDLESS PUYO POP

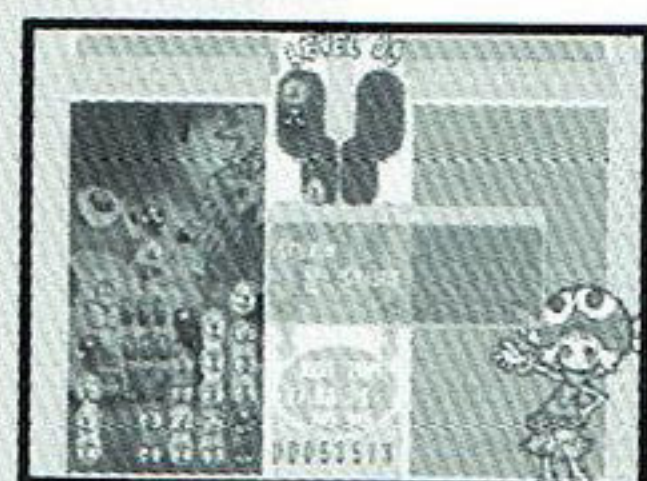
By selecting **Endless Puyo POP** from the Main Menu, you are given the following choices. Choose a game style using ◀ ▶ and press the (A) Button to select.



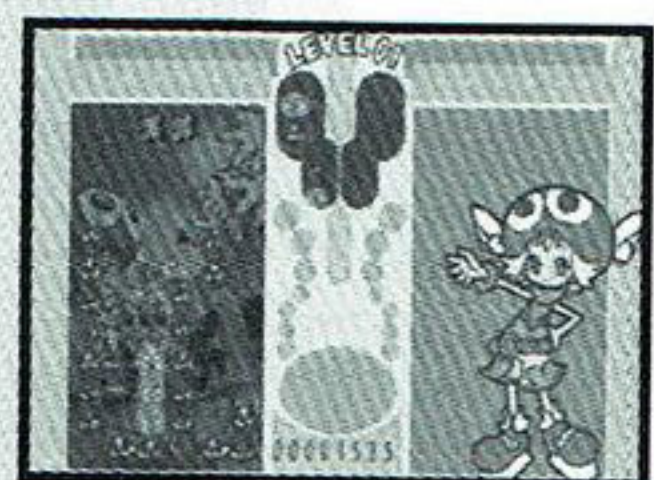
Fever The game begins in **Fever Mode** and is governed by a time limit. When the time reaches 0, the game is over. By successfully clearing Chains, the time can be extended.



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.

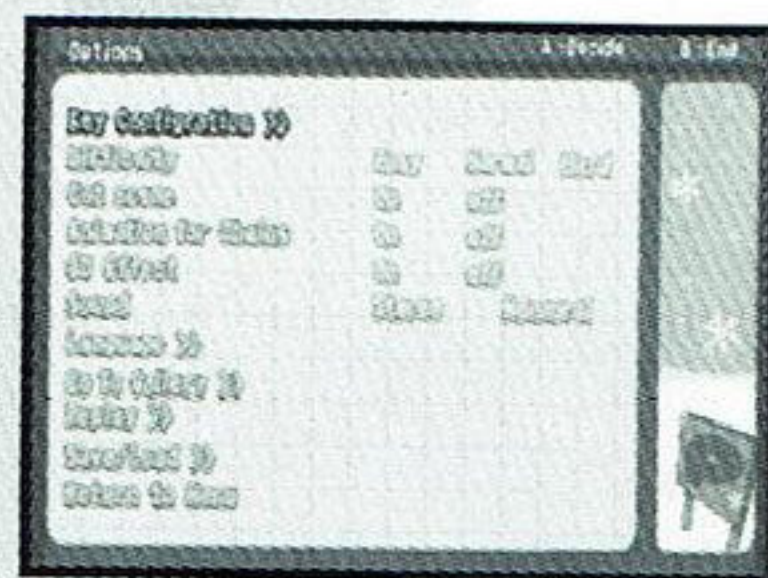


Original The original Puyo POP game. There is no time limit, no opponent, and no Nuisance Puyo to worry about. This mode is ideal for practicing Simultaneous Elimination and Chain Building techniques.



OPTIONS

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



Key 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.

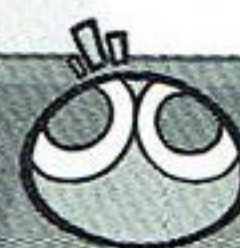
STEP 1 Create a Replay File

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.



KLUG

Classmate of Amitie, an honors student, and known for dabbling in the occult. There's a rumor that his body is possessed by a demonic spirit. Once he has Chains built up, he becomes a formidable opponent.



RIDER

Classmate of Amitie. Many are intimidated by her protruding horns, but she's actually very shy and nervous. Her skills are average during Fever, but powerful in Normal Mode. Aim to trap her in Fever and you can't lose!

TARUTARU

Another classmate of Amitie, though you'd never guess to look at him... He's a giant amongst men, and very gentle natured providing you don't annoy him. As his posture would suggest, even a small attack has knock out potential, but not so good at setting up Chains though.



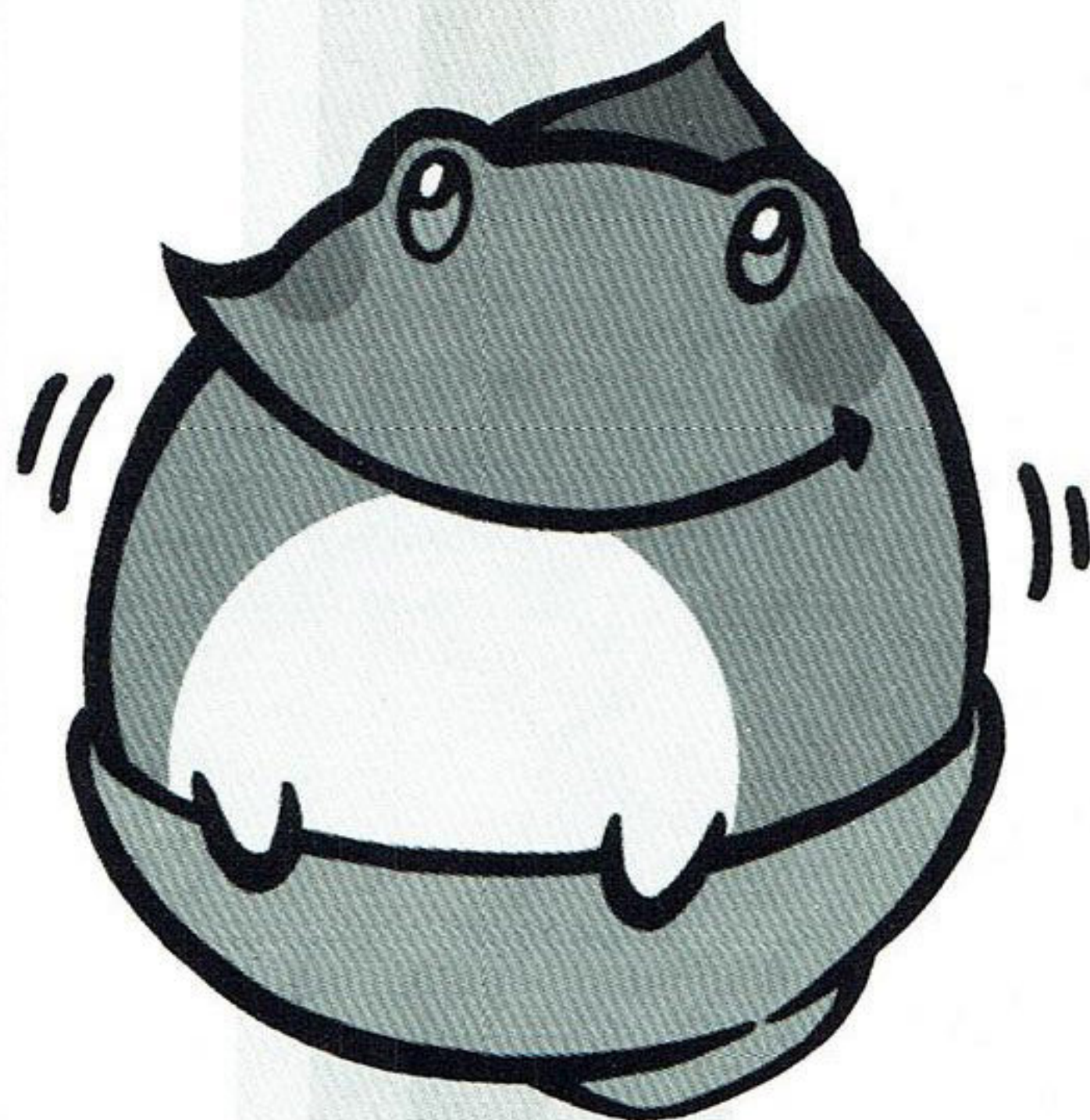


OSHARE BONES

A skeleton that mocks humanity with his loud taste in fashion. Normal Mode gameplay is weak, but he turns things around in Fever. Puyo tend to drop in pairs, making groupings easier, but slowing down the pace.

DONGURIGAERU

A happy frog that joyfully hops around in an acorn cup (and nobody's quite sure how he manages this). His speech is limited to "Ribit!" and his attack style punches consistently like a drum. Suitable player character for beginners.



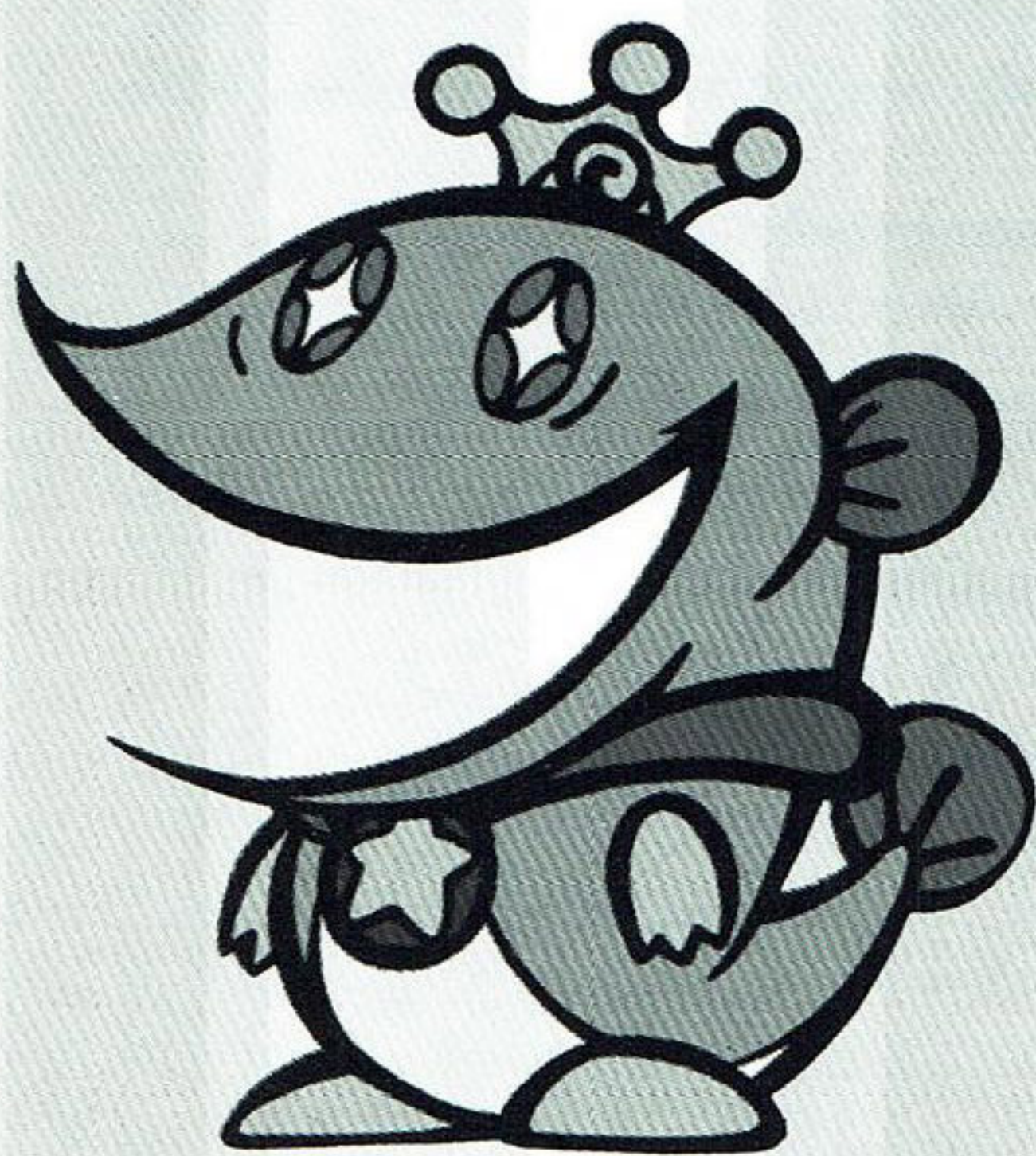
FRANKENSTEINS

A netherworld creature accompanied by his son. His regular attacks are powerful, but finds himself at a disadvantage during drawn out matches so likes to finish quickly.

ONION PIXY

A pixy with an onion for a head. Always lurking around noisily and bugging everybody. Weak during Normal Mode, so tries to make the best of Fever.



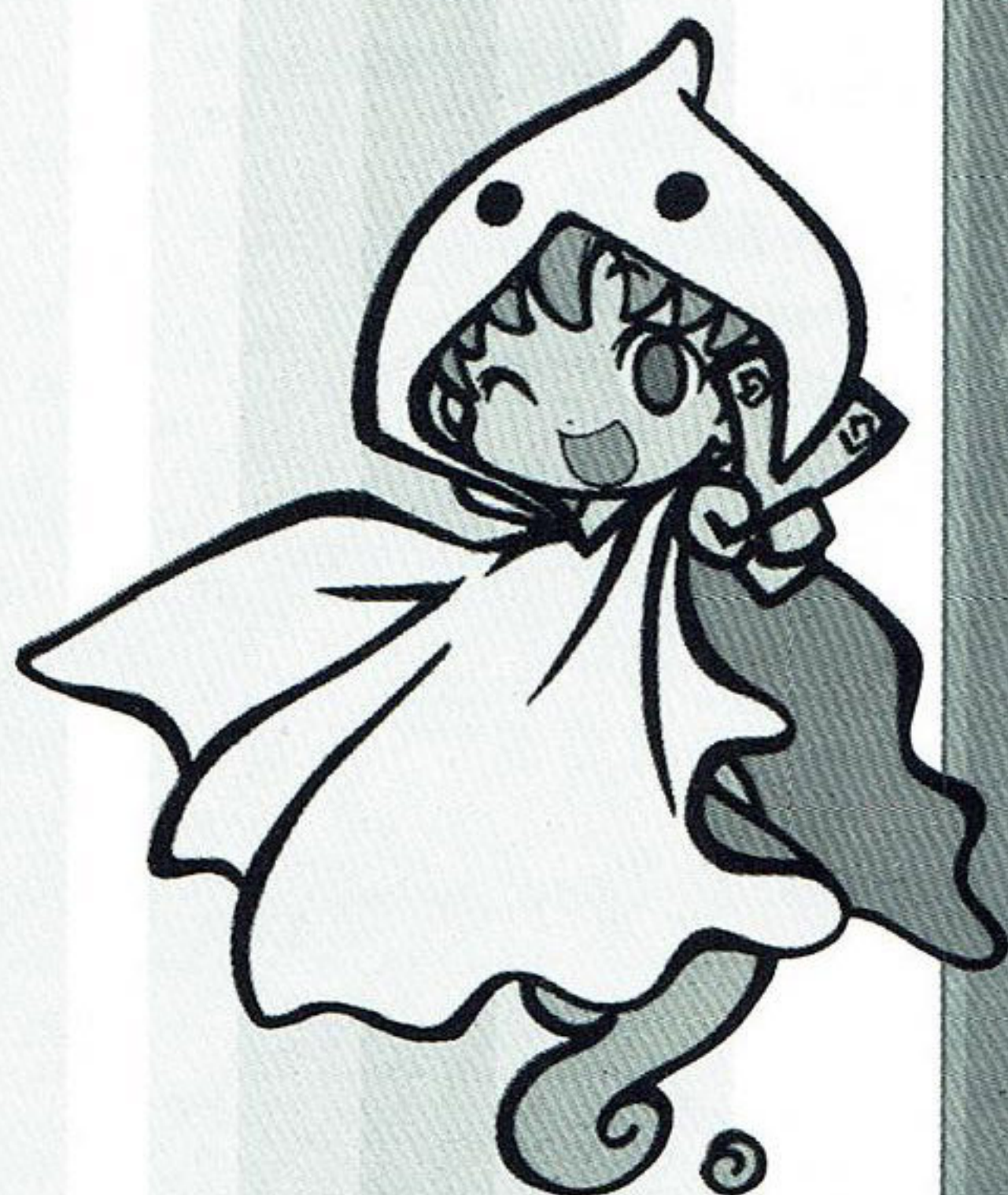


PRINCE OF OCEAN

Self professed prince of the ocean with an archaic speech style befitting his title. Like Oshare Bones, his strength is in Fever, but Triple and Quadruple Sets drop frequently which take getting used to.

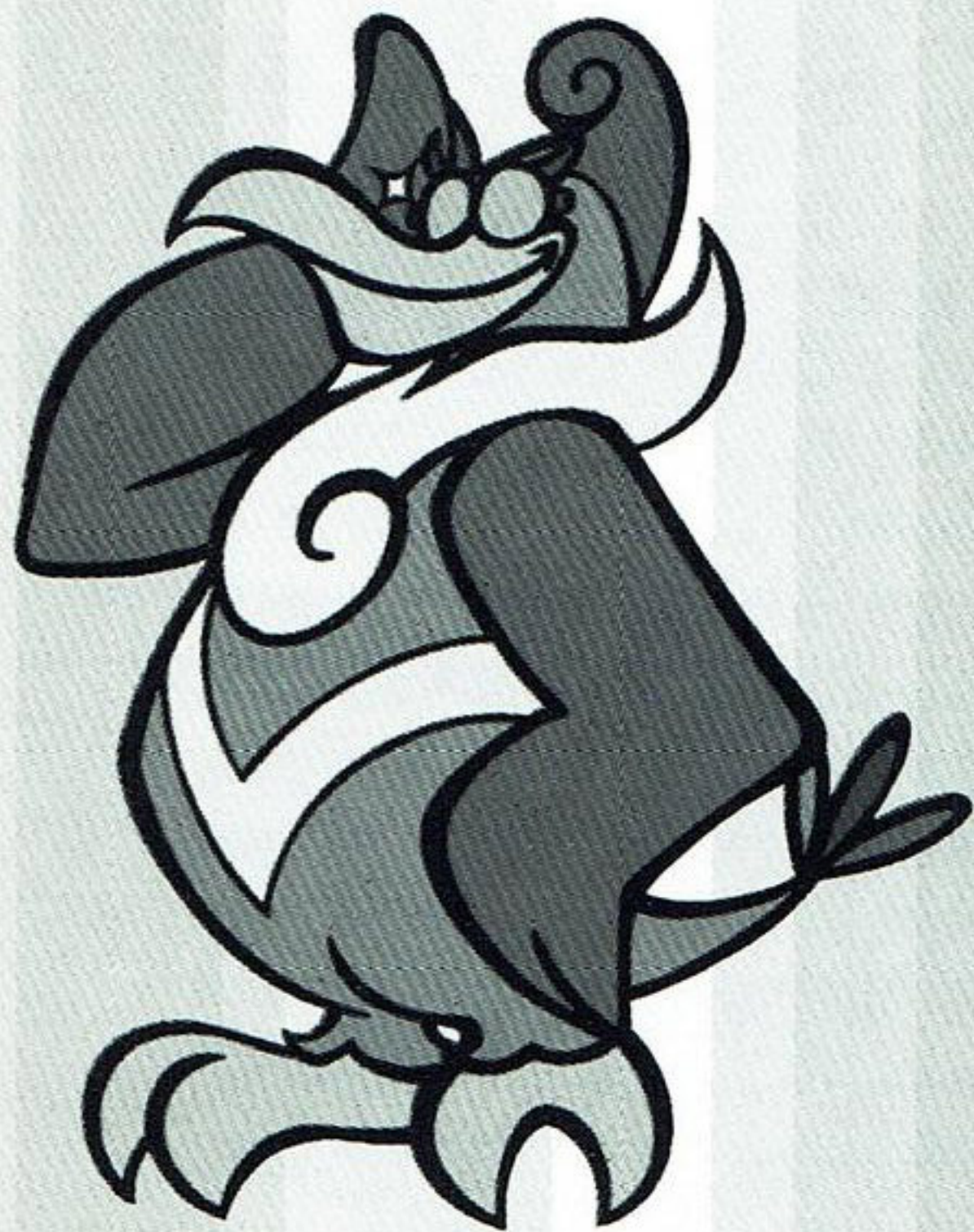
YU

A light natured but naughty ghost of a girl that speaks in riddles, and acts like she has not a care in the world (and being of the spirit world, why should she?!) Triple and Quadruple Sets drop often, so offsetting is easy once you get the hang of it.



HOWHOW BIRD

Always crying "Hohow!" Dresses like some kind of hero. His only heroic skill is in building large chains. He won't win without them, so always aims to set these up early.



There may be other characters lurking from other games too, so see if you can recognize them.



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