



# Puyo Puyo™

## PuyoPuyo

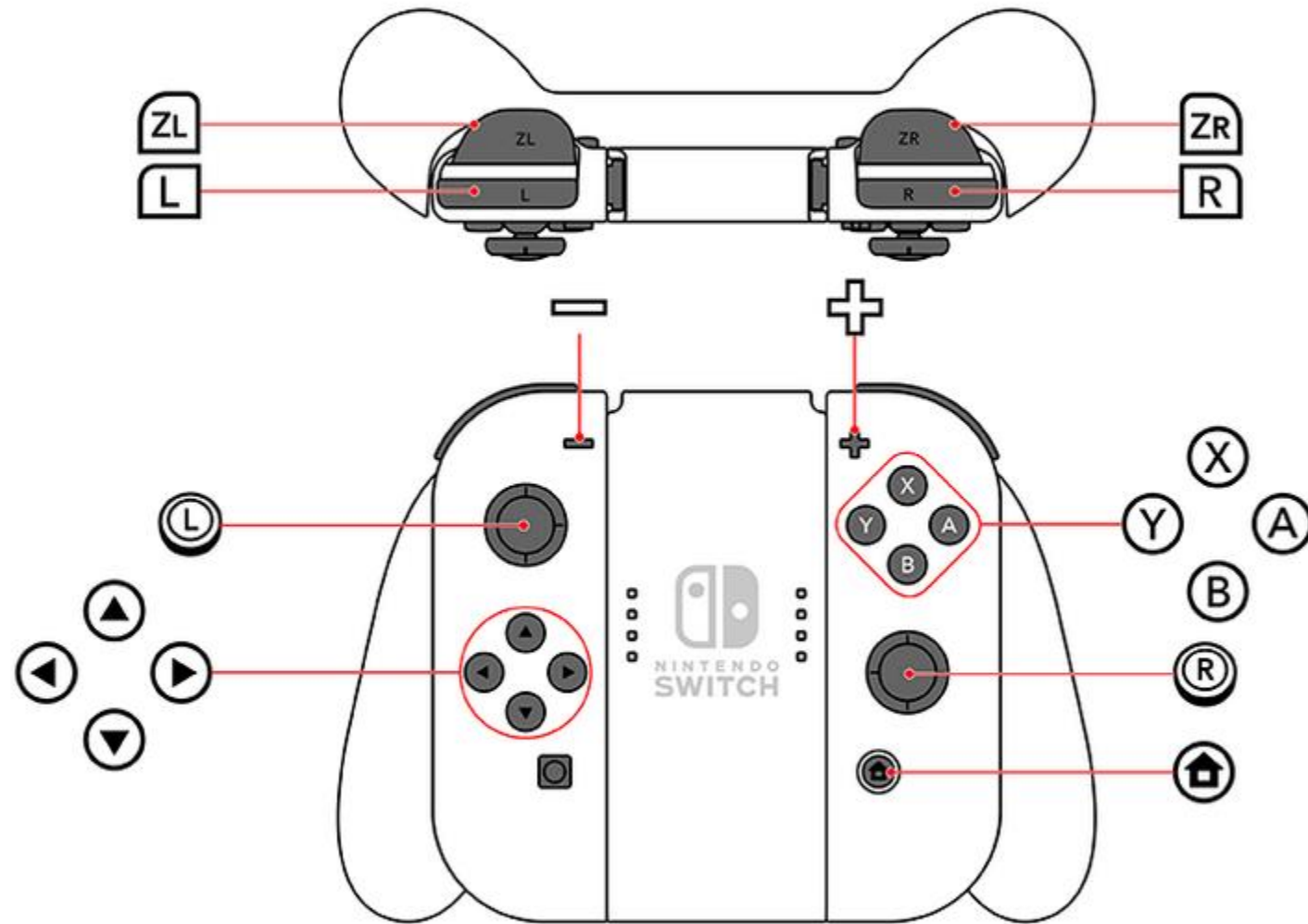
- 🔗 Basic Gameplay
- 🔗 Local Play
- 🔗 Online Play





# Basic Controls

## ■ Joy-Con™ Grip



Commands that use the directional buttons (▲ / ▼ / ◀ / ▶) may also be performed using the Left Stick (Ⓕ).

\* The Nintendo Switch Pro controller uses the same commands.

## ■ Button Assignments (Default Setting)

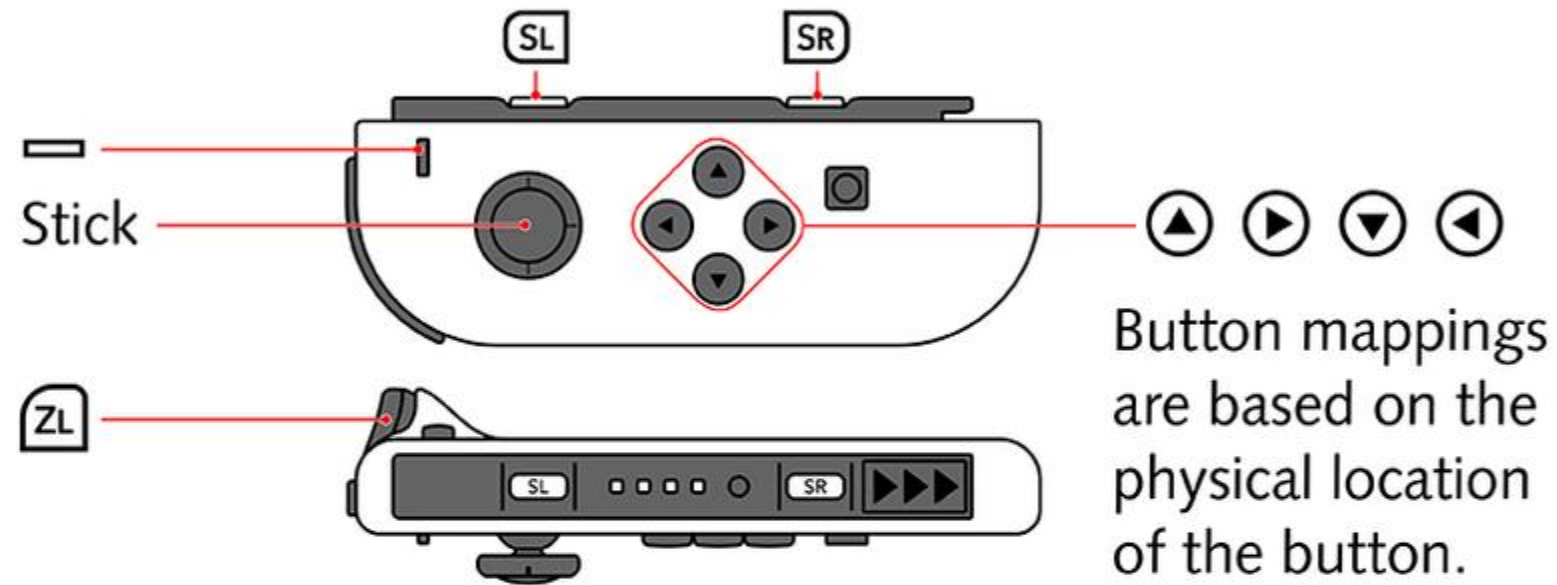
◀ / ▶	Move PuyoPuyo Left / Right
▼	Fast Drop
Ⓐ	Rotate PuyoPuyo Left
Ⓑ	Rotate PuyoPuyo Right
ⓧ	Insert Coin / Start
Ⓨ	Rotate PuyoPuyo Left

\* The action button assignments can be changed via the SETTING MENU.

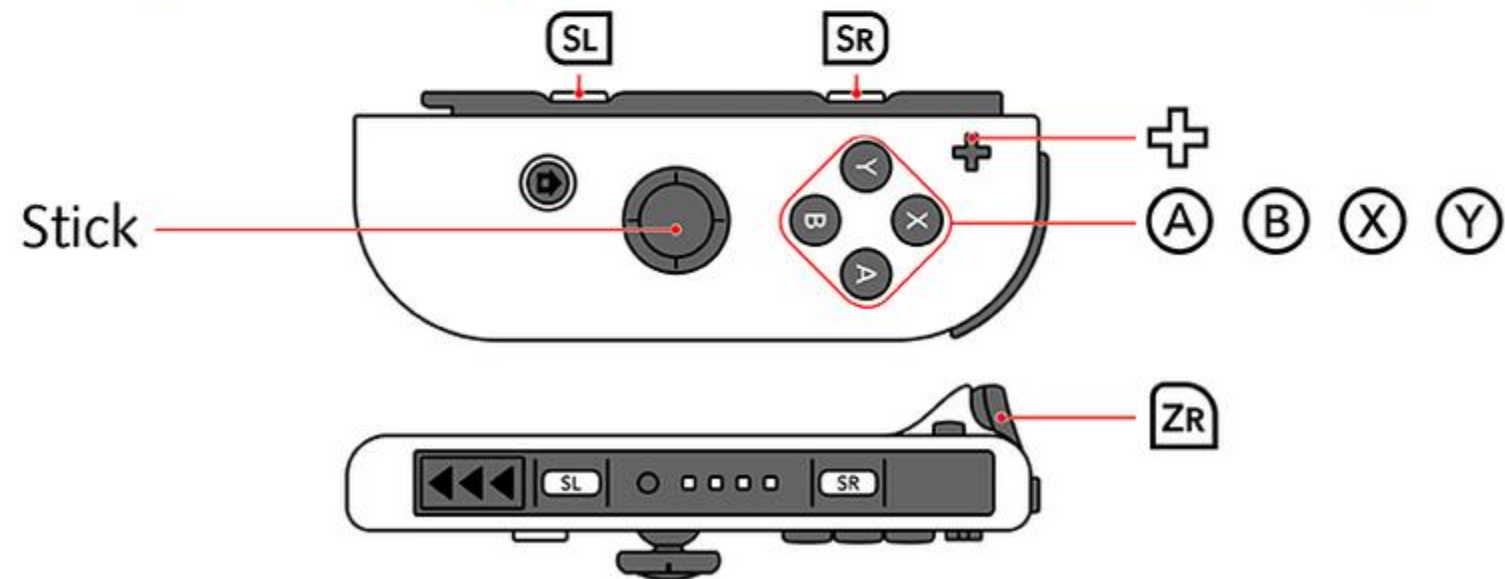


## Basic Controls

### Joy-Con™ (L) Solo Horizontal Grip



### Joy-Con™ (R) Solo Horizontal Grip



For two player offline games, a separate controller is required for each player.

### Button Assignments (Default Setting)

○	<b>Left / Right:</b> Move PuyoPuyo Left / Right <b>Down:</b> Fast Drop
⦿	Rotate PuyoPuyo Right
⦿	Rotate PuyoPuyo Right
⦿	Insert Coin / Start
⦿	Rotate PuyoPuyo Left

\* The action button assignments can be changed via the SETTING MENU.



# START MENU

Start the game to display the START MENU. Use ⬆ / ⬇ to select an option and press ⓐ to confirm.

## 🔗 Arcade Mode

Start the game in *Arcade* mode.

Press ⬅ / ➡ to set 🔗 **HELPER** On / Off.

## 🔗 Online Match

Play against opponents from around the world.

## ■ Load

Press ⬅ / ➡ to select a save slot, and begin from where you left off.

✳ Option can only be selected if save data is available.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

✳ Deleted data cannot be recovered. Please use with caution.

## ■ Ranking

See the most recent Ranking for each category. Press ⓐ to download the latest Ranking.

## 🔗 PRECAUTIONS WHEN GOING ONLINE

Ⓛ / Ⓡ	Switch between categories of ranking.
ⓧ	Switch between <i>Top Rank</i> and <i>My Rank</i> .
⬆ / ⬇	Switch between scores.
ⓐ	Download a Replay of the selected Ranking.

✳ There is no option to view replays when selecting *Ranking* from the PAUSE MENU.



## START MENU

### ■ Play Replay

Press ◀ / ▶ to select a replay slot. Controls during Replay are as follows:

⏮ / ⏭	Change speed of playback.
◀ / ▶	Fast rewind / Fast forward.
⏸	Pause / Restart (while paused, press ▶ to skip).
⏹	End playback.
⏮	Restart playback from beginning.
ⓧ	Display / Hide command menu.

Press ⏸ to lock and unlock the selected replay data. Hold ⏮ and ⏭ to delete a replay that isn't locked.

\* Deleted data cannot be recovered. Please use with caution.

### ■ Manual

Open and view the online manual (this one).

\* An internet connection is required for viewing the online manual.

### ■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *PuyoPuyo*!



# SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU.

Press (L) / (R) to switch between categories of settings. When settings are complete, press (B) to return to the previous screen.

## ■ Game Settings

Game Version	Set to <i>International</i> / <i>Japan</i> . This setting determines the display language, character voices, and the appearance of some characters.
Difficulty	Set difficulty from <i>Easy</i> to <i>Hardest</i> .
Number of Battles	Set to <i>1 -Set Match</i> / <i>3 -Set Match</i> .
Quick Turn	Set to <i>On</i> / <i>Off</i> .

## ■ Command Settings

Select a controller and press (A). Then use (▲) / (▼) to select a controller button and (◀) / (▶) to assign a command.

## ■ Screen Settings

Display Mode	Set to <i>Normal</i> / <i>Fit</i> / <i>Full</i> / <i>Dot by Dot</i> / <i>Vintage</i> .
Display Effect	Set to <i>Off</i> / <i>Scan line</i> / <i>Smoothing</i> / <i>Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.

\* When *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold (Y) to see a preview of the selected screen settings.

## ■ Sound Settings

Listen to the in-game music tracks.



# PAUSE MENU

Press  $\oplus$  /  $\Rightarrow$  during gameplay to display the PAUSE MENU.

## ■ Save

Press  $\odot$  /  $\triangleright$  to select a save slot and save your game progress.  
Up to 10 games may be saved.

## ■ Load

Press  $\odot$  /  $\triangleright$  to select a save slot, and begin from where you left off.

\* Option can only be selected if save data is available.

## ■ Ranking

View the current  **RANKING**.

\* There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

## ■ Manual

Open and view the online manual (this one).

## ■ Game Reset

Select this option, then press and hold  $\textcircled{A}$  to reset the game.  
The PAUSE MENU will be exited automatically.

## ■ Return to Start Menu

Select this option, then press and hold  $\textcircled{A}$  to end the game and return to the START MENU.



# Basic Gameplay

## ■ Game Screen



### ① Nuisance Queue

Enemy PuyoPuyo that will be dropped into your play field.

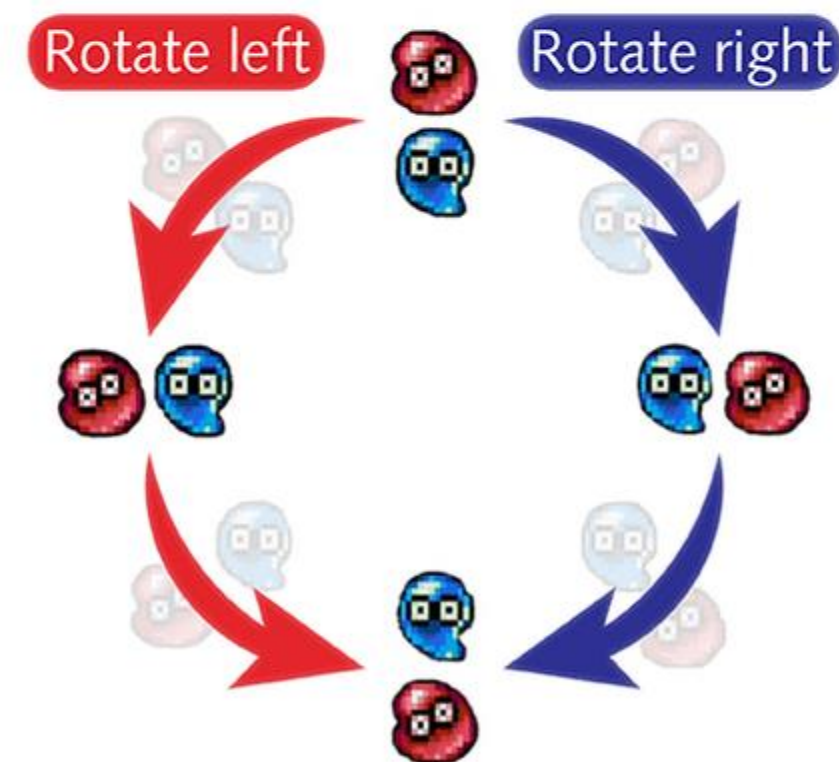
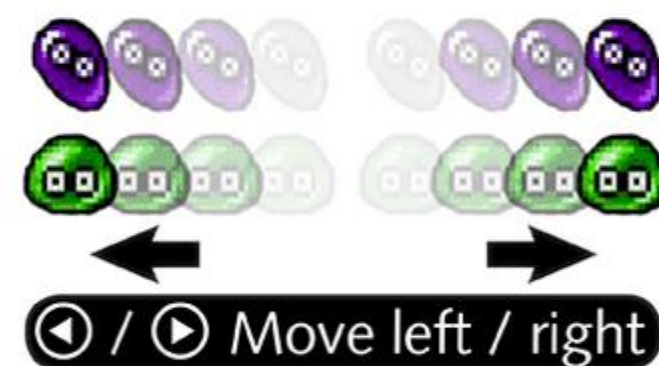
### ② Current Score

### ③ Next Puyo

The next pair of PuyoPuyo to drop into your and your opponent's play field.

## ■ Basic Rules

The goal is to remove as many PuyoPuyo from the screen as you can. To do this, control a pair of PuyoPuyo as they fall from the top of the play field and pile them on top of other PuyoPuyo. When the third column of either play field (marked on Game Screen left with an **X**) is filled from top to bottom, then that player loses.





## Basic Gameplay

When 4 PuyoPuyo of the same color touch, they will disappear. When this happens, Enemy PuyoPuyo will be sent to your opponent's play field. Enemy PuyoPuyo are removed by making PuyoPuyo that border them disappear.



\* In this game it is not possible to cancel out Enemy PuyoPuyo.

When PuyoPuyo are erased, the ones on top will drop down. When these then connect and disappear, it's called a Chain Reaction. The more chains you cause, the more Enemy PuyoPuyo are sent to your opponent.



## Differences to Original Game

### Rotate Left

In the original game, you could only rotate PuyoPuyo right. Technological advances have allowed us to add Rotate left functionality to this title.

### Quick Turn

This is a technique for rotating PuyoPuyo where there is no space to do so. Press the left or right rotate button twice in succession to flip the PuyoPuyo positions.



\* These features can be set On / Off at the  **SETTING** menu.



# Arcade Mode

Choose either a 1 or 2 player game.

## ■ 1Player Game

Choose a difficulty level (*Beginner / Normal / Difficult*) and play against a succession of tough opponents unique to that level, each more challenging and haughty than the last.

## ● Game Flow

First, enjoy a sassy exchange between Arle and her upcoming opponent as they try to out-psycho each other.

Press a button to skip the witty repartee.

When the talking is done, it's time to get down to some serious gameplay! Beat your opponent to progress to the next.



## ● Game Over / Continue

If you lose a round, it's game over, and the Continue screen will be displayed.

If you want another chance to wipe the grin off your cheeky opponent's face, press ⊗ twice within the time limit to retry.



## Helper Function

If you're finding yourself flummoxed by the remarkable skill level of your AI opponents, try turning on the *Helper* function at the Main Menu.

This function reduces both the variety and drop speed of PuyoPuyo.



## Arcade Mode

### ■ 2Player Game

A battle mode for 2 local players.

Before starting, you will need to register a controller each for 1P and 2P.

✳ The controller registration screen will display automatically when you detach the Joy-Con™ controllers.



Upon selecting *2Player Game*, you will jump straight into the action!

1P occupies the left play field, and 2P occupies the right play field. Game rules are the same as for *1Player Game*!



If **NUMBER OF BATTLES** is set to 1 -*Set Match*, you only need to beat your opponent once to win. If set to 3 -*Set Match*, it's best two out of three.

Once the game is over, press ⊗ twice to try again.



✳ *2Player Game* is for offline play only. To play against online opponents, select *Online Match* at the **START MENU**.



## Online Match

### ■ Random Online Battle

Play against an opponent chosen at random from anywhere in the world. There may be a slight delay while a suitable match is found.

#### Game Version during Online Match

For *Random Online Battle*, the game version will be decided automatically based on the game setting of each player.

For Room battles, the game version will reflect the game setting of the player that chooses *Create a Room*.

Differences between the game versions are detailed in

 **GAME SETTINGS.**

### ■ Create a Room / Join a Room

Play against real life friends.

One player chooses *Create a Room* while the other chooses *Join a Room*.

#### ● Create a Room

Select *Create a Room*, set a 4 figure password, and press OK to continue. You must now wait for your friend to join you, so be sure to tell them the password!

#### ● Join a Room

Select *Join a Room* to see a list of available Rooms. Choose your opponent's room, and enter the password to continue.

When the connection is successful, the battle will commence.



## Online Match

### ■ Connecting to the Internet

Online Match requires the following:

- Wireless internet connection
- A Nintendo Account
- **Membership of Nintendo Switch Online (paid service)**

For details, see the following site: [support.nintendo.com](https://support.nintendo.com)

### ■ Precautions When Going Online

SEGA accepts no responsibility for any trouble or damage due to connectivity issues when using the network functionality.

This service will be available for a set period of time, but may be terminated at any time without notice.

During online play, the user name registered to the console will be visible to others. Please avoid registering personally identifiable information such as your real name or telephone number. Try to avoid registering names that are likely to make other users feel uncomfortable.



# Replay and Ranking

## ■ Saving Replay Data

Replay data will be saved automatically. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

### When is Replay Data Saved?

#### ● 1Player Game

At game over or upon beating the final opponent.

#### ● 2Player Game

When the winner is decided, and you choose not to Continue.

#### ● Online Match

When the match is over.

## ■ Ranking

When you win a game, your score will be registered to the Ranking.

Replay data will be uploaded together with your score, and the top 50 will be viewable by anybody.

- \* Scores cannot be registered if the *Load* function has been used.
- \* If network connection issues prevent you from registering your score, it cannot be registered at a later time.



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