# Puyo Puyo Da! FAQ

by Saturn WoD                                          Updated to v1.3 on Sep 20, 2002
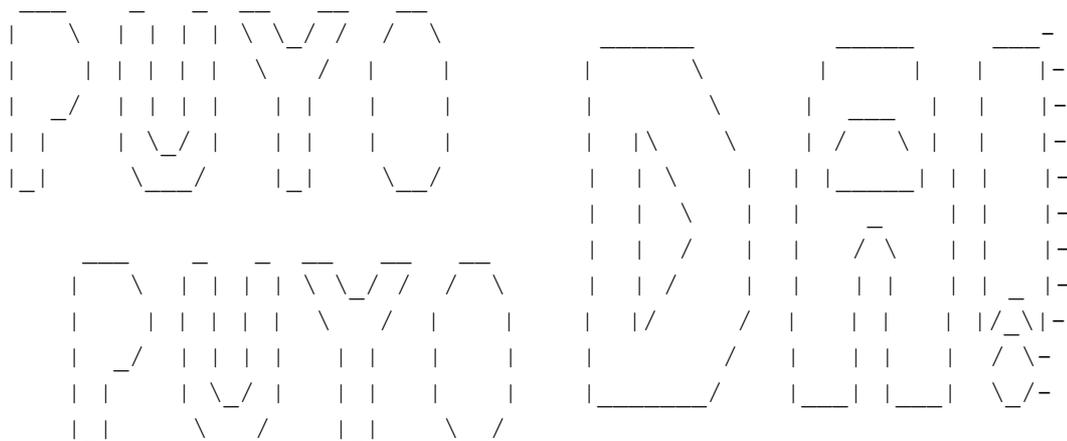
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  FAQ version 1.3
  by Saturn WoD      saturnwod@hotmail.com
  >> Last update: 13/09/02 (dd/mm/yy)
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Updates:

13/09/02: Corrected Rulue's intro speech;
          Corrected grammar;
          Changed "dark puyos" to "ojama puyos";
          Made some minor changes.

09/06/02: Added "genre" in the characters' bios;
          Added "Game Screen" explanation;
          Added more speeches and translated them;
          Added some explanation on the game system.
          > This all results in the FAQ version 1.0!!

24/05/02: FAQ Created.

Welcome to my guide for the Japanese Dreamcast game entitled
Puyo Puyo DA!.

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===========================================================================

                         ---CHARACTERS---


These are the eight playable characters in Puyo Puyo DA!:

ARLE NADJA
     age: 16
     genre: female
     debut: Madou Monogatari
     theme: "Shakunetsu no Fire Dance"


This girl is the main character in most of the Puyo Puyo games. She
first appeared in Madou Monogatari, a RPG game where you control Arle
in her mission of passing through Satan's tower. Arle uses magic to
defeat her enemies (that's why she cries all those names in the Madou
Monogatari / Puyo Puyo games) and her best friend is the well known
Carbuncle (aka Ka-kun), that star-shaped yellow rabbit thing who
appears in Ellena's stage.
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ELLENA STEVENS
    age: ??
    genre: female
    debut: ??
    theme: "I sing"

I really know nothing about Ellena, as she isn't from the Puyo Puyo
series. Everything I know is that she is from the game wich engine was
used in Puyo Puyo DA!. If you can contribute any additional information
about Ellena, please e-mail me!


SCHEZO WEGEY
    age: unknown
    genre: male
    debut: Madou Monogatari
    theme: "toy of puyopuyo"

A swordsman who tries to be a tough man but sometimes acts like a
crybaby. But he is very good while fighting with a sword, and Arle
knows that more than anyone. But give him two maracas and Schezo will
magically turn into a dancing game character! ^^


SUKETODARA (nickname: Tara)
    age: unknown
    genre: male
    debut: I'm not sure, but it's either Madou Monogatari or Puyo Puyo
    theme: "I miss you"

Tara is a strong fish-man who doesn't fight too well unless you make
him angry. And that was Arle's mistake! While angry, Tara becomes very
agressive. So, don't laugh at his swit in this game or else you'll have
troubles! Also, while fighting, Tara always shows off his muscles.


RULUE
    age: 18
    genre: female
    debut: Nazo Puyo
    theme: "memories of puyopuyo"
          (aka "memories of madoumonogatari")

Everything I know about Rulue is that she is Arle's rival. You can play
as Rulue in games like Nazo Puyo, Nazo Puyo 2, and, obviously, Puyo
Puyo DA!!


MINOTAUR (also known as Mino)
    age: unknown
    genre: male
    debut: Nazo Puyo
    theme: "Hip House"

Mino appears in every game where Rulue appears, as he seems to be her
bodyguard or something. He likes Rulue, but what he really likes is
curry! As a bodyguard, he is very though, but if you want to beat him
up, just give him some curry...
```

```
SKELETON-T (nickname: Suke-T)
   age: unknown (he's dead)
   genre: male
   debut: Puyo Puyo 2
   theme: Puyopuyo(DA Original Remix)

Skeleton-T isn't a tough character in the Puyo Puyo games where he
appears, but he is my favourite anyways! You'll always find him with
a cup with tea. Not just tea, it's a green, poisoned, acid tea! Beating
him is a piece of cake, but you'll never have him separated of his
tea!


SATAN SAMA (known as Dark Prince outside Japan)
   age: over 10,000
   genre: male
   debut: Madou Monogatari
   theme: "I hate you"

As the final boss in most of the Puyo Puyo games, Satan is fast, hard,
and rarely does a wrong move. Not just in Madou Monogatari and Puyo
Puyo, but he is that all in Puyo Puyo DA! too, and that is a reason to
worry about him! Satan is very funny after all, and he loves Arle
Nadja. In many games, Satan appeared disguised and that's the funniest
thing about him (in Puyo Puyo 2: Satan- "I'm masked Satan!";
Arle- "C'mon, Satan, I know it's you!"; Satan- "Satan? Who's Satan? I
am MASKED Satan!!").
By the way, Satan isn't as ridiculous as he seems to be in Puyo Puyo
DA!. Those are just his dancing clothes. He looks too much stronger
with his regular clothes (and without those goggles, of course).
Note: The only real Puyo Puyo game that was released outside of Japan
is Puyo Pop for Neo Geo Pocket Colour, and in that game Satan was
renamed to Dark Prince, since his original name was censored in the US.


========================================================================

                          ---MENUS---

***Main Menu***
You can acess this menu by pressing Start in the Title screen.

-1 Player Game                  ::Start a new game
-2 Players Game (vs)            ::Start a 2P vs game
-Options                        ::Enter Options Screen


***Options***
This menu is acessible through the last option in the main menu.

-Key Assign                     ::Enables joystick configuration. You
                                  can change the action for the
                                  direcional pad and A, B, X, Y
                                  buttons.
            Type A              Type B              Type C
  Direcional:  Puyos            Star                Puyos
  Buttons:     Puyos            Puyos               Star
  L, R:        Star             Star                Star
```

```
-Audio                          ::Changes the Audio input between
                                  Stereo and Monaural.

-Record         Load            ::Load a save file in the VMU.
                Save            ::Save the game records and
                                  configuration in a save file in the
                                  VMU. If another Puyo Puyo DA! file
                                  exists in the VMU, the game will
                                  ask if you want to overwrite it.
                                  The first option will be "Yes" and
                                  the second will be "No".

-Setting Clear                  ::Resets the settings in this menu to
                                  their default options.

-Exit                           ::Brings you back to the Main Menu.
                                  If you are too lazy to bring the
                                  cursor to this option, pressing B
                                  button has the same effect.

::Note: the game doesn't have an 'autoload' function. So, every time
you turn ON your Dreamcast to play Puyo Puyo DA!, you'll have to go to
the options screen and manually load a save file. Also, you'll have to
manually save the file before turning OFF your Dreamcast.

=============================================================================

                        ---GAME SCREEN---


              _____
 1           |    _____         _____    |
 2           |   |_____\       /_____|   |
 3           |     Score 000000000 #   Stage 1                  |
 4           |                          1P                      |
 5           |    ____                                 ____     |
 6           |   |----|                               |----|    |
 7           |   |----|                               |----|    |
 8           |   |---/                                 \---|    |
 9           |   |--/                                   \--|    |
10           |   |-|                                     |-|    |
11           |   |-|                                     |-|    |
12           |   |-|                                     |-|    |
13           |   |_|                                     |_|    |
14           |                                                  |
15           |    _____  |
16           |   |                                          |   |
17           |   |1P  ------------------------------------- |   |
18           |   |COM ------------------------------------- |   |
19           |   |_____|   |
20           |_____|

Puyo Bars (line 2): When you press a button at the right time, you'll
                    send a ojama puyo to the opponent's bar.
                    But, if the opponent sent some ojama puyos to your
                    bar, you can use your ojama puyos to destroy the
                    puyos sent by him/her!

Score (line 3): You gain score with time, but you gain more score when
```

you do chains!
                    Note: The A.I. (Articifical Inteligence) controlled
                    characters do NOT have score.

Wins (line 3): Did you see that "#" mark in the ASCII screen? In the
                game, the "#" is a star. In versus matches, if a player
                win a round, he/she will receive a star in that place.

Stage Number (line 3): "Stage 1" means you're in the first stage, and
                        so goes until stage 8.

Player's Turn (line 4): "1P" means that it's the first player's turn,
                        "2P" means that it's the second player's turn,
                        and "COM" means that it's the A.I. player's
                        turn.

Stamina (line 5-13): When you make too much mistakes and receive ojama
                    puyos from the opponent, this bar decrases.
                    If this bar ends, the player instantly loses!
                    Conter attack your opponent to keep this bar up!
                    I'm not sure about this, but it seems that you do
                    more damage to your opponent if your stamina is
                    greater then his/hers.

The song (line 16-19): Here appear the puyos. A green puyo pointing up
                        means that you have to press either the green
                        button (Y) or the direcional up. A red puyo
                        pointing down means that you have to press
                        either the red button (A) or the direcional
                        down, and so goes. If a star appears, then you
                        have to press L or R triggers.
                        This can be changed (customized) at the options
                        screen.

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                    ---HOW TO PLAY PUYO PUYO DA!---

- The Basic
 When it is your turn, keep your eyes in the song line! When the cursor
 is in a puyo, press the button desired to that puyo! The best time to
 press the button is when the cursor is exactly in front of the puyo,
 but the game accepts when you press the button when the cursor is just
 overlapping it (but it will cancel your chains).

- Chains
 If you have good timing you'll be able to do chain combos (or just
 "chains"). All you have to do is to press the button following the
 rythmn. I mean, when the cursor is exactly in front of the puyo (as
 explained in the last topic).
 If you do chains, you'll send a greater number of ojama puyos to your
 opponent!

============================================================================

                    ---CHARACTER SELECT---

In the character select screen, you'll find eight portraits (one for
each character). Select what character you want with the direcional
pad. The characters appear in this order:

```
        Arle - Ellena - Tara - Schezo - Rulue - Satan - Mino - SukeT


While scrolling between the characters, you'll notice a rate under
their names.
Arle   -  Easy
Ellena -  Normal
Tara   -  Easy
Schezo -  Hard
Rulue  -  Hard
Satan  -  Hard
Mino   -  Normal
SukeT  -  Easy
This is a personal difficult option for each character. Depending on
the character you pick, more or less puyos will appear.
The number of puyos to appear doesn't depend only on the first player's
character. It also depends on the CPU or second player's choice. If
both pick "Easy" character(s), the number of puyos in a line will be
very low. If boh pick "Hard" character(s), it will be very big!
Specially if both pick Satan!
As you see, that rate isn't applied to only one player, but to both, as
both players (or player and CPU) do the same steps in the dance.

But this rate only means how difficult the character is! It doesn't
means that a match of Arle vs SukeT will be alike a match of Tara vs
SukeT, for instance. Everytime you pick Arle and dance against SukeT
(or vice) you'll have to do the same steps. But if you pick another
character of the same rate (Tara) the difficult will be the same, but
the steps will be different.

If you press A or let the time run out, the highlighted character will
be selected. Now, you'll have to select the difficult level. It's
different than that rate I explained before. Now you'll choose the
game behavior.

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                        --ONE PLAYER MODE--

In the character select screen (described above) you'll see your
character, some data about him/her, and a personal background (wich is
in Japanese, and I would be grateful if someone could translate it for
me).

After you select your character you'll have to select a difficult
level. If you can't read Japanese (like me), keep in mind that the
yellowish option is "Easy", the middle option is "Normal", and the
reddish option is "Hard".

The characters you face depend on what level you selected. In "Easy"
setting, you face three characters (Schezo, Suke-T, Rulue), in "Normal"
you face five (Arle, Tara, Ellena, Mino, Satan), and in "Hard" you face
all the eight characters. They appear in this order:

(Difficult)   (Stage)   (Character & Song)

Easy:         Stage 1   Schezo --toy of puyopuyo
              Stage 2   Suke-T --Puyopuyo(DA Original Remix)
              Stage 3   Rulue  --memories of puyopuyo(euroversion)

Normal:       Stage 1   Arle   --Shakunetsu no Fire Dance(Edit)
```

```
                Stage 2   Tara   --I miss you
                Stage 3   Ellena --I sing
                Stage 4   Mino   --Hip House Compile Classix'95
                Stage 5   Satan  --I hate you(hanglish version)


Hard:           Stage 1   Arle   --Shakunetsu no Fire Dance(Edit)
                Stage 2   Suke-T --Puyopuyo(DA Original Remix)
                Stage 3   Tara   --I miss you
                Stage 4   Ellena --I sing
                Stage 5   Mino   --Hip House Compile Classix'95
                Stage 6   Schezo --toy of puyopuyo
                Stage 7   Satan  --I hate you(hanglish version)
                Stage 8   Rulue  --memories of puyopuyo(euroversion)
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                           --TWO PLAYERS MODE--

Just like in One Player Mode, the first thing that shows up is the
character select screen. But in two Two Players Mode the characters'
personal info isn't displayed. Also, the second player can't get the
characters' original colours.

After both players select their characters, that difficult level select
thing will pop up. Here you have two more difficulties to select:

```
Yellow Option (press left twice):          Easiest
Yellowish Option (press left once):        Easy
Middle Option (default):                   Normal
Reddish Option (press right once):         Hard
Red Option (press right twice):            Hardest
```

Then, the first player will have to select a tune. The tunes appear in
this order:

1. Shakunetsu no Fire Dance(Edit)
2. Puyopuyo(DA Original Remix)
3. I miss you
4. I sing
5. Hip House Compile Classix'95
6. toy of puyopuyo
7. I hate you(hanglish version)
8. memories of puyopuyo(euroversion)

After this, the first round starts.

Once the tune finishes, the tune select screen will reaper. This time,
the second player makes the choice. And so, the second round starts.

When it finishes, the results screen will be shown. If a player won
both rounds, he/she will be the winner. But if the players tie, then
the player who got more less ojama puyos (those puyos that fall from
the top of the screen at the end of the round) will be the winner.

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                              --HINTS--

1. If you're playing for the first time, don't mind about selecting
   only easy-rated characters. Select anyone you like. Then, you can
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      choose either easy or normal difficult (you may not select hard, as
      you'll be surely crushed in the second or third round).

   2. If you're being repeatedly crushed by Mino or Ellena, try selecting
      an easy-rated character to procced.

   3. If you're being repeatedly crushed by Satan or Rulue, and is using
      an easy-rated character, try using ANOTHER easy-rated character. As
      I said in the FAQ, each character has a unique style, wich is rated.
      Personally, I think it's easier to beat Satan using Tara, and beat
      Rulue using Arle, but I have a few problems when I try to beat Satan
      using Arle and beat Rulue using Tara. You don't need to use THESE
      characters (Tara and Arle), you just need to find out what character
      swits you for each opponent!

   4. When you become experient, ignore the hints above! Try to select a
      character and procced with him/her until the end, without losing.

   5. If you're getting problems defeating any character in 1 Player Mode,
      quit the game, select 2 Players Mode, and select for the 1st player
      the character you were using in 1 Player Mode, and select for the
      2nd player the opponent that was crushing you. Of course, you have
      to select the same tune that was playing in 1 Player Mode. Leave
      the 2nd joystick and practice in the first. For the second round,
      select that same tune and practice again.

   Note: It may be just me, but for me the dance against Satan-sama gets
         a lot easier when I'm playing as Tara, and the dance against
         Rulue gets easier too when I'm playing as Arle...

==============================================================================

                       --CHARACTERS' SPEECHES--

Here I'll include the tranlation for some of the characters' speeches
in Puyo Puyo DA!. My Japanese is very limited, so I can't translate
them all. If you can listen and translate some of them, please e-mail
me!! And if you find something wrong here, please e-mail me to report
it!

- ARLE NADJA
    Game start: "Ikkimasu!"           "Here I am!" / "Here I come!"
    Victory:    "Yatta!"              "I did it!" / "I'm victorious!"

- ELLENA STEVENS


- SCHEZO WEGEY
    Game start: "O, ikuze!"           "Ok, here I go!"

- SUKETODARA
    Game start: "Uuuh...ya!"          "Uuuh...ya!"

- RULUE
    Game start: *giggles*
                "Kakatte kudasai!"  "Please, let's start!"

- MINOTAUR
    Defeated:   "Rulue-sama!!!"     "Master Rulue!!!"
```

```
 - SKELETON-T


 - SATAN SAMA
    Defeated:    "Ooooooh!"        "Ooooooh!"

=======================================================================

                     --WHAT THIS FAQ NEEDS--

I would be gratefull to someone who could translate the characters'
bios wich appear in the 1 Player Mode character select screen. And even
credit this person in CAPITAL LETTERS at least TWICE in the FAQ!!

Same thing will be applied for someone able to contribute with anything
to the Characters' Speeches section!

If you know anybody who can help me with these translations and
speeches, I WILL CREDIT YOU, TOO!!

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--CREDITS--

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