

Puyo Puyo Da! FAQ

by benjamin

Updated to v1.1 on Mar 16, 2006

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!%S#%
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version 1.1

Last Update:
March 15, 2006

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-----[Table of Contents]-----

Puyo Puyo DA! Intro
Version History
Songs and Dancers
The ELLENA System
General Information
Closing

-----[Puyo Puyo DA! Intro]-----

This is a quickie guide for the Japanese only Sega Dreamcast dancing game, Puyo Puyo DA! The idea is to highlight the gameplay system which makes the game somewhat unique for what otherwise could be dismissed at a Parappa the Rapper clone. This guide should help people get started playing and understanding PuyoPuyo DA! even though it is an admittedly very simple game. If you enjoy reflex test games such as Simon and Parappa the

Rapper and Japanese pop music, then I would encourage you to check the game out. Hopefully this document will be of some assistance early in the game.

=====[Version History]=====

The latest version of this guide can be always be found at GameFAQs [gamefaqs.com]. If you happen to make this guide available on your site and see a newer version available at any of the above sources, then please go ahead and replace your older version.

Version 1.1 [March 15, 2006]

Minor editing.

Version 1.0 [February 1, 2006]

Finished document and removed reference links due to sites disappearing, including the developer Compile having since gone bankrupt. Sega now owns the Puyo Puyo license.

Version 0.8 [July 20, 2001]

This update fixed errors in The ELLENA System explanation. I also changed the formatting and section heading a bit and added new information about the history of the game and the songs and cast of characters.

Version 0.3 [July 3, 2001]

This is the first version of this document. Puyo Puyo DA! is a nice sorta dancing game and deserved a guide to help people get into the game.

=====[Songs and Dancers]=====

Please note that I am unsure if the character rating means that choosing him or her makes for a more difficult game, or if the CPU plays the character at that difficulty. I want to say it's the former, but I'm not completely certain.

In a single player game, you must dance to your opponent's songs, but it is possible to have two people play using another song in the versus mode. Unfortunately, there is not sound test so you can listen to the songs without playing the game, but do notice that you can start a 2-player versus match and let the controllers idle to listen. I suggest recording the songs if possible since that gets annoying and the songs are quite nice.

All characters are from the Puyo Puyo series except Ellena Stevens, whose origin is explained above. For more information and pictures of the Puyo Puyo cast, you should go visit the web sites listed at the end of this document.

The Puyo Puyo DA cast and songs:

Arle Nadja (easy)

No. 1 -- Shakunetsu no Fire Dance (Edit)

Skeleton-T (easy)

No. 2. -- Puyopuyo(DA Original Mix)

Tara (easy)

No. 3 -- i miss you

Ellena Stevens (normal)

No. 4 -- i sing

Minotaur (normal)

No. 5 -- Hip House Compile Classix'95

Schez0 Wegey (hard)

No. 6 -- toy of puyopuyo

Rulue (hard)

No. 7 -- memories of puyopuyo(euro version)

Satan (hard)

No. 8 -- i hate you(hanglish version)

=====[The ELLENA System]=====

Much as in Parappa the Rapper, Puyo Puyo DA! is a "dancing" game with a Simon-like gameplay system. A line at the top of the screen is displayed for each of the two "battling" characters, and the simple goal is to press the corresponding button while the indicator passes over it.

TYPES OF INPUT

There are five available input types: red puyo, blue puyo, yellow puyo, green puyo, and the star. You should notice that the directions the puyos are mapped to also are indicated with their color -- such that the red puyo is inputted by pressing the red button on the standard Dreamcast controller and so forth. The star icon is mapped to the shoulder triggers, and I'd greatly urge players to remap it to the d-pad in the options screen. The delay of the analog triggers can and will be a pain to deal with, especially during the more difficult rounds.

DANCING AND CHAINING

Unlike Parappa, you are not awarded for improvising. Any button press not indicated on the meter will count against you; however, you are free to miss notes without being penalized as in Sony's game. Thus, if you are greeted with a string of commands after chaining the ones previously shown and do nothing whatsoever, you will not incur any penalty. This will allow you to skip over difficult sections of songs without ruining your chain. Of course, depending on the difficulty setting or person you're playing against, skipping too many can spell disaster to your chances of winning. Still, it is a strategy unique to Puyo Puyo DA! and well worth taking advantage of during the game.

The basic premise is to see which player can "chain" the most commands together, which is done by pressing the displayed button at the exact moment the meter indicates it must be pressed. Each

button press is assigned a rating based on how close it was inputted while the marker passed over the indicator: excellent, great, good, fair, and bad. Pressing the button at the exact moment indicated will grant you an "excellent" rating, while the others appear as you delay your input. "Bad" appears when you completely miss the mark.

Only "excellent" and "great" rated inputs are added to your chain total and keep the chain alive. The moment you input a "good" or worse command, your dance chain will end. Thus, if you enter a new line of commands with an existing 12 puyo chain and input the following rated presses:

Excellent Excellent Great Good Great Good Poor Good Great

You will continue to the next line with no chain, although you did build upon the previous chain by three until having the "good" rating ruin it. "Good" and "fair" ratings only serve as a point measure and determine whether or not your dancer does a good or bad pose at the end of the meter, so the final three "good" rated inputs contributed nothing, and the "great" rating must be followed by another "great" or "excellent" rated command to begin a chain. If your first input on the next line is rated "excellent" or "great," then you'll have a chain of two puyos.

The strength of your attack depends entirely on both your and your opponent's dancing ability. If hit more notes than the other player, then your opponent will suffer damage and puyos will appear on that side of the screen in the bar at the top. After five puyo types appear, the five will be removed and replaced with a more valuable puyo which represents the previous five puyos with a single unit. The order looks like this:

Small gray puyo -> Gray puyo -> Red puyo -> Moon -> Comet -> Saturn

You can repair damage and remove the gray oiyama (garbage) puyos from your side by performing better than your opponent. Note that puyos don't really affect the gameplay at all, though if you dance well enough you can defeat your opponent before the song ends.

HITTING YOUR NOTES

Finally, on the more difficult command strings, you'll notice many notes overlap each other. These require split second timing and pose the greatest challenge in the game, especially when they are encountered in rapid succession. Remember that you can skip them if you do not think you can input the overlapping notes without ruining your chain; however, you will have to learn how to successfully read and enter the commands if you hope to make it through the more difficult songs. I find it helps to slide my finger quickly across the notes required so that I can hit them quick enough to at least maintain my chain. If you're still having difficulty, then you should at least make the attempt to land the first note -- you can skip the overlapped note and shouldn't fall behind as much as you would attempting both.

DANCE RATING AND SCORING

At the end of a match you're rated in three areas:

Max. Chains 1 -> ?
Your Dance Mark 50 <-> 100 %
Dance Level A <-> F

Max. Chains is obviously your maximum number of chains you were able to complete during the song. Your Dance Mark is a rating of how well you performed based on your input ratings. Your Dance Level may or may not take in the Max. Chains into account.

You gain one point per second of the song. I'll have to play again and see if I can get a VCR to understand the other scoring methods. It's not that complicated -- obviously, the best possible score would come from getting an "excellent" rating on every note and making no mistakes. Still not sure if there's a bonus for defeating an opponent before the song is finished.

===== [General Information]=====

INTRODUCTION

While I can't translate the introduction, I can clarify some of the information presented during it. The introduction basically describes the original of Ellena and the connection between it and Puyo Puyo DA! You'll notice some English text being shuffled around the screen at the beginning:

Disc Station Vol. 4 - 1994

The legend of the girl who wants to get a chance with her DANCE be cool.
- featuring ELLENA System -

Compile offers a Japanese PC magazine called Disc Station which is still available today and can be seen on the company's website. Compile includes a disc with this magazine, and volume four had an all new game featuring the dancing of Ellena. Again, you see this game during the introduction during play. You may be able to order back issues of Disc Station if you want it -- I really don't know. Remember that you will need a PC running Japanese Windows to play the game if you can get your hands on a copy.

Five years later Compile decides to release Puyo Puyo DA! The game uses the Ellena system found in the Disc Station game and also brought her on board the cast.

GAME MENUS

I can't comprehend Japanese on any level, so all I can offer at the moment which may be of help is a vague understanding of the difficulty selection in the story mode. When you're presented with a choice of three bubbles each with two Japanese characters in it, remember that the default difficulty is "normal." Pressing left will put you on "easy," and the right selection is the "hard" difficulty. On the easy setting you'll face three dancers, five on normal, and all eight on hard.

WHERE'S CARBUNCLE?

This is the first Puyo Puyo game to not feature Arle's "pet" Carbuncle in game. Carbuncle instead appears on the VMU screen.

-----[Closing]-----

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