

Poy Poy FAQ

by Sasoriza

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POY POY!

FAQ (v0.1)

by
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FAQ CHANGES AND VERSION INFO
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v0.1 (10-28-01): It's up. Included the basic game controls and gameplay system, as well as some character descriptions. The next update will most likely be the last...

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INTRODUCTION TO POY POY
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In a nutshell, Poy Poy is a party game where you throw rocks, bombs, crates, logs, stage hazards and even your other opponents at other opponents in a virtual arena in order to win huge cash prizes. To add to the fierce competition in terms of defeating your opponents are the addition of Psyche Gloves, gloves that give the competitors 'lethal moves', depending on the glove. Each one is different from the to other.

And here's a little excerpt from the instruction booklet:

Welcome to the Poy Poy Cup Championships!

Come right on down and take a seat for the greatest spectacle in the land. It's Poy Poy, the challenging game of strength, cunning, speed and dexterity. Contestants from all over the land will be competing for big cash prizes and the honor of becoming the Poy Poy Cup Champion.

Well, that concludes this little section. Let's move on...

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THE VARIOUS GAMING SCREENS
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NOTE: I'm taking many of the explanations from the instruction booklet, as usual. It can explain the majority of this stuff better than I can.

::Starting the Game::

When the game begins, you'll see the Title screen. Press the Start button to get to the Mode Select screen. Highlight one of these options with the Directional button, then press the X button to select it.

::Multiplay::

This game can be played by multiple players. With extra players, you need extra controllers and the Multi-Tap. Four controllers can be connected with one Multi-Tap.

Equipment Needed: 2 players/2 controllers

3-4 players: 1 controller for each player and 1 Multi-Tap

Playstation Console --> Multi-Tap 1 -->

Controller port 1-A
Controller port 1-B
Controller port 1-C
Controller port 1-D

Notes on using the Multi tap

When connecting controllers to a Multi-Tap, always connect a controller to Controller port 1-A of the Multi tap first, followed by Controller ports 1-B, 1-C, and 1-D. It is strongly advisable to use only controllers specified for use with the Multi tap.

::Exhibition Mode::

Exhibition

This is a great practice mode, good for sharpening your skills, or taking on some friends in multi-player competition.

Player Set Up Screen

Select options with the directional button. you can play one to four players using the Multi-Tap. You can also setup for two to four CPU-controlled players. Highlight your choices, then select OK to continue, or EXIT to return to the Mode Select screen. (NOTE: When using the Multi-Tap, Player 1 should be using Controller port 1-A, Player 2 should be using Controller port 1-B, etc.)

Player Entry Screen

Press [up] or [down] to scroll through the available players. Press the L1 or L2 button to see the player's rating in Stamina, Speed, Power and Psychic abilities.

***Soft Reset*:** The user can reset to Title screen during a game using the following method: Hold down the select button and then press and hold down the Start button for 2 rounds.

Glove Set Up Screen

Select the type of Psyche Glove* you wish to add to your arsenal.

Stage Select Screen

Choose one of the seven battlefields: Practice, Flatland, Moai Land, Park, Robots, Desert, or Iceberg.

:The Poy Poy Cup Mode::

The one player tournament. There are three major Poy Poy Cup events: The Junior Cup, Senior Cup, and Master Cup. Each cup tournament is made up of three rounds on each of the six stages (Practice stage is not included). You must come in 1st place to continue on in the tournament. As each

stage is completed, the last (fourth) place character will be eliminated, and the next competitor will be added. In the Senior and Master Cups, the third and fourth place winners will be replaced.

(There is also a secret 'King' class after you beat King for the first time, but I'm not sure what it does, however. It seems to have the same quality as the Master Cup. You can see your new status once you go to the character select screen after you beat King.)

Character Select Screen

Press [up] or [down] to scroll through the available players. Press the X button to confirm your selection after choosing any options (PLAYER, GAME MODE, etc.) Press the L1 or L2 button to see the player's rating in Stamina, Speed, Power, and Psychic abilities. (*NOTE*: After you finish the Junior Cup, more characters will be available for selection.)

Channel Poy Poy Lobby Area

The Lobby of the Channel Poy Poy studio has a Glove Shop, a Glove Tune-Up Shop, and Memory Card Access Terminal. The door at the back leads to the Competitor's Area. There is also a door to the left of the lobby - if you send your player through the door, you will return to the Mode Select screen.

What are Psyche Gloves?

Psyche Gloves are the special weapons of Poy Poy competitors. They give players special "Lethal Moves", depending on the glove. Buy a new Psyche Glove, or have your old ones "tuned up". Try them out in the Exhibition Mode and learn their special properties. Before each new round, you'll have the option of selecting a different glove for the new round. Pick the one that you think will work best against your upcoming opponents. In Cup competition, your prize money is used to purchase new gloves and upgrade old ones.

Loading and Saving Games

Walk to the Memory Card Access Terminal and use it to access your Memory Card. It allows you to save your current game.

Competitor's Area

Walk through the back door into the Competitor's Area. Approach the usher and select which cup tournament you would like to play in. The usher will send you there.

::Options::

Change some of the settings for the game.

Round: Set the number of rounds in one match (in Exhibition Mode) from 1 to 5.

Sound: Set to STEREO or MONAURAL, depending on your system.

Camera: Set the camera angle to Camera A, B, or C.

COM LV: Set the level for the CPU players to 1 (weak) 2 (normal) or 3 (strong).

Strength: Set the player-controlled character's strength to 1, 2, or 3.

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IN THE HEAT OF BATTLE (GAME PLAY)

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::Controls::

Become the Poy Poy champion!

Master the controls, then head to the field of competition and put your mastery to the test! It's not easy - you'll need to practice hard to be the best - but with your moves, your skill, your finesse... and your Psyche Glove, you could become the greatest Poy Poy champion of all time!

Directional Buttons- Move your player.

Start Button- Pause the game.

Select Button- Switch camera views.

Triangle Button- Lethal throw (Psyche Glove).

Square Button- Throw an item hard and foward (Slam).

Circle Button- Throw an item backwards (Suplex).

NOTE: When you're in defensive mode, (In other words, when you're not holding anything.) the Triangle, Square and Circle Buttons act as a Jump button.

X Button- Pick up items/Throw an item foward.

NOTE: In defensive mode, press to squat down and reduce damage from bomb blasts.

R1 Button- Lethal throw (Psyche Glove).

L1/L2 Buttons- Check player stats in character select screen.

R2 Button- No Function.

::The Arena::

The object of Poy Poy is to win each match by being the last one left standing. Players hurl rocks, logs, missiles, boxes, boulders, stone statues and even other players at

each other to try to wear down their opponents. The goal is to out score your opponents and move on to the next match. (On another note, the psy meter is below the character's portrait in the arena. This shows how many times you can use your Psyche Glove. If the meter is flashing red, you can't use it.)

Scoring

Each round has a two-minute time limit. The round ends when time runs out, or only one player remains conscious. At the end of each round, scores are awarded based on:

-> Direct Hits Bonus - awarded for hitting an opponent directly with an object.

-> Luck Bonus - awarded for capturing the white bonus hearts.

-> Round Bonus - determined by how soon the player was retired from competition and the amount of health remaining at the end of the round.

Basic Moves

Offense (When you have an object):

The Basic Throw: When you are in front of an object, press the X button. Your character will pick it up. Weaker characters take more time to pick up larger objects. Press and release the X button again to throw the object forward. The longer you hold the X button down, the farther you'll throw.

Forward Slam: A variation of the regular throw. Pick up an object and press the Square button to throw the object down with force. It doesn't go far, but it's powerful!

Suplex (Back Throw): After picking up an object, press the Circle button to toss the object over your head and behind your back. Great move if you're being followed!

Lethal Throw (Psyche Glove): Again, pick up an object. The press the Triangle button or the R1 button to execute a special throw - depending on the Psyche Glove you selected on the Glove Set Up Screen.

Defense (When you're empty handed):

Crouch: Press the X button to duck and cover your head - it'll protect you from bomb blasts! Press the Circle button, Square button, or the Triangle button to jump, or do a special maneuver to get out of the way.

::Game Over::

Loading a Saved Game from Exhibition Mode:

-> Insert the Memory Card into the Memory Card slot.

-> The player wishing to load data pushes the Select Button at the Player Set Up screen to highlight Memory Card on the screen. (Push the Select Buttong again to turn highlight off.)

-> Select "OK" and press the Circle Button or the X Button to begin loading.

Loading a Saved Game from Poy Poy Cup Mode:

-> Insert the Memory Card into Memory Card slot 1 (1-A on the Multi-Tap).

-> Press the Select Button at the Character Select screen.

Exhibition Mode:

The game is over when your character fails to finish in first place. You have the option to use up to 3 "Continues" if you'd like to keep trying. If you don't continue, you will return to the Lobby where you can cash in your winnings on new gloves, or quit and try again as a different character.

Saving Your Game:

You can save the data (Psyche Glvoes Owned and Prize Money Earned) from your Poy Poy Cup quest on a Memory Card. Stand in front of the Memory Card Access Terminal (by the Glove Shop) and select "Save".

::Obstacles and Items::

Red Ball: Speed burst power up.

Rocks and Logs: Large and small, with corresponding damage.

Blue Ball: Temporary unstable condition.

White Heart: Earn 2 Luck Bonus Points.

Wooden Box: If you break this by throwing it, special items like hearts, time bombs and power-ups will appear.

Flashing Ball: Restore Psyche Glove to full power.

Black Ball: Time bomb. Stand clear, it's going to explode!

Red Heart: Recover some health points.

Supplier Robot (Hokkyu): Replenishes the supply of missiles and items that are used up (i.e. Rocks.)

Missiles: Larger missiles have a wider range. Exploding missiles can trigger chain reactions, causing others to explode.

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CHARACTERS
=====

::Brief Overview::

Stamina - The physical endurance of a character, and shows how well he/she can take hits.

Speed - How fast a character can move or run.

Power - Shows how strong a character is. Characters with a power rating of 6 (*****) can pick up heavy objects in an instant.

Psy - Shows how fast the psy meter can recharge, allowing for more psyche glove attacks.

::Poy Poy Contestants::

Harry

Stamina - ***

Speed - ***

Power - ***

Psy - *****

Suit color - Blue

Glove - Arrow

Comments: Harry is just about average as you can get. There's nothing TOO great about him. Just so-so, and decent for a beginner.

Mike

Stamina - **

Speed - *****

Power - *

Psy - *****

Suit color - Yellow

Glove - Thunder

Comments: Well, don't rely on Mike for anything too physical, such as picking up heavy objects in the heat of battle. Since Mike lacks stamina, you'll have to rely on his high speed rating to get you out of sticky situations. His high psy rating is great, so you'll have little difficulty having your glove recharged...

Bubba

Stamina - *****

Speed - **

Power - ***

Psy - *****

Suit color - Green
Glove - Magic

Comments: Although Bubba can take the hits, he really can't dish them out. Also, whenever you notice the melee escalating towards your direction, get the hell out of there because when it does arrive, you might not make it out in time and you're more than likely to get hit somehow.

Mia

Stamina - ****
Speed - ***
Power - *****
Psy - *****

Suit color - Pink
Glove - Shout

Comments: You know, a lot of people that I've played against severely underestimate Mia, and they end up getting their asses handed to them. Mia is a pretty good character because she can pick up heavy objects on the fly, but she's kind of slow, but advanced players can see their way around that by constantly dodging attacks.

Cindy

Stamina - **
Speed - ****
Power - **
Psy - *****

Suit color - Cream
Glove - Hunter

Comments: Cindy is kind of weak, but her high Psy rating sort of makes up for that. Just don't rely on her for any real physical tasks. Just use her as a hit-and-run character with whatever glove she has equipped at the moment.

Naomi

Stamina - ****
Speed - *****
Power - *****
Psy - *****

Suit color - Orange
Glove - Bomb

Comments: Naomi is an extremely well balanced character. She's decent in almost all of the areas, so she doesn't have any real weaknesses. Another excellent character.

Poison

Stamina - ***
Speed - ****
Power - **
Psy - *****

Suit color - Lavender
Glove - Hail

Comments: Well, Poison looks flashy... but that's about it. As you can tell by the stats, she's kind of weak. Don't even try to rely on her for any physical tasks. Hmm... but the CPU version of her is a nightmare sometimes, especially in the Master stages, mainly because of her Hail glove. Go figure.

Kage

Stamina - **
Speed - *****
Power - ***
Psy - ****

Suit color - Navy Blue
Glove - Star

Comments: Obviously, just by looking at Kage you can tell that he's pretty fast, so take advantage of that. Picking up small bombs, hurling them towards the opposition, and going to the next small bomb and doing it again is pretty effective for this guy.

Wize

Stamina - *
Speed - *
Power - *
Psy - *****

Suit color - Light Brown
Glove - Knife

Comments: I wonder if Wize was created as a sort of joke character... I mean, not that there's anything funny about him (he's an old guy) but still... it makes you think. Anyway, you can tell that the only thing worthwhile on him

is his high Psy stat...

Arnold

Stamina - *****

Speed - ***

Power - *****

Psy - *****

Suit color - Red

Glove - Hurricane

Comments: Physically, Arnold is a damn good character. But he lacks in the speed the department, and his Psy is alright. A brutal character in the right hands.

Steel

Stamina - ****

Speed - *

Power - *****

Psy - *****

Suit color - Dark Gray

Glove - Seeker

Comments: Steel... is a weird character. He can be a little awkward to use at times, mainly because someone can continually just walk up to you can slam you down with rocks, and you won't be able to escape. With that aside, keep him away from heated melees because it'll be hard for him to escape.

Kool

Stamina - ****

Speed - ****

Power - ****

Psy - *****

Suit color - Teal

Glove - Crush

Comments: Kool is Harry with one point added to each stat except psy. Another average character, just a little better than Harry. Or something.

Lee

Stamina - ***
Speed - *****
Power - ****
Psy - *****

Suit color - Black
Glove - Poison

Comments: Lee is another nice character, although he's lacking somewhat in the stamina department. Thank him for his high speed and psy ratings.

Joey

Stamina - **
Speed - *****
Power - **
Psy - *****

Suit color - Aqua Blue
Glove - Hop

Comments: Well, physically he's horrible. Speed and psy wise though, he's great. Don't get involved in any physical scuffles, he'll get knocked out quickly.

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::NPC's::

Glove Shop Clerk

Comments: Go to her whenever you want to buy new gloves. She's the woman in the lobby.

Tune-up Shop Clerk

Comments: Whenever you want to upgrade your glove, just go this guy. He's on the right side of the lobby. Keep in mind that each 'purchasable' glove has 5 different levels.

Usher

Comments: When going into the next room, he's the robot that stands next to the door, ready to send you into combat. Tell him what cup competition you'd like to enter, and he'll send you on your way.

Shady Guy

Comments: When you finish your first cup competition (obviously the Junior Cup competition) he'll show up. When you talk to him, he'll ask you for \$5730000.00, but don't give it to him when you first see him, because you'll get nothing. Instead, wait until you're good enough to finish the Master Cup, THEN give him the money. Each time you give him money, he'll disappear, and he'll give you a glove each time. He'll give you 3 special gloves each time you complete the Master Cup and give him the money: The Giant Glove, Dwarf Glove, and Death Glove. Of course, you just have to do this 3 times, once for each glove. Look in the 'Psyche Glove' sections for more info.

Announcer

Comments: He's just the announcer. What else is there to possibly add?

King

Comments: A mysterious figure who seems to be a 'behind the shadows' type of character. He only shows up if you beat the Master Cup without losing any continues, and you get to fight him on a one-on-one battle.

Let it be known right now that most Psyche Glove attacks do crap damage against him. He can only be damaged by rocks and bombs. So basically, the best strategy for defeating this guy is to use Speed Star and wail away on him until he's defeated.

One attack to look out for is his 'psyche glove' attack: A huge blue fireball that travels extremely quick and is hard to avoid. However, it has some start-up lag time to it, so keep moving to make sure he doesn't have a complete aim on you.

Another attack is when he splits up in 3 then him and his clones begin to attack you. Eventually after a couple of seconds, his clones will go back 'into' him, and you'll know that it's him again. Wail on him. When he does do this attack though, just stay away from him and his clones and wait until they're done attack, then go on the offensive again.

When you defeat him, you get the oh-so-valuable (yet cheesy) Meteor Glove.

=====
PSYCHE GLOVES
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::Brief Introduction::

Alright, I'm going to divide each glove into their respective families, as well as 5 different classes. Also, I'm going to give you the attack type as well. As mentioned earlier, each 'purchasable' glove has 5 different incarnations.

Classes

F - Class (The starter class gloves. They have a '1' after their name. Obviously, they're not that strong.)

D - Class (The second class gloves. They have a '2' after their name.)

C - Class (The first class gloves. They have a '3' after their name.)

B - Class (The upgraded versions of the C - Class gloves.)

A - Class (The upgraded versions of the B - Class gloves.)

S - Class (Gloves that cannot be obtained by normal means. The 'Super' Class gloves.)

Attack Types

Area - Covers a multiple circular area, or a radius.

Shot - Shoots out in a straight line.

Wave - Shoots out in multiple directions.

Homing - Chases enemies.

Effect - Either has an effect on the player or the enemy.

Random - An unpredictable type of attack.

::The Gloves::

Bomb - Class

::Bomb 1:: (F - Class) (Area Type)

Comments: The equivalent of a small bomb being thrown.

::Bomb 2:: (D - Class) (Area Type)

Comments: The equivalent of a large bomb being thrown.

::Bomb 3:: (C - Class) (Area Type)

Comments: An explosion that covers a huge radius.

::Rail Bomb:: (B - Class) (Area/Shot Type)

Comments: Like Bomb 3, but the explosion travels.

::Super Bomb:: (A - Class) (Area Type)

Comments: Multiple small explosions appear before a huge explosion finishes the fireworks off, juggling opponents.

=====
Knife - Class

::Knife 1:: (F - Class) (Shot Type)

Comments: Shoots an object in straight line, but in a short distance.

::Knife 2:: (D - Class) (Shot/Homing Type)

Comments: Shoots an object in a straight line, but it will begin to semi-home into something before it lands.

::Knife 3:: (C - Class) (Shot/Homing Type)

Comments: Travels slow, but it's semi-homing into something or somebody as soon as it's shot.

::Kill Knife:: (B - Class) (Shot Type)

Comments: Shoots a very fast wall of force at an opponent, reaching towards the end of the arena possibly hitting anyone else that comes in its direction.

::Flash Wall:: (A - Class) (Shot Type)

Comments: Like the Kill Knife, but it expands and hits an opponent multiple times if aimed right. Think of it as a huge broom...

=====
Seeker - Class

::Seeker 1:: (F - Class) (Homing Type)

Comments: Sends an object up in the air to follow and track down an enemy for 3 paces.

::Seeker 2:: (D - Class) (Homing Type)

Comments: Sends an object up in the air to follow and track down an enemy for 4 paces, lasting longer.

::Seeker 3:: (C - Class) (Homing Type)

Comments: Sends an object up in the air to follow and track down an enemy for 4 long paces, allowing more time to make it's mark.

::Holy:: (B - Class) (Homing Type)

Comments: Sends an object in the air, but this time, it's a little slow. But it's like that for a reason: When the shadow of the floating object lands on the opponent, the opponent must make an action for it to drop, allowing for 99% accuracy. It doesn't work if the opponent is able to constantly dodge the object's shadow, however.

::Hitman:: (A - Class) (Homing/Effect Type)

Comments: Like Holy, but hits multiple times whenever the opponent tries to pick up something. On top of that, it won't go away for a while. The effect will go away if the opponent just stands there, but by then the opponent will be hit by *something*...

Crush - Class

::Crush 1:: (F - Class) (Area Type)

Comments: Sends an object in the air to explode and have fireballs rain down in a circular formation.

::Crush 2:: (D - Class) (Area Type)

Comments: Like Crush 1, but the fireballs are bigger.

::Crush 3:: (C - Class) (Area Type)

Comments: Like Crush 2, but the fireballs are huge.

::Acid Rain:: (B - Class) (Random Type)

Comments: When the object is thrown into the air, fireballs the size of the Crush 3 fireballs will rain down, but not in a circular formation. Instead, fireballs will be shot out all over the place, disappearing as soon as they hit the ground.

::Cracker:: (A - Class) (Random Type)

Comments: Like Acid Rain, but the fireballs will bounce, allowing for more damage opportunity.

=====
Hop - Class

::Hop 1:: (F - Class) (Homing Type)

Comments: An object bounces around about 4 times until it hits an opponent, and can hit multiple times.

::Hop 2:: (D - Class) (Homing Type)

Comments: Like Hop 1, but it bounces around 7 times and has a better homing factor, therefore hitting the opponent more than Hop 1.

::Hop 3:: (C - Class) (Homing Type)

Comments: Like Hop 2, but the homing factor is excellent.

::Escape:: (B - Class) (Effect Type)

Comments: Allows you to make great leaps around the arena. Of course, you need to have an object in your hand.

::Guard Hop:: (A - Class) (Effect Type)

Comments: When an object is used, the object will bounce in front of you, serving as a barrier against opponents who try to get in front of you. You can have 5 at most. (Assuming that the character you're using has a high psy rating, as well as a flashing ball next to you. You can have more, but by then one of the objects would have disappeared...)

=====
Thunder - Class

::Thunder 1:: (F - Class) (Shot Type)

Comments: A small beam is shot forward, then disappears after traveling a short distance.

::Thunder 2:: (D - Class) (Shot Type)

Comments: Like Thunder 1, but the beam is longer, wider, faster, and goes a farther distance.

::Thunder 3:: (C - Class) (Shot Type)

Comments: Like Thunder 2, but the beam is twice as longer, wider, faster, and goes to the end of the arena.

::Finger Ray:: (B - Class) (Wave Type)

Comments: A beam will split in 5 different directions, sending small balls of thunder into...well, 5 different directions. But they don't travel far, though.

::Rainbow:: (A - Class) (Shot Type)

Comments: An extremely huge, wide, and fast beam is shot. Almost unavoidable if it's headed in your direction.

=====

Chase - Class

::Chase 1:: (F - Class) (Homing Type)

Comments: A small ball of energy is shot in an arc.

::Chase 2:: (D - Class) (Homing Type)

Comments: Like Chase 1, but there are 3 balls of energy instead of 1.

::Chase 3:: (C - Class) (Homing Type)

Comments: Like Chase 2, but the balls bounce once after hitting an opponent, allowing for more destruction opportunity.

::Wind Arrow:: (B - Class) (Homing Type)

Comments: 3 different color energy balls are shot, travelling extremely fast and has a long distance.

::Wave Arrow:: (A - Class) (Wave Type)

Comments: 5 energy balls are shot, travelling fast in a wave formation and they reach the ends of the arena.

=====

Hunter - Class

::Hunter 1:: (F - Class) (Homing Type)

Comments: An object is throw into the air, then it hones in

on an opponent. It doesn't hone in well as the next upgrades, though.

::Hunter 2:: (D - Class) (Homing Type)

Comments: Like Hunter 1, but the honing ability is a little better.

::Hunter 3:: (C - Class) (Homing Type)

Comments: Like Hunter 2, but the chances of hitting an enemy are very good.

::Guard:: (B - Class) (Effect Type)

Comments: When you use an object, it will turn into a boomerang and spin around you, protecting you from opponents. You can have more than one.

::Falcon:: (A - Class) (Homing Type)

Comments: When an object is spun into the air, 3 boomerangs will come from it and hit the enemy, with great homing accuracy.

=====
Shout - Class

::Shout 1:: (F - Class) (Homing Type)

Comments: An object is thrown into the air, then it moves wildly while homing in on a opponent.

::Shout 2:: (D - Class) (Homing Type)

Comments: Like Shout 1, but it bounces on the opponent once before finally hitting him/her/it then disappearing.

::Shout 3:: (C - Class) (Homing Type)

Comments: Like Shout 2, but it bounces twice on the opponent, hits him/her/it, then disappearing.

::Earth:: (B - Class) (Random Type)

Comments: An object is slammed on the ground, then everything jumps up, stunned. (Except for the bombs, they explode.)

::Quake:: (A - Class) (Random/Effect Type)

Comments: Like Earth, but everyone crawls on the ground for a couple of seconds, vulnerable to attack.

=====
Hurricane - Class

::Hurricane 1:: (F - Class) (Area/Random Type)

Comments: An object is thrown in the air, then when it hits the ground it spins around a little bit in a random direction.

::Hurricane 2:: (D - Class) (Homing Type)

Comments: Like Hurricane 1, but it spins around longer and it hones in on an opponent.

::Hurricane 3:: (C - Class) (Homing Type)

Comments: Like Hurricane 2, but it spins around longer than Hurricane 1, and the honing ability is better.

::Tornado:: (B - Class) (Homing Type)

Comments: When an object is spun in the air, it turns into a tornado and it hones in on the closest opponent. (Not you, of course... that is, unless you're in the middle of nowhere.) After that, it disappears.

::Twister:: (A - Class) (Random/Homing Type)

Comments: Like Tornado, but it lasts for an extended amount of time, hitting more than one opponent that ends up in it's path.

=====
Hail - Class

::Hail 1:: (F - Class) (Shot Type)

Comments: An object is thrown into the air and turns into a sort of 'comet', with a 'sparkly trail of destruction' following behind it, damaging anyone that just so happens to be in front or under it. It doesn't travel far though, and the 'sparkly trail of destruction' bit doesn't happen until it's about to hit the ground.

::Hail 2:: (D - Class) (Shot Type)

Comments: Like Hail 1, but the 'sparkly trail of

destrucion' bit is executed from the start.

::Hail 3:: (C - Class) (Shot Type)

Comments: Like Hail 2, but it travels to the end of the arena and the 'sparkly trail of destruction' bit is pretty big, covering a large path.

::Red Shock:: (B - Class) (Shot Type)

Comments: Think Hail 3, but it has the distance of the first 2 Hails, and the color is red instead of blue.

::Aurora:: (A - Class) (Wave/Shot Type)

Comments: Like Hail 3, but it travels in a zig-zag formation and the 'sparkly trail of destruction' bit is damned huge.

=====
Star - Class

::Star 1:: (F - Class) (Area Type)

Comments: An object is slammed on the ground, then 3 star-shaped balls of energy fly out in 3 directions.

::Star 2:: (D - Class) (Area Type)

Comments: Like Star 1, but there's 5 balls of energy instead of 3.

::Star 3:: (C - Class) (Area Type)

Comments: Like Star 2, but the 5 balls of energy expand, covering a large area.

::Star Force:: (B - Class) (Effect Type)

Comments: When an object is used, the player gains super speed and super strength, being able to run extremely quick and pick up large objects with ease.

::Speed Star:: (A - Class) (Area Type)

Comments: When the object is slammed on the ground, it moves in repeated small circles, damaging any opponent in it's path. Good for racking up scores if used right...

=====

Magic - Class

::Magic 1:: (F - Class) (Random Type)

Comments: When an object is thrown into the air, it stays suspended in the air for about 2 seconds, then it falls towards the nearest person.

::Magic 2:: (D - Class) (Random Type)

Comments: Like Magic 1, but the object falls almost instantly once it's tossed up into the air.

::Magic 3:: (C - Class) (Random Type)

Comments: Like Magic 2, but the object hits twice if you just so happen to be using a large object.

::Stealth:: (B - Class) (Random Type)

Comments: An object is tossed into the air, but it stays in the air until some unlucky person just so happens to walk near it's shadow, then it'll fall instantly. Much like a trap of some sort.

::Ghost:: (A - Class) (Random Type)

Comments: Like Stealth, but the object will travel all over the place, looking for something to hit instead of just staying there.

=====
Poison - Class

::Poison 1:: (F - Class) (Shot/Area/Effect Type)

Comments: An object is shot for a small distance, and when it comes to a complete halt, a black explosion radiates from the object, and all those who get caught up in the explosion get a 'tired' status for a couple of seconds.

::Poison 2:: (D - Class) (Shot/Area/Effect Type)

Comments: Like Poison 1, but the blast radius is bigger.

::Poison 3:: (C - Class) (Shot/Area/Effect Type)

Comments: Like Poison 2, but the blast radius is huge.

::Black Ball:: (B - Class) (Shot/Effect/Homing Type)

Comments: When an object is used for this psyche glove attack, the object is turned into a black ball (instead of remaining intact) and hones into one enemy for a short distance. When the enemy is hit, he/she will get the tired effect.

::Dark Zone:: (A - Class) (Shot/Effect/Area/Homing Type)

Comments: Like Black Ball, but an explosion commences after hitting one person, and everyone who gets caught up in the explosion gets a tired effect.

=====

Dwarf - Class

::Dwarf:: (S - Class) (Effect Type)

Comments: When an enemy is hit with this, he/she is turned into a small variation of him/herself, and is unable to lift objects and is now a victim of simply being stepped on for a short amount of time.

This glove can be purchased by the Shady Guy for \$5730000.

=====

Giant - Class

::Giant:: (S - Class) (Effect Type)

Comments: When you use this, you turn into a large variation of yourself and you can simply run into your enemy if you want to cause damage, and you can't get hurt. However, you can't lift objects.

This glove can be purchased by the Shady Guy for \$5730000.

=====

Death - Class

::Death:: (S - Class) (Effect Type)

Comments: When you use this, everyone in the arena (yourself included) will get the 'critical' status, and you only need one hit to take out your enemies (yourself included).

This glove can be purchased by the Shady Guy for \$5730000.

=====

Meteor - Class

::Meteor:: (S - Class) (Random Type)

Comments: The super cheesy glove of the game. When you use this, fireballs rain down from the sky pelting the entire arena for 10 seconds, with each fireball doing a decent amount of damage. As fierce as it may seem, you can actually *not* get hit by this, but you have to be extremely lucky.

This glove can only be acquired by defeating King for the first time.

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STAGES
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This is nothing more than to just inform you of the stages and what they have in them. That's all.

::Stage Information::

Flatlands

Comments: A square shaped stage that has logs replacing rocks, but with that aside there's the usual items.

Hazards: None.

Robots

Comments: A circular shaped stage that has the usual items.

Hazards: A robot in a middle that occasionally puches the objects in a random direction (and if you get close to it, you) and has an attack where it shoots a lazer beam that stuns you if it's not avioded (which you can do by simply ducking) that covers the entire arena.

Park

Comments: A square shaped stage that has the usual items.

Hazards: When you start the stage, you'll notice a huge, unusual looking rock laying plainly in the middle of the stage. Should you pick it up and throw it (or attack it) though, it turns into a huge dinosaur that runs around the stage, attacking people at random. That, and the lights occasionally fade, so you could barely see where you're going of what's going to hit you.

Iceberg

Comments: A circular shaped stage that has chunks of ice

instead of rocks, but with that aside it's the usual items.

Hazards: Penguins that occasionally jump out of the surrounding water and slide/waddle across the stage, and the slippery floor.

Moai Land

Comments: A circular shaped stage with the usual items.

Hazards: Easter Island heads that cough up black balls and walk around for a small amount of time, occasionally running into people. They only do this if they're picked up and thrown, or attacked.

Desert

Comments: A square shaped stage with the usual items.

Hazards: Tornados that occasionally appear out of nowhere and randomly attack people. That, and the strong winds.

Stage Infinity

Comments: Circular shaped stage with the usual items.

Hazards: None.

You fight King on this stage, BTW.

Practice

Comments: Circular shaped stage with the usual items. Basically, it's Stage Infinity with a different color scheme.

Hazards: None.

This stage is only available in the Exhibition Mode.

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That's it!

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