

Super Puyo Puyo Tsuu FAQ

by Lazzz

Updated to v1.0 on Nov 5, 2014

This walkthrough was originally written for Super Puyo Puyo Tsuu on the SNES, but the walkthrough is still applicable to the GAMEGEAR version of the game.

A tribute to the retro game...

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Introduction

Puyo Puyo Tsu is a tile-matching video games created by **Compile**, using characters from **Madou Monogatari**. It was originally developed by **Compile** and released by **Sega** for Arcades in 1994. Since then, it was re-released for multiple game consoles and handhelds (read more in **History** section). The **SNES** version of this game was released by **Compile** in 1995 as **Super Puyo Puyo Tsu**. This is the second game in Puyo Puyo series.

Puyo Puyo Tsu is a Tetris-like game, but with a competitive play. Like the Tetris game; you must manipulate the falling blobs (Puyos), and then form groups of the same colors to make them disappear. You'll keep playing until the game gets too fast for you to keep up. The game will end when Puyos or Garbage pile to the top in the third grid (6x12) from the left.

Versions History

- **Version 1.0 = 5 November 2014**

This is a first version of this FAQ. It contains Introduction, Plot, Menu Guides, Option Mode, Controls, Basic Gameplay, Tsu Rules, Game Modes, History, and Credits.

Plot

Satan is in love with Arle, and he wants to have a honeymoon with her under the starry night sky. To do that, he tricks Arle to takes on a Puyo Puyo challenge tower filled with opponents. At the top of the tower, she finally learns that Satan plans to force her into a honeymoon under the starry sky.

Menu Guides

When you start the game, you have four options to choose:-

1. Play the **Single Puyo Puyo (Scenario) Mode**.
2. Play the **Double Puyo Puyo Mode**.
3. Play the **Multiplayer Puyo Puyo Mode**.
4. Play the **Endless Puyo Puyo Mode**.
5. Select **Options Mode**.

Options Mode

In the Options Mode, you can select:-

- **VS COM Level**:- Select the **Single Player** difficulty (easy, normal, hard, hardest).
- **VS Human Game**:- Number of game in **Double Player** and **Multiplayer Mode** (1-9).
- **Endless Mode**:- **Endless Mode** playing rules (Training, Normal, Action, Wild).
 - **Training** - Neither Helpers or Garbage appear
 - **Normal** - Helpers appear, but Garbage doesn't.
 - **Action** - Both Helpers and Garbage appear.
 - **Wild** - Helper don't appear, but Garbage do.
- **Sound Mode**:- Choose stereo or mono music.
- **Key Assignment**:- Select which button will rotate the Puyos.
- **I.O. Test**:- Hardware and text display test.
- **Game Mode**:- Customize the game in various ways, and try out different styles of gameplay.
 - Change or Disable/ Enable **Puyo Puyo Tsu Rules**:- **Margin Time**, **Target Chain** (Rensa Sibari), **Grid Preset** (Rule Henka), and **Garbage Countering** (Sousai).

- **Rules** - Change the rules to match those of Puyo Puyo 1.
- **Pre-Placement** - Place Puyos on the board when the game starts.
- **Shake** - When a Puyo is placed, the screen will shake (only in 2 Player and Endless Mode).
- **4P Score Display** - 4 Player Mode score display on the bottom of the screen.
- **[SECRET]** - Let the cursor on "exit game" for 10-15 seconds. Then you'll get a message;"Huh? You've discovered the secret area. Now you can access the custom menu." Return to the **Option Mode** to access this custom menu.
- **Custom**:- A secret mode that can be unlocked via **Game Mode** screen. This mode allows you to limit the colors of the Puyo, and watch a match between CPU.

Controls

- **LEFT** = Move Puyo to the left within the grid.
- **RIGHT** = Move Puyo to the right within the grid.
- **DOWN** = Make puyo fall faster.
- **ACTION** = Rotate the pair of puyo clockwise or anticlockwise.
- **START** = Start the game/ Pause.

Basic Gameplay

This is a basic gameplay of this game for the beginner.

	Description	Pictures																																	
Puyo	Puyos are blob-like creatures with eyes that come in five different colors (green, red, blue, yellow, and purple). They would fall from the ceiling in a pair. The pair of Puyos can be rotated, and moved to the left or right, until it reaches the bottom of the screen or another puyo.																																		
Chain (Rensa)	<p>You can match four or more Puyos of the same color, to make them disappear. This action is called a Chain. You'll send Garbage to your opponent side when you match more than four Puyos, or more than one group is formed at one time. Chains score more and produce more Garbage as you make them longer and bigger. Below are the examples:-</p> <table border="1"> <thead> <tr> <th>Number of puyos that formed a group</th> <th>Scores</th> <th>Garbage produced</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>50</td> <td>1</td> </tr> <tr> <td>6</td> <td>180</td> <td>2</td> </tr> <tr> <td>7</td> <td>280</td> <td>4</td> </tr> <tr> <td>8</td> <td>400</td> <td>5</td> </tr> <tr> <td>9</td> <td>540</td> <td>7, and so forth...</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Number of groups (of 4 puyos) formed at one time</th> <th>Scores</th> <th>Garbage Produced</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>240</td> <td>3</td> </tr> <tr> <td>3</td> <td>720</td> <td>10</td> </tr> <tr> <td>4</td> <td>1920</td> <td>27</td> </tr> <tr> <td>5</td> <td>4800</td> <td>68, and so forth...</td> </tr> </tbody> </table>	Number of puyos that formed a group	Scores	Garbage produced	5	50	1	6	180	2	7	280	4	8	400	5	9	540	7, and so forth...	Number of groups (of 4 puyos) formed at one time	Scores	Garbage Produced	2	240	3	3	720	10	4	1920	27	5	4800	68, and so forth...	
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Garbages (Ojama)	Garbages (Nuisance Puyo) are a grey Puyos that can't be cleared by being grouped, thus messing up whatever plans that your opponent had in mind. That Garbage only disappears if a chain is formed next to it. The more scores you get when formed a chains, the more Garbage you sends to the opponent side.																																		

<p>Game Over</p>	<p>The game will end when you filling your opponent's grid up to the top with Garbage or other Puyos (especially in the third grid from the left). One chain is not enough to defeat your opponent because it only sends a few numbers of Garbage. You'll need a Combo Chains to sends more Garbage to your opponent side.</p> <p style="text-align: center;">OR</p>																	
<p>Combo Chains (a.k.a. Chain reactions)</p>	<p>When you match four Puyos of the same color together, they'll disappear. All of the Puyos above them then will fall down, potentially make other groups of Puyo formed, and then cleared one after another on their own. This action is called Combo Chains (or Chain reaction).</p> <p>Naturally, the more chains that cleared in a combo, the more you'll flood your opponent's grid with Garbage. So instead of simply trying to survive, you must try to think faster and smarter than your opponent to make a bigger combo chains. Below are the examples:-</p>																	
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Tsu Rules

Puyo Puyo Tsu introduced a variety of new rules.

Rules	Description	Default
Custom Rules (Can be enable/ disable via Options Mode).		
<p>Margin time</p>	<p>Margin Time is a rule that intended to preventing matches from lasting too long. This rule indicates how long it takes before the target points starts to decrease, causing the chain to sending more Garbage. This rule includes in all modes, except the Endless Mode.</p>	96 second
<p>Target Chain (Rensa Sibari)</p>	<p>Target Chain is a custom rule which is available only for <u>2 Player and Multiplayer Mode</u>. In this rule, you can only get scores and send Garbage after you getting a certain number of chains. Target Chain can be set from 1up to 9. Below is the example:-</p> <p>If you set Target Chain to 5, then you can only send garbage if the chain hit is 5 or higher.</p>	OFF (1)
<p>Grid Preset (Rule Henka)</p>	<p>Grid Preset is a custom rule that replace normal Garbage with 2 new types of Garbage (ojama) when you start the game in the single player mode.</p> <p>Point Puyos = It is just like a normal Garbage, except it will produce a point bonus for the chain when you'll clearing it. It also can strengthen the power of your chains in the short-term.</p> <p>Hard Puyo = A stronger version of Garbage. When you clearing a Hard Puyo, it will turn into normal Garbage which can then be cleared normally.</p>	OFF
<p>Garbage Countering (Sousai)</p>	<p>Garbage Countering is a rule that causes any chains made while Garbage is queued to fall on your side to be decreased by the Garbage produced from the chain that you make. For example:-</p> <p>Your opponent makes 4 chains that send 32 Garbage to your garbage tray. But, you make 3 chains (with 14 Garbage) before Garbage that your opponent send falls. The Garbage that you produced will be used to decrease the number of Garbage that will fall to your side. So, after the calculation (32-14), only 18 Garbage will fall on your side.</p>	ON

	<p>Garbage overflow is related to Garbage Countering. With this rule, you can send Garbage back to the opponent side. It happened when the Garbage that you produced in Garbage Countering are more that the Garbage that your opponent produced. For example:-</p> <p>Your opponent makes 3 chains that send 14 Garbage to your garbage tray. But, you make 4 chains (with 32 Garbage) before Garbage that your opponent send falls. The Garbage that you produced will be used to deducted the Garbage that will fall to your side. So, 14 Garbage from the opponent will be deducted, and you'll send the balance (18 Garbage) to the opponent side.</p>	
Kata Lock	Kata Lock is custom rule that only available in <u>SNES Remix version</u> . In this rule, you can only get bonuses or make special effects (from 2 new Garbage) to happen after you getting a certain number of chains. Kata Lock can be set from 1 up to 9.	OFF (1)
Other Tsu Rules		
Double Rotation	Unlike the first game, the pair of Puyo that is caught between two filled columns of Puyo can be rotated 180 degrees if you pressing a rotation button twice. This rule is called Double Rotation .	
All Clear (Zenkeshi)	If you cleared all Puyos and Garbage from your grid, you'll get a bonus called All Clear . The reward is you will send 30 extra Garbage to the opponent side on your next chain.	

Game Modes

Single Puyo Puyo (Scenario) Mode

In scenario mode, you must battles against AI opponents in a battle tower, where Arle has to beat various opponents on each floor. As Arle proceed, she gains bonus points (scores) that acts as Experience. To climb up the tower, the Experience that she collects must reach the goal. If Arle defeats all of a floor's opponents without meeting the goal, one extra opponent will appear. Arle will be kicked from the tower and the game will ends, if she still fails to meet the goal after defeating this extra opponent.

Unlike the first game (that have a linear Scenario mode), you must selects opponents to battle via roulette. Here, you can choose between 3 modes:-

- Practice Mode (Easy Puyo Puyo)**:- You must fight against three opponents. This is more like a tutorial for you.
- Tower Mode (Normal Puyo Puyo)**:- You must fight against various opponents. The game speed increase when you advanced to the next battle.
- Rally Mode (Expert Puyo Puyo)** (Only for Saturn, SNES - Remix Version, PC-Engine CD, PlayStation, PlayStation 2, Game Boy, Neo Geo Pocket Color, WonderSwan):- You has to face every opponent in the game (including extra ones), in an almost random order of difficulty. The drop speed increases as each level progress.

#	Character	Description
	Arle Nadja	A young female spellcaster who want to be Puyo Puyo Master.
	Carbuncle (Kaa-Kun)	Arle's Pet. He used to be the pet of Satan before. In this game, he can be found below player's score.

Practice Mode

Below are your opponents in the **Practice Mode**:-

- The opponents below are only for Super Puyo Puyo Tsuu original version (SNES). In Saturn, SNES Remix version, PlayStation, and PlayStation 2; you'll face a different number of various opponents.

#	Opponent	Description	Difficulty
	Owlbear	A strange creature with the body of a bear and the head of an owl. Owlbear wants to defeat Arle and steal her money. He want to use it to make a boat, and then set sail to defeat a fish called Satan Salmon (its Satan).	Very Easy
	The Banshee Trio	A group of three girls who appear young. But, their age are actually over 90 years old. They show off their new clothes to Arle, and laughed at Arle because she always wears the same cloth.	Very Easy
	Zombie	A zombie who likes heavy metal music. Arle compliments his guitar skills, but says that he is not as good as Harpy. He named the song that he played "The Rotting Zombie Ballad".	Easy
	Nohoho (Bonus)	<u>He appears if the above stages are beaten without any continues.</u> A traveling merchant frog who loves curry, despite the fact that he is allergic to it. He thought Arle was his frog friend in disguise, and offer her some smuggled curry rice. When he learnt the truth, he asks Arle to settle it in Puyo Puyo match.	Normal

Practice Mode Ending

Arle was happy because she thought she already defeated all enemy, and become the greatest Puyo Puyo player. But Satan suddenly contacted her with speaker, and asks her if she dare to takes on a Puyo Puyo Tower Challenge. Arle agreed, and tells Satan that she will come back in the next day because it already late. It makes Satan sad.

Tower Mode

Below are your opponents in the **Tower Mode**:-

- The EXP Goals are vary from version to version. Below are just for original SNES version, SNES Remix version, Game Boy, Neo Geo Pocket Color, and WonderSwan (higher than the other versions).
- The difficulties below are based on Normal Difficulty Mode (can be changed in the option). It not accurate, and depends entirely on your skills.
- If you clear all the opponents on any level without leveling up, one extra opponent will appears.
- Try to earn 180,000 points and don't use any continues before reach the tower top, and you fight a secret boss. You also will get the best ending after defeated him.

#	Opponent	Description	Difficulty
Level 1			
EXP Goal = 30000			
	Skeleton-T	A tea loving skeleton. He offers Arle some tea, which she declines because she knows that it was drugged. Skeleton-T is surprised, and asks Arle how she knew that he put paralysis grass in it. She then replies that he just told her.	Very Easy
	Will-O-Wisp	A creature that can make people dizzy with bright light. At first, they looked peaceful. However, they became angry when Arle said that their faces are strange.	Very Easy
	Sukiyapodes	A foot monster that have a short temper. He attacked Arle with his "Special Wonder Flying Mega-Kick" from off-screen, knocking Arle unconscious.	Very Easy
	The Banshee Trio	The Banshee Trio is back in the first floor to challenge Arle. Arle complains that three against one is unfair. But, she gives up after the Trio noisily protests.	Very Easy
	Nomi	Nomi is a very small flea, and Arle can't even see him. It angered him because he thought Arle ignoring him.	Very Easy
	Momomo	A tubby and short creature with a small horn, which is always seen with a large backpack. He try to sell his wares to Arle, but Arle refused to buy anything. He then asks Arle to not get in his way, and it annoyed Arle. He then suggests solving the disputes in Puyo Match.	Very Easy
	Baromett	A sheep that live inside a large tomato. Arle think that Baromett is cute. She attempts to communicate with Arle, but Arle didn't understand anything that she said.	Very Easy
	Mini Zombie	A smaller version of Zombie. His eyeball always falls out, and it amused Arle.	Very Easy
	Masked Satan (Extra)	<u>He appears if you don't earn enough Experiences to pass the floor.</u> Masked Satan is the silly alternate ego of Satan. He tries to fool everyone by wearing the Dark Prince Mask. He appears if you clear all the opponents on Level 1 without leveling up.	Very Easy
Level 2			
EXP Goal = 60000			
	Panotty	An elf that loves to plays panpipes. Arle asks about the noisy noise that sounded like a buzzing flies, and it angered Panotty. He yells that people who don't appreciate artistic genius "suck", and then indignantly blowing his flute in Arle direction.	Easy
	Seriri (Uroko Sakana Bito)	A shy and nervous mermaid. She thought that Arle come to tease her, and asks what she ever did to deserve this. Arle the replied, that any type of fish is still delicious.	Easy
	Nohoho	Arle will meet again wait Nohoho in the second floor. Arle asks him what he try to imitate. He then tells Arle to leave him alone, because he hates nosy people.	Easy
	Cait Sith	A pair of cute twin Siamese cats. They asked Arle to fight them in Puyo Puyo Match, and Arle agreed.	Easy
	Fufufu	A goldfish merchant that is always seen with his safe box. He always said "Fufufu", and it makes Arle confused.	Easy
	Mummy	A sad looking mummy. She tells Arle that she can't move because her bandages got tangled up. She then managed to rip off these bandages.	Easy
	Owlbear (Extra)	<u>He appears if you don't earn enough Experiences to pass the floor.</u> A strange creature with the body of a bear and the head of an owl, that appears if you clear all the opponents on Level 2 without leveling up.	Easy
Level 3			
EXP Goal = 90000			
	Sasori Man	A polite scorpion-man who always carrying a spear. He is happy because Arle remember his name. He then apologizes for battling Arle while she is tired.	Normal
	Samurai Mole	A mole dressed in samurai armor and has a katana. After they introduced themselves, he tells Arle that he have no quarrels with her. But he wants to uphold his honor, and promised Arle with a fair fight.	Normal

	Harpy	A harpy who loves to sing. Arle attempts to talk to her, but Harpy is ignored her because she is completely focused on singing.	Normal
	Parara	A snowman merchant that is always seen with a chest behind his back. Parara does not speak a word. He just nodded to all words that Arle said.	Normal
	Nasu Grave	A spectacled eggplant that appears out of nowhere, and bounces off of Arle's head.	Normal
	Zombie (Extra)	<u>He appears if you don't earn enough Experiences to pass the floor.</u> A zombie who likes heavy metal music, that appears if you clear all the opponents on Level 3 without leveling up.	Normal
Level 4			
EXP Goal = 12000			
	Suketoudara	A fish with sexy arms and legs that loves to dance. He get angry when Arle said that his legs and everything about him are not pretty. He then warns Arle that he'll punish all who disrespect his legs in Puyo Puyo match.	Hard
	Mamono	A birdlike creature with a horns, and he has the ability to teleport. Due to its elaborate entrance, Arle assumes that it is her final opponent. It then burst into tears after Arle said that it has a sinister face and threatening looks.	Hard
	Witch	A hyperactive witch with an annoying laugh. She says that Arle is childish, and she will show Arle her "mad" Puyo skills.	Hard
	Pakista	A white radish-like creature that is always seen with a very large bag. He is a merchant, and Arle is his regular customer. He invites Arle to play Puyo Puyo for old time's sake.	Hard
	Dragon (Extra)	<u>He appears if you don't earn enough Experiences to pass the floor.</u> A yellow-orange colored dragon that appears if you clear all the opponents on Level 4 without leveling up.	Hard
Level 5			
EXP Goal = 14000			
	Draco Centauros	A human-dragon hybrid. She thought that Arle want to challenges her in a beauty contests. Arle get angry and said that Draco could never stand a chance against her beauty, and clarifies that their contest will be a Puyo Puyo match.	Very Hard
	Minotauros	Rulue's faithful bodyguard. He threatened Arle with his powerful axe.	Very Hard
	Zoh Daimaoh (Extra)	An evil elephant-man who is selfish and thinks fairly high of himself. He appears if you clear all the opponents on Level 5 without leveling up.	Very Hard
Level 6			
	Schezo Wegey	A dark wizard who possesses ancient magic and wields the Dark Sword. He often mistaken for a pervert, due to the way he words his sentences. He makes Arle annoyed due to his sexual harassment.	Very Hard
	Rulue	Arle's rival. She is a talented martial artist. She is madly in love with Satan. Because Satan takes a liking to Arle, she hates her. She assumes that Arle knows the secret of the tower, and wonders how long that Arle can "play dumb" against her.	Very Hard
	Satan	An Underworld king that wants to take over the world. He falls in love with Arle, and claims to be engaged with her. He said that if he won the Puyo Puyo match, He and Arle will have their honeymoon under the starry sky. Arle feeling disgusted on that idea.	Very Hard
	Masked Satan (Bonus)	<u>He replace Satan as the final boss if you earn 180,000 points and don't use any continues before reach the tower top.</u> Masked Satan is the silly alternate ego of Satan. He tries to fool everyone by wearing the Dark Prince Mask. You'll get the best ending if you beat him.	Very Hard

Normal Ending

Once Arle defeated Satan, she learns that the tower is actually a rocket. Satan said that it is his actual plan, and now they can begin their honeymoon under the starry sky. The rocket took off into the air, but suddenly exploded. Arle escaped using a parachute, and Satan fall down horribly.

Best Ending

After Arle defeats Masked Satan, the Dark Prince Mask that he wear falls off, and revealing his true identity. Arle and Carbuncle then leave the tower, because they did not want to involve themselves anymore with Satan's shenanigans. Satan begged Arle and Carbuncle to not leave him alone, and then burst into tears.

Congratulation...

Rally Mode

Below are your opponents in the **Rally Mode**:-

- The opponents below are only for SNES Remix Version, Game Boy, Neo Geo Pocket Color, and WonderSwan.
- You face opponent in an almost random order of difficulty because this mode does not follow any apparent order like in the Tower Mode.

1. Will-o-Wisp
2. Cait Sith
3. Suketoudara
4. Harpy
5. Skeleton-T
6. Baromett
7. Nohoho
8. Banshee Trio
9. Nomi
10. Panotty
11. Sukiyapodes
12. Nasu Grave
13. Fufufu
14. Pakista
15. Owlbear
16. Mummy
17. Mini Zombie
18. Momomo
19. Sasori Man
20. Samurai Mole
21. Uroko Sakana Bito
22. Zombie
23. Parara
24. Witch
25. Zoh Daimaoh
26. Dragon
27. Schezo Wegey
28. Mamono
29. Minotauros
30. Draco Centauros
31. Rulue
32. Satan
33. Masked Satan

Double Puyo Puyo Mode

Before you start the game, you can set how many games you want to play (1 - 9) in the **Options Mode**. After you select Double Puyo Puyo Mode, you can choose between six rules:-

#	Rule	Description
1	Normal Rules	Play the game without special alterations.
2	Point Puyos	The gameplay is the same as normal, but Point Puyo will fall instead of normal Garbage.
3	Hard Puyos	The gameplay is the same as normal, but Hard Puyo will fall instead of normal Garbage.
4	6 Puyo to Clear	You need to group 6 Puyo adjacently for them to clear.
5	2 Puyo to Clear	You need to group 2 Puyo adjacently for them to clear.
6	Edit Rules	Players can decide on their own set of rules to play with. <ul style="list-style-type: none">• Copy Rules - Set how much damage each chain does (1 - 15).• Puyos to Clear - How many puyo it takes before they clear (1 - 72).• Garbage Drop Points - How many Points you get when a Single Chain to send Garbage (0 - 255).• Garbage Clear Points - How many Points you get when you clear a Garbage (0 - 255).• Garbage Puyo Mode - Choose whether Garbage are standard, Hard, or Hard2.• Chain Escalation Type - Changes the angle trajectory of the chain being sent.• All Clear Garbage - Set how many Garbage you send if you get All Clear Bonus (0 - 255).

The gameplay is exactly the same as the Scenario Mode. But in this mode, two players must fight against each other, and tries to defeat their opponent by filling up their field with Garbage and Puyos. Each player can choose between 5 difficulty settings, labeled 1-5 (Easiest to Hardest).

Level	Speed	Feature(s)
1	Very Slow	<ul style="list-style-type: none"> Include 3 colors of Puyo (green, red, blue).
2	Slow	<ul style="list-style-type: none"> Include 3 colors of Puyo (green, red, blue). 2 rows already containing Garbage when the game starts.
3	Normal	<ul style="list-style-type: none"> Include 4 colors of Puyo (green, red, blue, yellow).
4	Fast	<ul style="list-style-type: none"> Include 5 colors of Puyo (green, red, blue, yellow, purple).
5	Very Fast	<ul style="list-style-type: none"> Include 5 colors of Puyo (green, red, blue, yellow, purple). 2 rows already containing Garbage when the game starts.

Multiplayer Puyo Puyo Mode

Like the Double Puyo Puyo Mode, you can set how many games you want to play (1 - 9) in the **Options Mode** before the game begin. You also can choose between six rules after you select the Multiplayer Puyo Puyo Mode (the same rules in the 2 player mode).

In this mode, 3 - 4 players must fight against each other. The Garbage that was produce is shared between the players that still playing. The game continues until three or all players pile their grid (third column from the left) to the top. The winner is the last player left without their third grid filled to the top. The players then will be given a ranking; 4th place (0 points), 3rd place (3 points), 2nd place (6 points), and 1st place (10 points). After the number of games that you set is ended, the player with the most points will be the winner.

Endless Puyo Puyo Mode

In this mode; 1 or 2 players can battle out to practice their skill. This mode has three difficulty levels; 1 (easiest), 3 (normal), and 5 (hardest). In this mode; a large Puyo (helper) will appear at random times. This Puyo can destroys 2 entire columns (from top to bottom) when placed. Sometimes, Carbuncle also appears and can be used. When you placed it on any colored puyo, it'll travels downward in random direction, and changing all puyos to that color. There are 4 playing rules (Training, Normal, Action, Wild), and you can select it in the **Options Mode**.

Level	Speed	Feature
1	Very Slow	<ul style="list-style-type: none"> Include 4 colors of Puyo.
3	Normal	<ul style="list-style-type: none"> Include 5 colors of Puyo.
5	Very Fast	<ul style="list-style-type: none"> Include 5 colors of Puyo.

History

Game Versions

Puyo Puyo Tsu was originally developed by Compile and released by Sega for arcades in 1994. Because of the success of the game, it was ported to the various game consoles and handhelds. The features are varies from version to version.

Version	Release Date	Developer	Publisher	Pre-Battle Cutscene	1-P Practice Mode	1-P Expert Mode	4-P Mode	Note(s)
Arcade	06/06/1994	Compile	Sega	Just a Description	No	No	No	<ul style="list-style-type: none"> Released on the Wii's Virtual Console in Japan on 06/07/2011, and it is online-enabled.
Mega Drive/Genesis	12/02/1994	Compile	Sega	Just a Description	No	No	No	<ul style="list-style-type: none"> Released on the Wii's Virtual Console in Japan on 04/24/2007, and in the west On 2008.
Game Gear	12/16/1994	Compile	Sega	No	No	No	No	<ul style="list-style-type: none"> Not include the voice acting. Released on the 3DS's Virtual Console in Japan on 12/25/2013.
Sega Saturn	10/27/1995	Compile	Sega	Yes	1 Course	Yes	No	
SNES	12/08/1995	Compile	Compile	Yes	1 Course	No	Yes	<ul style="list-style-type: none"> Released as <i>Super Puyo Puyo Tsuu</i>.
SNES (Remix Version)	03/08/1996	Compile	Compile	Yes	3 Courses	Yes	Yes	<ul style="list-style-type: none"> Released as <i>Super Puyo Puyo Tsuu Remix</i>.
PC Engine/Turbo CD	03/29/1996	Compile	NEC	Yes	No	Yes	Yes	<ul style="list-style-type: none"> Released as <i>Puyo Puyo CD Tsu</i>.

PlayStation	11/15/1996	Compile	Compile	Yes	3 Courses	Yes	Yes	<ul style="list-style-type: none"> Released as <i>Puyo Puyo Tsuu Ketteiban</i>.
Windows 95	11/1996	Compile	Compile	Just a Description	No	No	Yes	<ul style="list-style-type: none"> Released as <i>Puyo Puyo Tsuu '95</i>. Include a separate <i>Nazo Puyo</i> Mode.
Game Boy	12/13/1996	Compile	Compile	No	3 Courses	Yes	No	<ul style="list-style-type: none"> Released as <i>Pocket Puyo Puyo Tsuu</i>. Not include the voice acting.
WonderSwan	03/11/1999	Compile	Bandai	Just a Description	3 Courses	Yes	No	
Neo Geo Pocket Color	07/22/1999	Compile	SNK	No	3 Courses	Yes	No	<ul style="list-style-type: none"> Released as <i>Puyo Pop</i> in the west.
PlayStation 2	05/24/2004	Compile	Compile	Yes	3 Courses	Yes	Yes	<ul style="list-style-type: none"> Released as <i>Sega Ages 2500 series Vol. 12: Puyo Puyo Tsu PERFECT SET</i>. Include a separate <i>Nazo Puyo</i> Mode.

Credits

- **Compile** - For creating and publishing this amazing game.
- **Sega** - For publishing this game (Genesis version).
- **Lanzz** - Author of this walkthrough.
- **J2e Translations** - For English translation patch of the game (SNES).
- **GameFAQs** - For posting my walkthrough.

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Final Words

- I'm sorry if I misspelled words or make wrong sentences. English is not my native language.
- Feel free to ask me any questions or give comment on this FAQ.
- If I have forgotten something or you know any secret, then please contact me so that i can updating this FAQ. I will credit any help given to improve this FAQ.
- If you could, rate this FAQ so I can get some feedback.
- Thanks for reading. I hope you'll enjoy this game. Bye!

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