



1-2 PLAYERS

PRICE TBA

BY COMPILE

RELEASE IMPORT

OPTIONS
 CONTROL: JOY PAD
 CONTINUES: INFINITE
 SKILL LEVELS: 4
 RESPONSIVENESS: GREAT!
 GAME DIFFICULTY: HARD

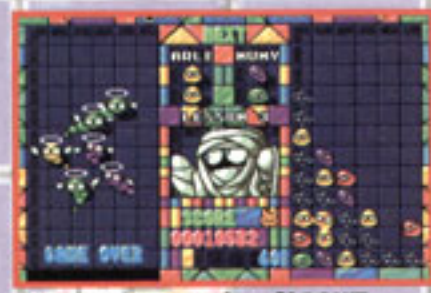
1ST DAY SCORE
 14768

ORIGIN
 Sega have joined with Compile to produce Puyo Puyo in the hope of creating a worthy contender for the Tetris crown.

- HOW TO CONTROL**
- Use the D-pad to adjust the position of the Puyo Puyo on screen. The A, B and C buttons rotate the Puyo Puyo as they fall.
- A** Turn Puyo Puyo right.
 - B** Turn Puyo Puyo left.
 - C** Turn Puyo Puyo right.
 - S** Starts and Pauses the game.

HOW TO PLAY

Create formations of four or more Puyo Puyo as they fall from the top of the play area and land at the bottom.



▲ Grr! How many times?! DON'T WASTE THE TOILET PAPER! Doh!



COMMENT



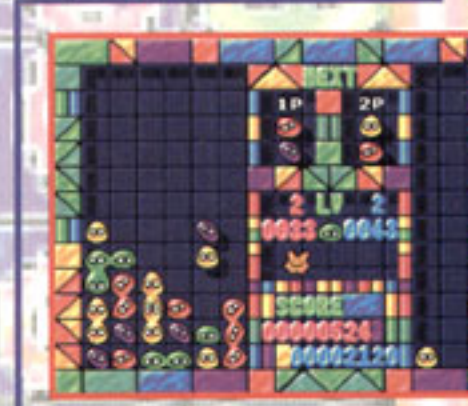
PAUL

The excitement preceding Puyo Puyo's arrival here affected my opinion somewhat, but even so it lives up to the hype. This is an extremely fun game. Tough too! In fact it's hard to retain a respectable facial expression as the brain enters new realms of mental torture. Nonetheless it's a thoroughly enjoyable experience. Two-player games are the best, where the pleasure of inflicting a startling 'Cantona' becomes a necessity, particularly when such a move proves fatal to another player! It also helps that the presentation is wonderful too. Providing each character with a unique tactical approach increases both the game's aesthetic appeal and its guarantee of long-term value. Puyo Puyo delivers fast-moving, brain-teasing excitement. Your Megadrive is crying out for this game!

Arle, resident nymphette of the Nadja woods, plays hard and works seldom, preferring to spend her days with her friend, Carbuncle. The colourful spirits of the woods — Puyo Puyo — adore Arle as she allows them freedom to do as they will. As you might expect, Arle's woods are the most wonderful dwelling place in all Nadja. This could all change as dissatisfied inhabitants of the Nadja countryside are challenging Arle's rights to the woods! In order to stake their claim the various imps and sprites

are required to prove their mastery over the Puyo Puyo by persuading the jelly-like beings into forming strings of four or more. After so much freedom, the Puyo Puyo aren't likely to follow suit so easily!

Puyo Puyo is a game for one or two players in which the fight for control over jelly-like blobs takes pace in both co-operative or simultaneous-play situations. It's brilliant fun. So is this review. Possibly.



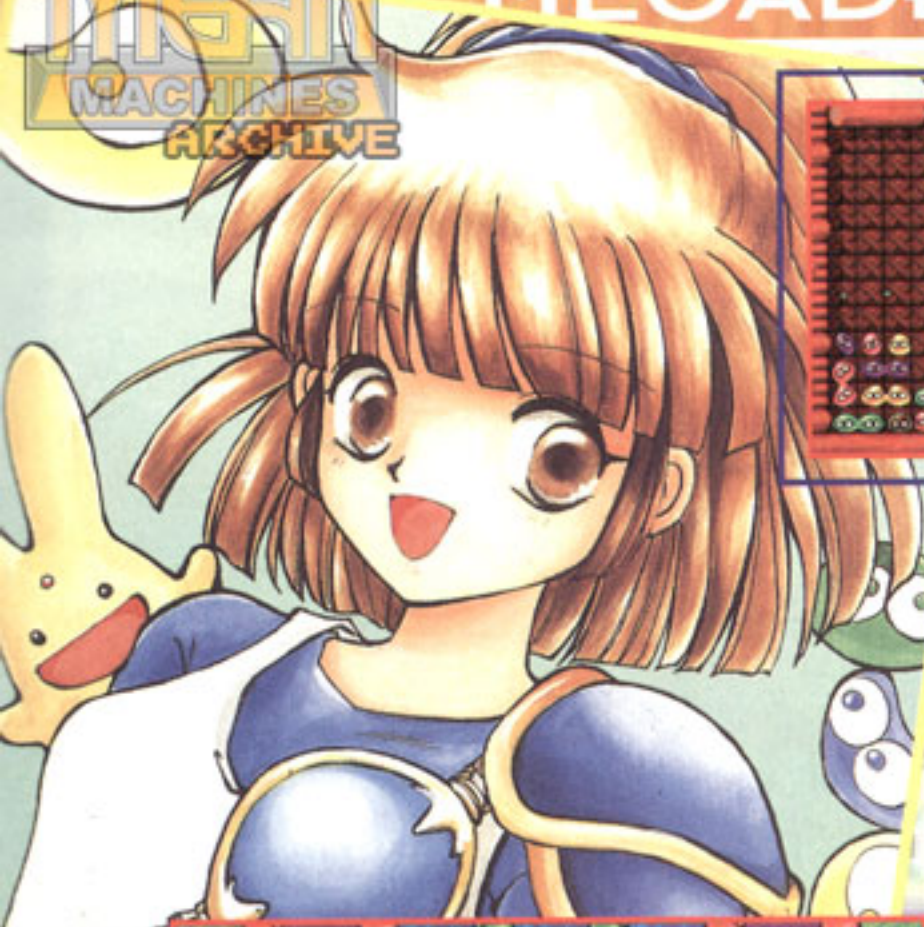
CANTONA!

In two-player mode, each time a line is formed, a single transparent Puyo Puyo drops onto the other player's screen. But that's not the end of it! Should a player successfully create a chain-reaction in



which several lines of Puyo Puyo are formed the cry of 'Hiya' or what sounds like 'Cantona' is issued and hoards of transparent Puyo Puyo drop onto your opponent's screen. Devastating!

LONG TERM REPORT					BREAKDOWN				
HOUR					STRATEGY				
DAY					CHALLENGE				
WEEK					ACTION				
MONTH					REFLEXES				
YEAR					ORIGINALITY				



ROBOTNIK TAKEOVER BID

Puyo Puyo is set for release in the UK as 'Dr Robotnik's Mean Bean Machine'. It seems like Sega aren't too keen on all this cutesy Japanese iconoclasm, but what do you reckon? Puyo Puyo or more Sonic-related activity? Oh dear, never mind.



▲ Look, it's not funny! I've just run out of hair gel, alright!



▲ ...and you'll forever stink of fish!

COMMENT



GUS

Despite the persuasions of my learned friend, Puyo Puyo IS quite close to Columns.

But sometimes small improvements reap large benefits, and that can be the only explanation as to why Puyo Puyo has been played constantly this month. The two-player head-to-head is Columns in a new class of its own. Throwing a massive 'Cantona' that buries your opponent, or fighting it out at the very brim of the trenches is an experience that Columns could never aspire to. Apart from that the game has great charm. The weird characters are great — I love Tara the aggressive fish, and the little bloke in the centre is a constant source of amusement. This is the best two-player puzzle game on the system. Get it, even if you do have Columns.



CHEERS EARS

Carbundle is Arle's life-long, long-eared companion. But when it comes to the plight of the Puyo Puyo Carby has no favourites. He is known to help both sides whenever it takes his fancy! If a player is struggling, Carbundle wanders

through the mass of Puyo Puyo, leaving a trail of identical Puyo Puyo in his wake. This line inevitably disappears and the player is afforded a little more time to sort things out. Occasionally a huge Puyo Puyo falls from the top of the play-area too, taking a load of his pals with him.

PRESENTATION

Q How the heck do you present such an obscure game in the best possible way?
A Exactly like this.



GRAPHICS

▲ Puyo Puyo is vibrant and it's not just a matter of colour. The success is down to the feeling of all characters having life. Even the Puyo Puyo themselves have personality.

81

SOUND

▲ Minus the usual plinkety-plonk of other puzzle games. The soundtracks in Puyo Puyo make for some happy listening. The speech samples are clear, adding more life.

79

PLAYABILITY

▲ Beware! Once a player has enjoyed one game — and enjoyment is inevitable — the Megadrive's joypad becomes moulded to the hands!

91

LASTABILITY

▲ There are infinite permutations of lines to learn and master. The amount of satisfaction available in this game is potentially endless.

89

OVERALL

90

Add Puyo Puyo to your collection of Megadrive cartridges or forever miserable be!