



SUPER PUZZLE FIGHTER II TURBO™

PlayStation® Classic

THE PUZZLE WARRIORS

RYU

Ryu lives only for martial arts and searches for opponents stronger than he is. He travels the world to become a true warrior. Ryu respects strength and power, and does not care who his opponent is.

KEN

Ryu's training rival is out to make it clear once and for all who is the world's strongest warrior. Ken hears a rumour that Ryu is working to strengthen his mental power so, not to be outdone, Ken steps into the puzzle ring. Ken's confident he is the one with greater brain power.

CHUN-LI

Chun-Li has strong feelings of revenge for the criminals that kidnapped her father. She can never forgive them for what they have done. Using her agile legs and sharp brain she continues her investigation to find her lost father.

SAKURA

Sakura has super athletic talent and a good sense of martial arts. Only a high school student, she hears that her idol, Ryu, has been building mind strength so she begins training as well. Sakura believes to be competitive she must keep up with Ryu.

MORRIGAN

She is a beautiful yet moody succubus who fell from above into the human world to seek a confrontation. Morrigan escaped the demon world to look for a new opponent and challenge their mind. Can Morrigan find an opponent to satisfy her longing for a good fight?

FELICIA

Felicia is a friendly cat woman who wants to be a musical star. She knows that becoming a popular star takes talent and intelligence. Talent comes naturally to Felicia, but she enters the Puzzle War to build her mental abilities.

HSIEN-KO

Hsien-Ko and her sister made a pact after their lives were taken by the Darkstalkers. One would free the spirit of their mother while the other would avenge themselves against the powers of the night by destroying the Darkstalkers wherever they may roam. Beware the Chinese ghosts!

DONOVAN

Donovan is the lonely Dark Hunter who lives for Anita, a young orphan who can detect the whereabouts of the Darkstalkers. Donovan trails the Darkstalkers seeking revenge for Anita's parents who perished at their hands. Donovan believes this emotionless child holds the key to his destiny.

BASIC CONTROLS

LEFT and RIGHT	move gem to the left or right
CIRCLE button	rotate gem clockwise
CROSS button	rotate gem counter-clockwise
DOWN	drop gem faster
SQUARE button	special function (see Street Puzzle Mode)
TRIANGLE button	special function (see Street Puzzle Mode)
SELECT button	taunt opponent (once per round)
START button	start game/pause game

HOW TO CATCH PUZZLE FEVER

Just when the battle was heading towards a complete free-for-all, the Puzzle War breaks out and you're cast into the conflict to drown your opponent in gems. Beat your opponent to the punch by stacking gem after gem on their side of the screen. Use the special Crash Gem to break gems on your side and drop them on your foe. Fill your enemy's side before they fill yours and KO! You win.

PUZZLE FIGHTER RULES

Each round will drop two attached gems from the top of the screen to the bottom. Arrange the gems strategically to prepare for the drop of a Crash Gem. Make a Crash Gem touch a gem of the same colour then all the gems of that colour that are linked vertically and horizontally to that gem will break. These will then create Counter Gems that will be sent to your opponent's playfield. Counter Gems will land on your opponent's side in the pre-determined pattern of your character.

The more gems you break, the larger the number of Counter Gems you will drop on your enemy. If the gems pile up to the top of the screen right into the gap where the new gems fall, you lose the game.

Warning messages will appear to let you know how many Counter Gems are about to drop on you. Here is the key to the messages:

CAUTION	1-10 Counter Gems
WARNING	11-30 Counter Gems
DANGER	31 or more Counter Gems

GEMS

Normal Gems

These are the regular gems that fall round by round from the top of the screen. Counter Gems turn into Normal Gems after the number of rounds indicated by the gem have fallen.

Power Gems

When four or more same-coloured Normal Gems are placed together in a certain manner they form large Power Gems. These gems can be as big as you can make. Use a Crash Gem or Rainbow Gem to break Power Gems and drop many gems on your opponent while increasing your score.

Crash Gems

The round gems are known as Crash Gems. When dropped on a gem of the same colour, the Crash Gem will break. Try to link lines of same-coloured gems to create a huge chain reaction of broken gems. This will drop lots of Counter Gems on your opponent.

Counter Gems

Counter Gems fall on you or your opponent in a pattern based on your character. A Counter Gem has a coloured number inside that counts down as each new round of gems falls. Normal Counter Gems start at 5 but once they reach zero they become Normal Gems of the colour indicated by the number.

You can destroy Counter Gems before they fall on you by counter-attacking with Counter Gems of your own. Break a Crash Gem or Rainbow Gem on as many Normal Gems as you can and the number of Counter Gems about to drop will be reduced. Counter Gems that still drop after some are countered start with a number 3. Drop a Crash Gem paired with a Normal Gem of the same colour, and any Counter Gem that comes into contact with them will be destroyed no matter the colour of the Counter Gem.

Rainbow Gems

The diamond-shaped Rainbow Gems will break same-coloured gems. The gems that break do not need to be attached to a like-coloured gem in order to break. The amount of Counter Gems dropped on your opponent is reduced when using a Rainbow Gem as compared to breaking the same amount of gems with a Crash Gem. Thus Rainbow Gems should be used primarily to get out of a tough spot as opposed to a powerful attack method.

GAME MODES

ARCADE MODE

Select this mode to play against the computer. Each match comprises 1 round, but you can change the number of rounds in Option Mode. Choose the initial level of difficulty from:

EASY	Defeat 3 opponents
NORMAL	Defeat 8 opponents
HARD	Defeat 8 extra-difficult opponents

VS. MODE

V.S. Mode is the classic 2-player contest. Select a character then you will see the Handicap screen appear. Adjust the difficulty from five different gem drop rate levels. The higher the number the faster the gems will drop. After each match you can change your character and review the result screen.

TRAINING DEMO

This mode allows you to study gameplay and pick up some pointers to improve your skill at Super Puzzle Fighter II Turbo. This is an auto-running demo, so press the START button at any time during the demo to return to the Mode Select screen.

STREET PUZZLE MODE

Fun and prizes abound with the Street Puzzle Mode. There are a number of secret options available here, and to see these features you must play to win.

After selecting your character you can pick the prize you will play for. You will fight one round of intense puzzle action. Difficulty, damage level, game speed and CPU Round are constant in Street Puzzle Mode. If you lose, you will return to the Street Puzzle Mode Character Select screen. If you win, you will see on-screen how to use the prize.

After you win your first prize, the “Goodies” menu will appear on the Mode Select screen. This menu shows you the prizes you have won and how to use them. You will lose these items if you do not save before you quit.

NOTE: some prizes will add options to the Mode Select screen. Battle tough on the street to find out all the secrets!

OPTION MODE

Adjust a range of settings including the difficulty level, audio options and controller configuration.

