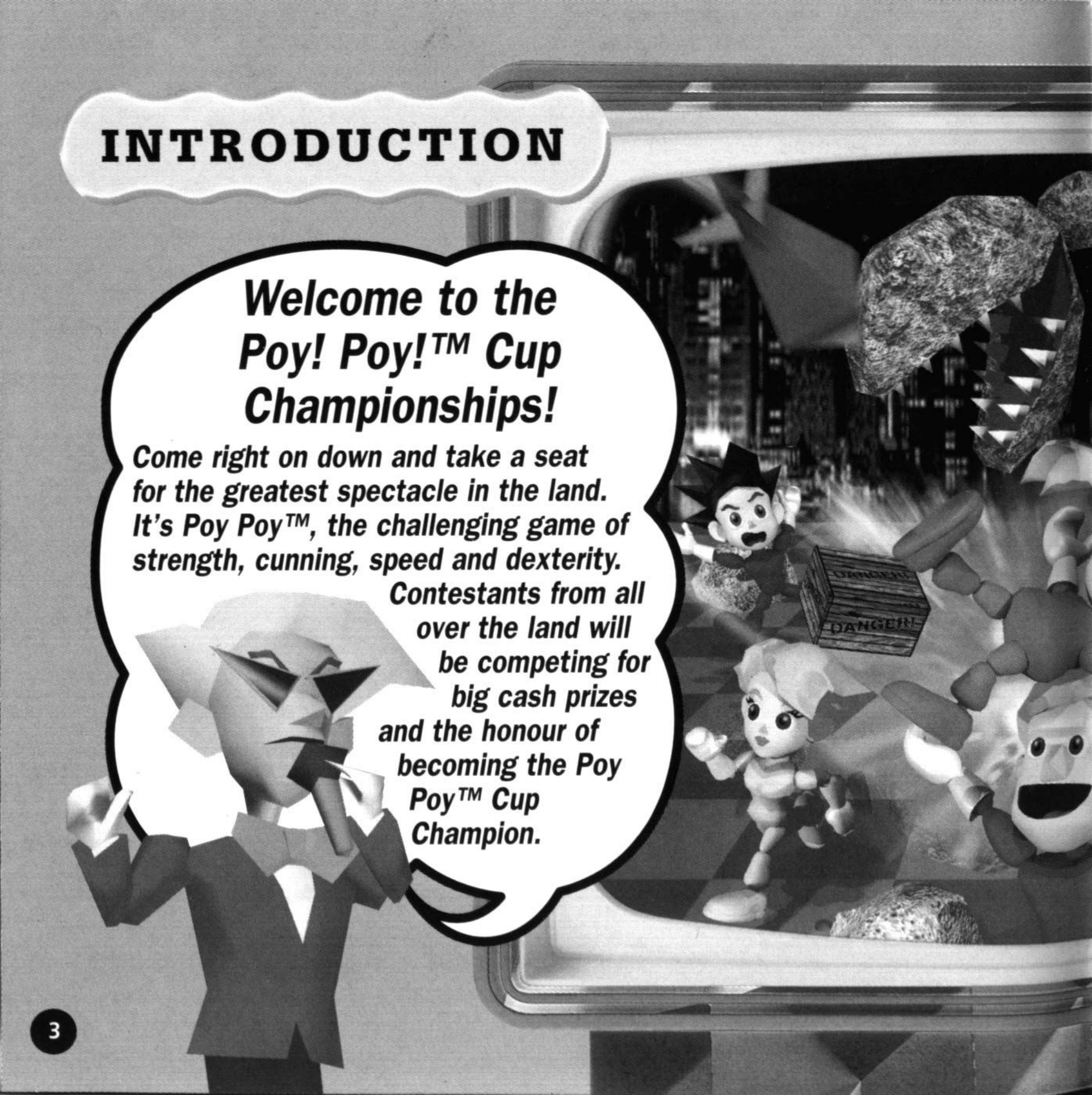

PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00486
Poy Poy
DANGER!
DANGER!
KONAMI.

Contents

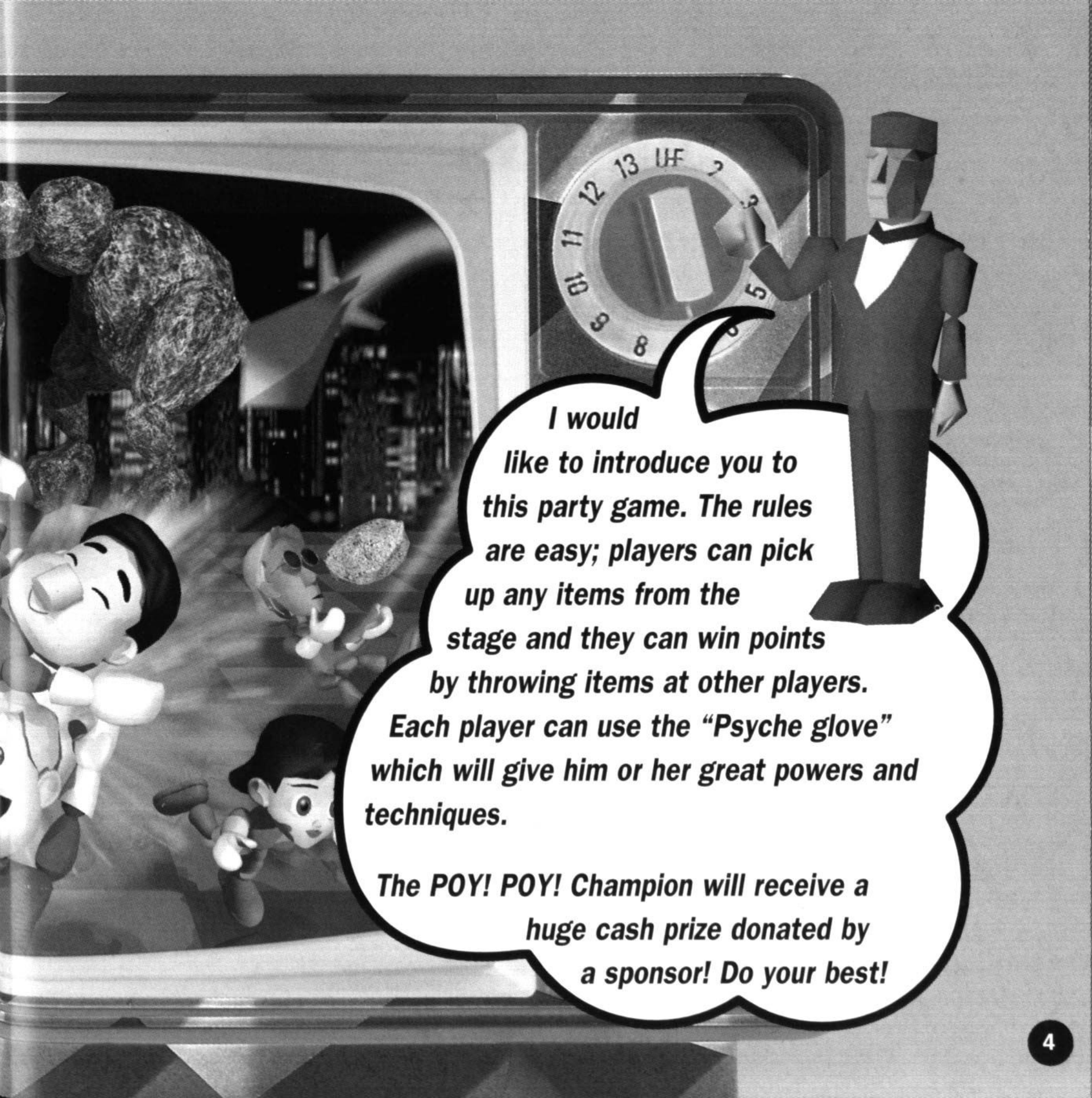
Introduction 3
Controls 5
Multiplay 7
Game Start 8
Mode Select 8
Game Screen 11
Points 12
Glove Shop 13
Game Over 14
Save 14
Load 15
Obstacles and Items 16
Characters 17
Stages 22
Secrets 25
Credits 26

INTRODUCTION



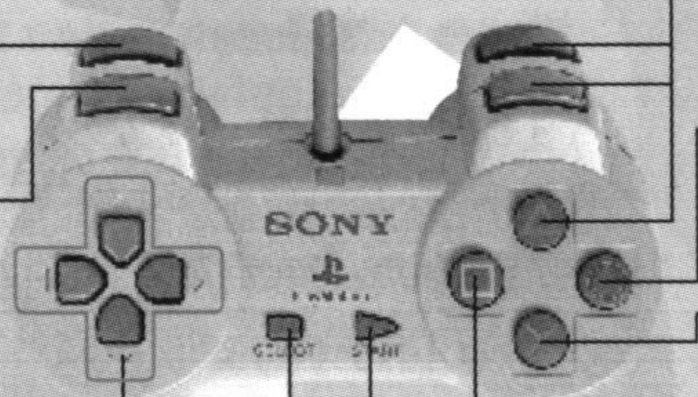
Welcome to the Poy! Poy!™ Cup Championships!

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 honour of becoming the Poy Poy™ Cup Champion.


I would like to introduce you to this party game. The rules are easy; players can pick up any items from the stage and they can win points by throwing items at other players. Each player can use the "Psyche glove" which will give him or her great powers and techniques.
The POY! POY! Champion will receive a huge cash prize donated by a sponsor! Do your best!

CONTROLS

Basic control; press the ⊗ button to pick up an item and press it again to throw the item



L2 button
– no function

L1 button
– no function

R1, and △ button:
Lethal Throw

○ button: Suplex – throw an item backward

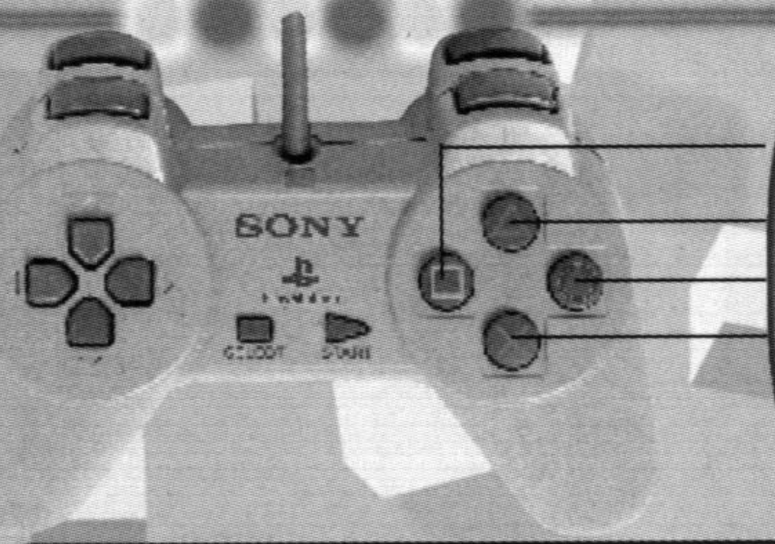
⊗ button: Picks up an item/throws an item forward

□ button: Throw an item hard and forward

Start button: Pause the game

Directional button:
moves your player

Select button:
Switches camera views



Defensive controls (when you're empty-handed):

□ △ ○ **buttons**: Jump

✕ **button:** Squat down (to reduce damage from bomb blasts)

BASIC MOVES

Offence (when you have an object)

The Basic Throw

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

Forward Slam

A variation of the regular throw. Pick up an object and press the □ 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 ○ button to toss the object over your head and behind your back. Great move if you're being followed!

Lethal Throw

Again, pick up an object. Then press the △ button or the R1 button to execute a special throw – depending on the gloves you selected at the start.

Defence (when you're empty-handed)

Crouch

Press the ✕ button to duck and cover your head – it'll protect you from bomb blasts! Press the △, ○, □ buttons to jump, or to make you perform a special manoeuvre to get out of the way.

MULTIPLAY

Up to 4 people can play this game at the same time by connecting a Multi Tap (sold separately). Four Controllers can be connected to one Multi Tap.

EQUIPMENT NEEDED:

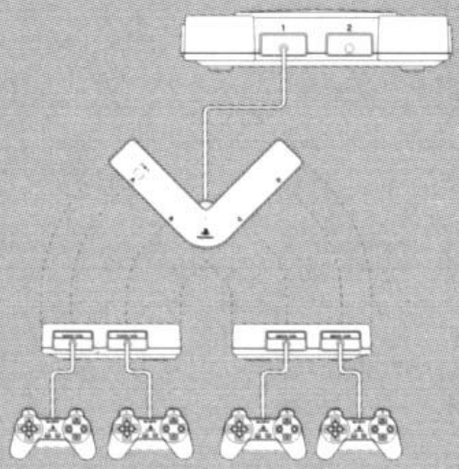
Two players: Two Controllers

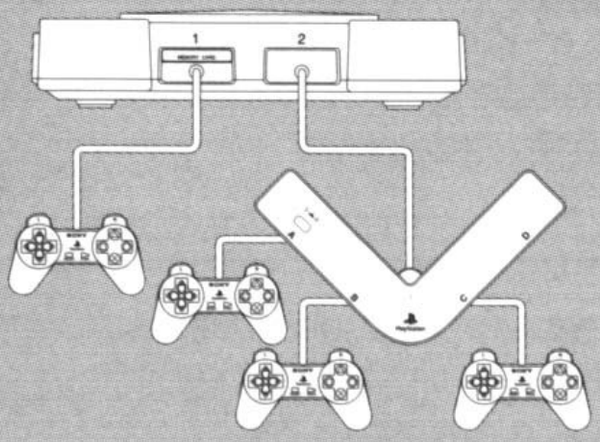
Three to four players: One Controller for each player and one Multi Tap

(The PlayStation will recognise a Multi Tap in Controller port 1 rather than Controller port 2.)

Set-up

Connect to controller-port 1
Connect to controller-port 2





Connection specifications:

When connecting Controllers to a Multi Tap, always connect a Controller to Controller port 1-A of the Multi Tap first, followed by Controller port 1-B, 1-C

GAME START



When the game begins, you will see the Title screen. Press the Start button to go to the Mode Select Screen. You can select one of three modes by pressing the Directional button, then press the ⊗ button to confirm your selection.

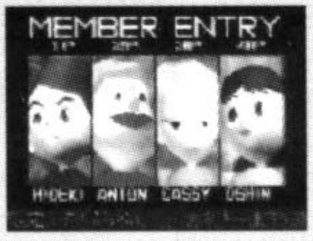
MODE SELECT

Introducing 3 modes:

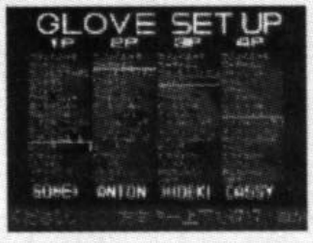
Exhibition
This is the game for one to four players. Players can fight each other in any of the different stages. It's a competition to see who will be the highest scorer. However, there are no prizes in this mode even if you win!



Player Set Up
With this option you can select the number of players (human or computer-controlled players) that will play the game.



Member Entry
Choose the characters that each player will control during the game.



Glove Set Up
If you have already loaded data, you can choose gloves from your selection.

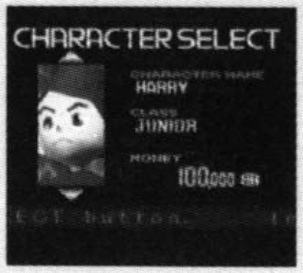


Stage Select
You can choose one stage from a choice of seven (including the practice stage) and begin the adventure!

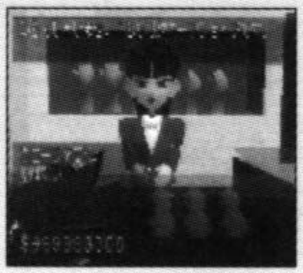
POY POY CUP

This is a single-player game. There are 6 stages and you have to complete 3 rounds in each stage in order to pass to the following stage. The player who ranked last in Junior Cup will be disqualified from the game at the end of each stage. In Senior and Master Cup, the two last-ranked players will be disqualified. If you are disqualified you cannot advance to the next stage. The champion of this tournament is the one who ranks first in the final stage.

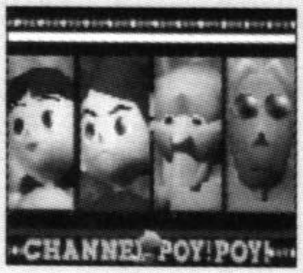
* Unless you achieve first place, it will be "Game Over" for you!



Character select
You can choose to play with one character from a choice of eight



Shop
In the shop, you can buy any gloves so long as you have the correct amount of money to pay for them. It is also possible to save your progress in the shop

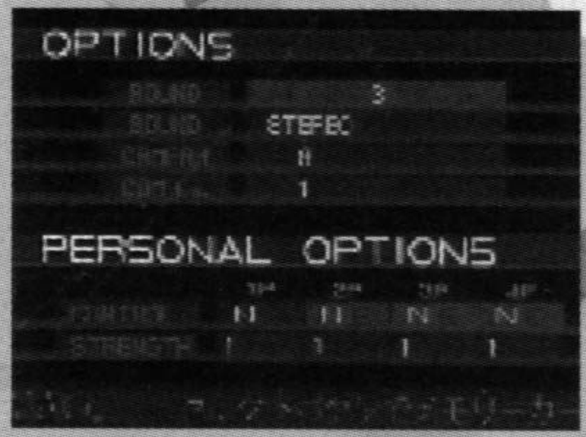


Championship Demo
Before the game begins, the presenter will introduce the players and you will have a chance to see the prize which the champion will win



Glove Set Up
If you have loaded a previously saved game in which a glove was obtained, you can select that glove now

OPTIONS



1 ROUND
Set the number of rounds in one match from 1 to 5. (This option is available in Exhibition mode only.)

2 SOUND
Set to STEREO or MONAURAL, depending on your system.

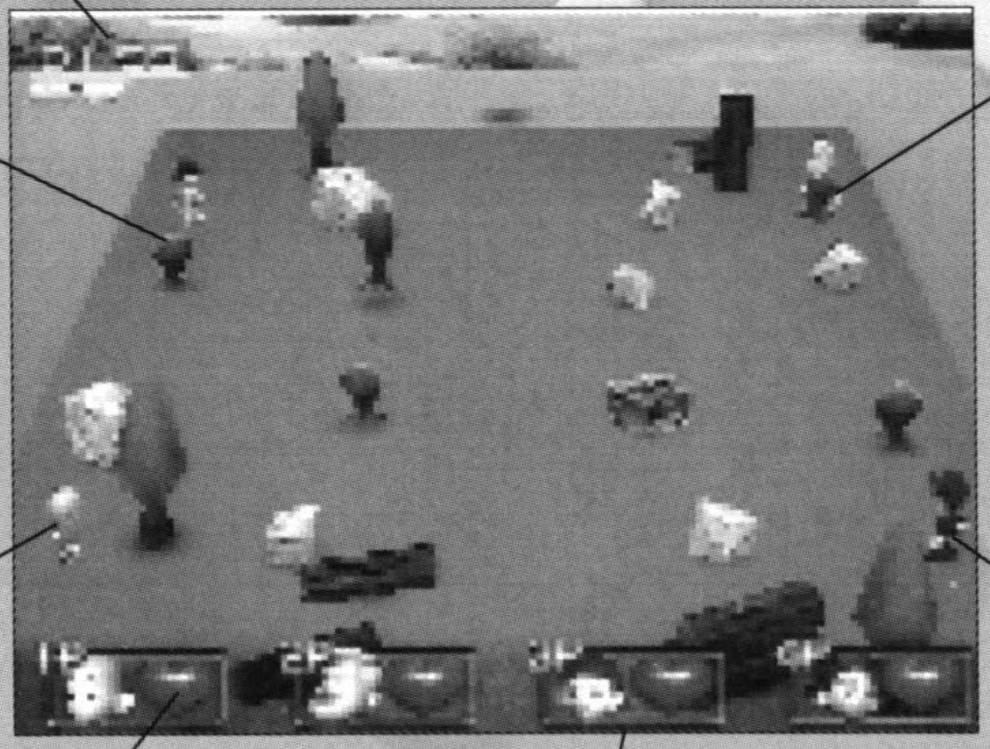
3 CAMERA
Set the camera angle to camera A, B or C.

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

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

Note: You can adjust the screen position by pausing a game and pressing the ◎ button, use the Directional buttons to move the screen to your preferred position.

GAME SCREEN



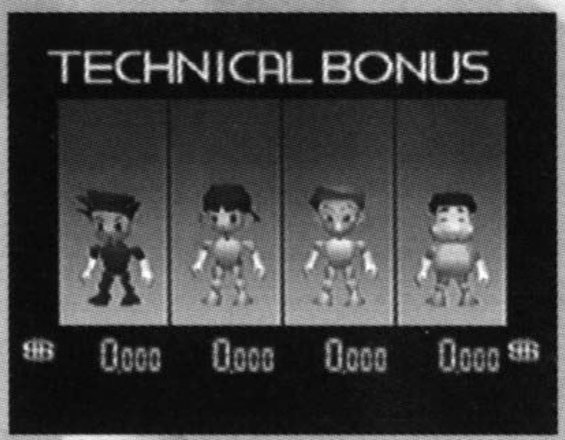
Power Gauge
When this disappears, the game is over

Psyche Power Gauge
When this is green and you have a psyche glove, you can carry out a lethal throw

POINTS

Each round has a two-minute time limit. The round ends when time runs out or when only one player remains conscious.

At the end of each round, scores are awarded based on:





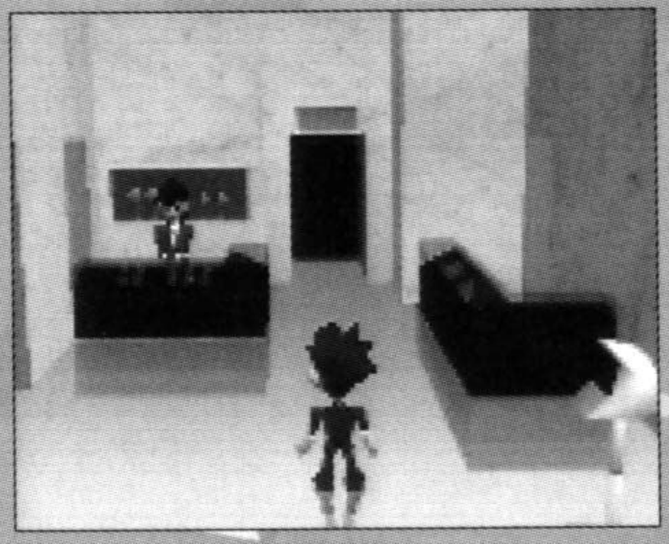


1. **Technical Bonus**
   Awarded for hitting an opponent directly with an object.

2. **LUCK BONUS**
   Awarded for capturing the Gold bonus hearts.

3. **ROUND BONUS**
   Determined by how soon the player was retired from the competition and the amount of health remaining at the end of the round.

GLOVE SHOP





You can use the prize money which you have earned to buy new gloves or to remodel your old ones. 70 types of glove can be found in the glove shop throughout the game and you can buy others (mystery ones) on the black market...

Let's Play!

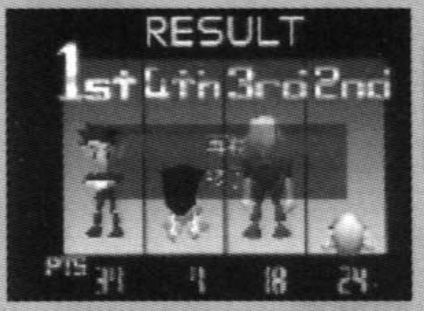
You can play the game using someone else's data. It's easy – just insert a Memory card (sold separately) into Memory card slot 1. Give it a try!

Note: It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Make sure there are enough free blocks on your Memory card before commencing play.

GAME OVER

EXHIBITION MODE



The game is over when the rounds are completed. Your final score and rank will be tallied.

POY POY CUP MODE



The game is over when your character fails to finish in first place. You have the option to use up to three "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.

SAVE

You can save the data (Psyche Gloves 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".

LOAD

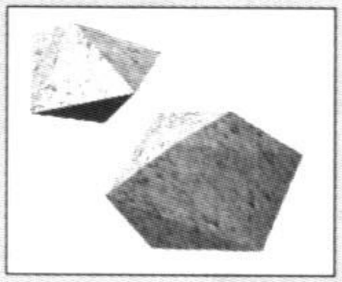
Loading a Saved Game from Exhibition Mode:

- Insert the Memory card into the Memory card slot relative to the Controller port the player is using.
- Players wishing to load their saved data can press the Select button at the Player Set Up screen to highlight Memory Card on the screen. Press Select again to turn the highlight off.
- Select OK and press the X button to begin loading.

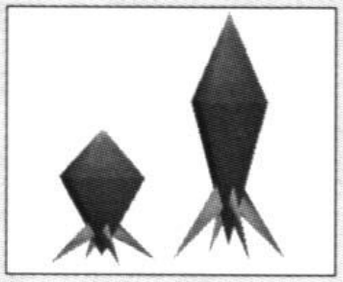
Loading a Saved Game from Poy Poy™ Cup Mode:

- Insert the Memory card into the Memory card slot 1 (1-A on Multi tap).
- Press the Select button at the Character Select screen

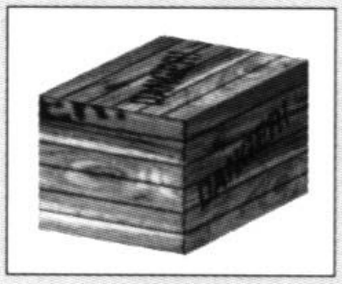
OBSTACLES AND ITEMS



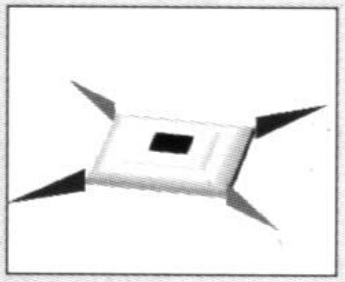
Rocks and logs:
Large and small, with corresponding damage.



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



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



Supplier robot:
Replenishes the supply of missiles and items that are used up.



Red ball:
Speed burst power up



Blue ball:
Temporary unstable condition



Flashing ball:
Restores Psyche Glove to full power



Black ball:
Time bomb – stand clear, it's going to explode!!



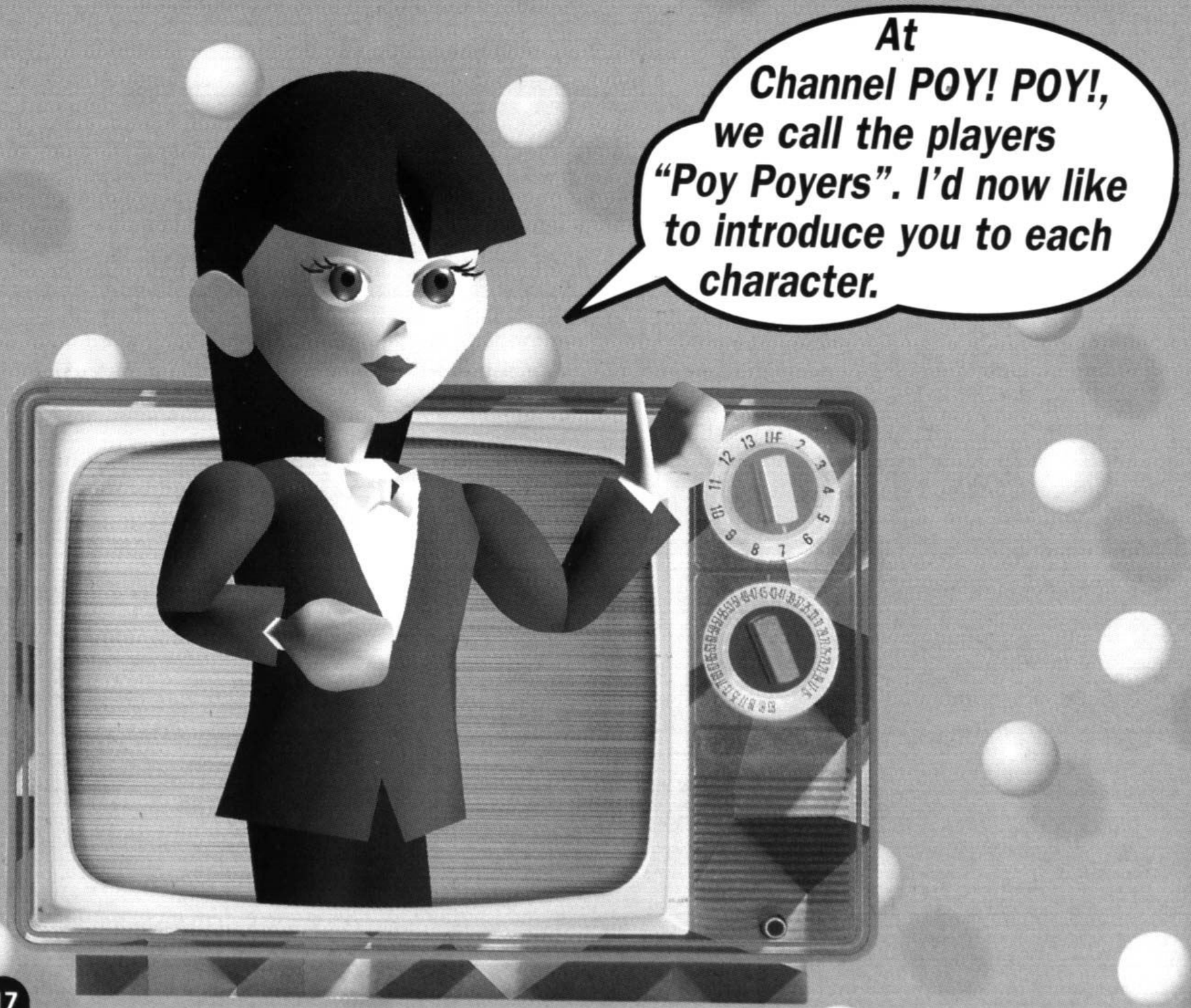
Red heart:
Recover some health points.

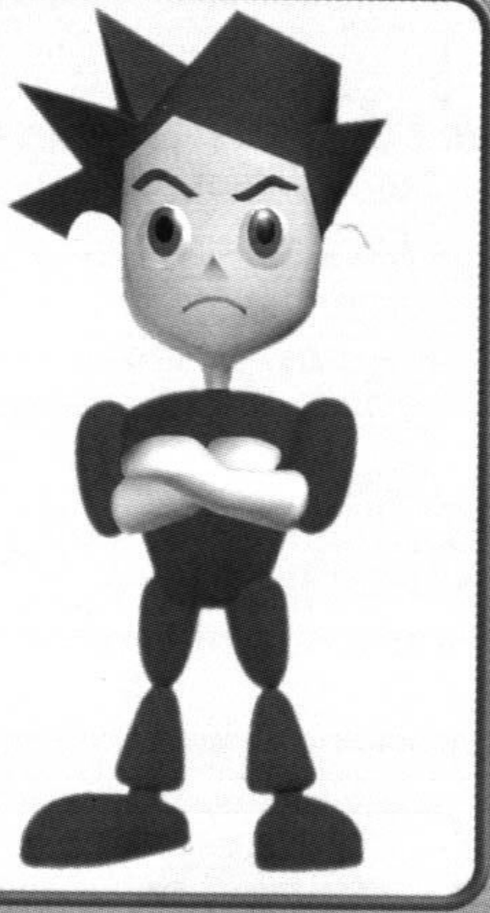


Golden heart:
Earn a luck bonus (you get 2 luck bonus points with every golden heart)

Bonus
If you become Master Cup Champion (though you have to meet some special conditions to do so), you can fight the POY! POY! King. It's a chance to get THE VERY SPECIAL GLOVE!.

CHARACTERS


At Channel POY! POY!, we call the players "Poy Poyers". I'd now like to introduce you to each character.



HARRY

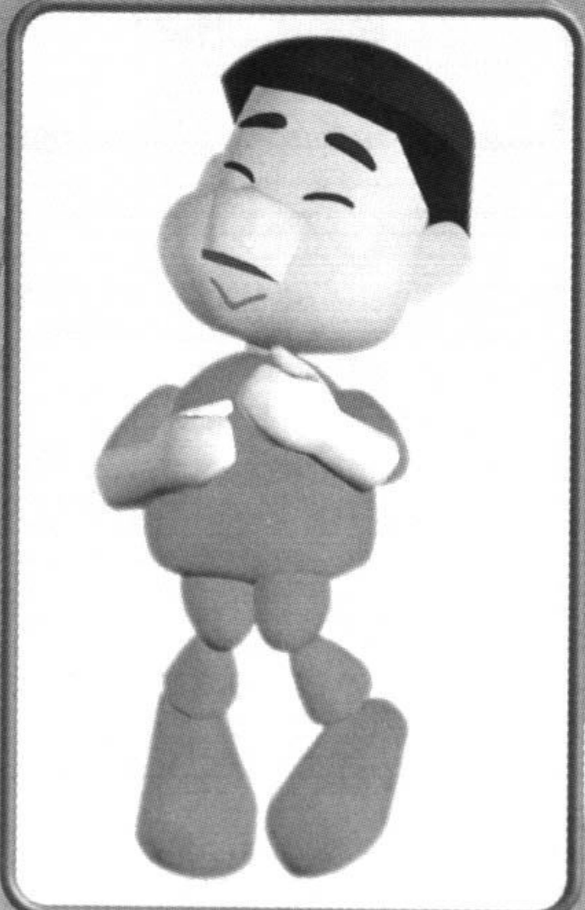
Name: Hideki Joe
Nationality: Japanese
Height: 157 cm
Weight: 58 kg
Age: 15
Blood Type: O
Favourite Thing: Almond Curry
Hobby: Football
Occupation: Student

Hideki is a junior high school student who has ambitions to become one of the superheroes of the century. He was Japanese Junior Poy Poy Champion three years running.

BUBBA

Name: Konpei Hayashi
Nationality: Japanese
Height: 162 cm
Weight: 85 kg
Age: 15
Blood Type: B
Favourite Thing: TV Game shows
Hobby: Making plastic models
Occupation: Student

He is a classmate and rival of Hideki. His dream is to build a museum of plastic models!!





JOEY

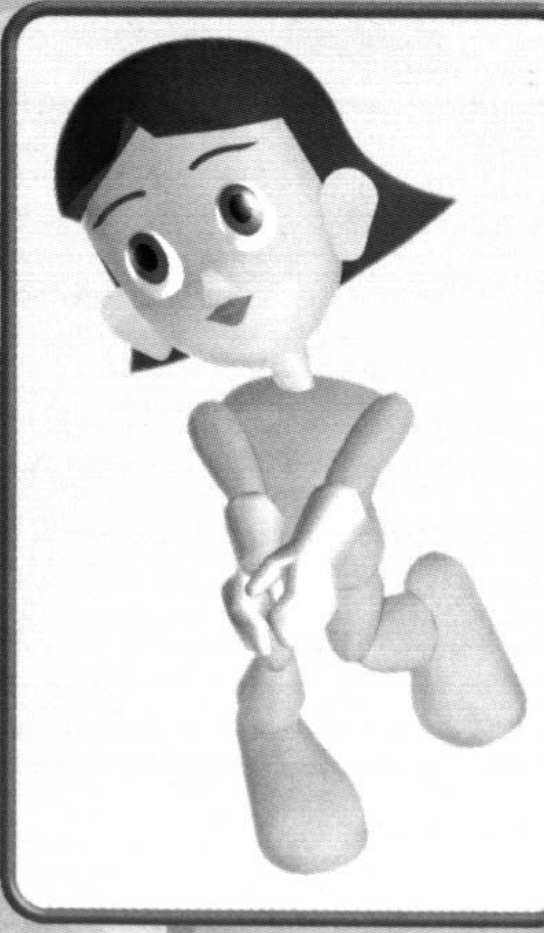
Name: Shouta Miigami
Nationality: Japanese
Height: 120 cm
Weight: 42 kg
Age: 14
Blood Type: A
Favourite Thing: Comic books
Hobby: Baseball
Occupation: Student

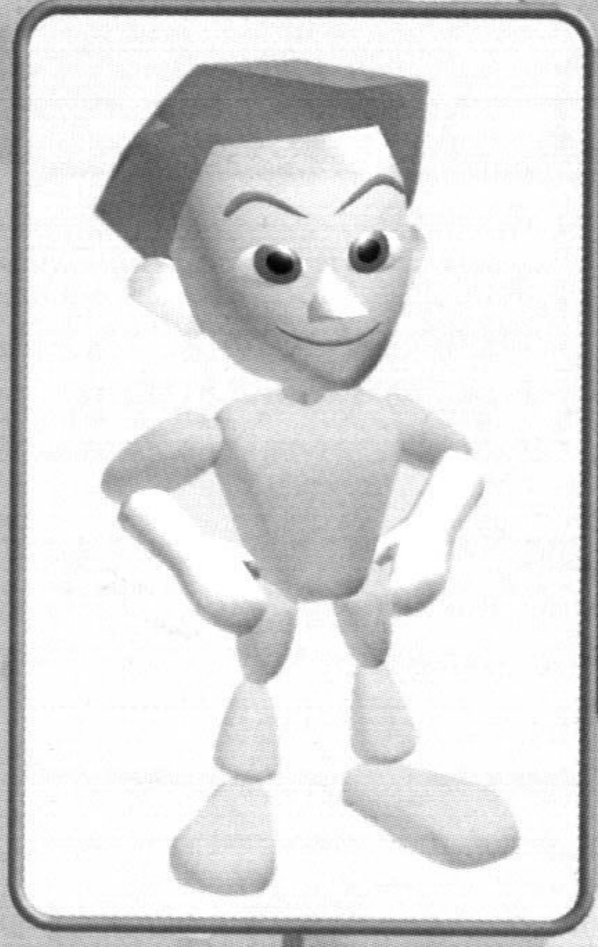
He came to prominence in Junior Poy Poy taking second place to Hideki. Joey is a mysterious character who has great psychic powers.

MIA

Name: Mia Ueno
Nationality: Japanese
Height: 155 cm
Weight: 48 kg
Age: 16
Blood Type: A
Favourite Thing: rice with white radish
Hobby: Growing vegetables
Occupation: Student

Mia has not taken part in Japanese Junior Poy Poy for four years. She began to participate again in POY! POY! because she wanted to win the Championship Prize and be able to build a house for her family.





MIKE

Name: Mike Hanagata
Nationality: USA
Height: 156 cm
Weight: 52 kg
Age: 17
Blood Type: B

Favourite Thing:
Comic books
Hobby: Watching boxing matches
Occupation:
Unemployed

Mike began participating in POY! POY! Championships all over the world to try to track down a mysterious Poy Poyer. He currently holds the Canadian POY! POY! Championship title.

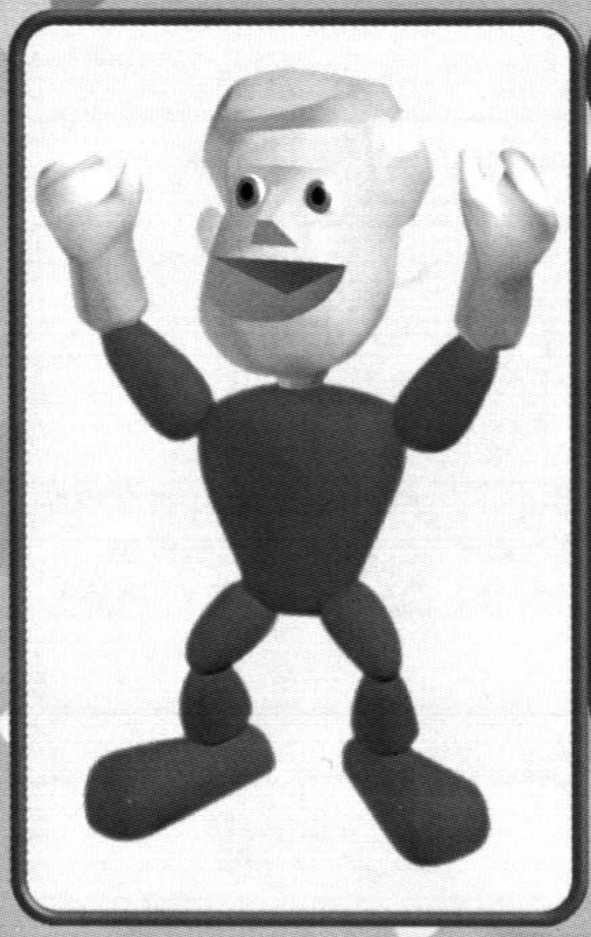


CINDY

Name: Cindy
Boomerang
Nationality: Swiss
Height: 163 cm
Weight: 55 kg
Age: 18
Blood Type: O

Favourite Thing:
Cakes
Hobby: Watching Talking to animals
Occupation:
Professional Poy Poy

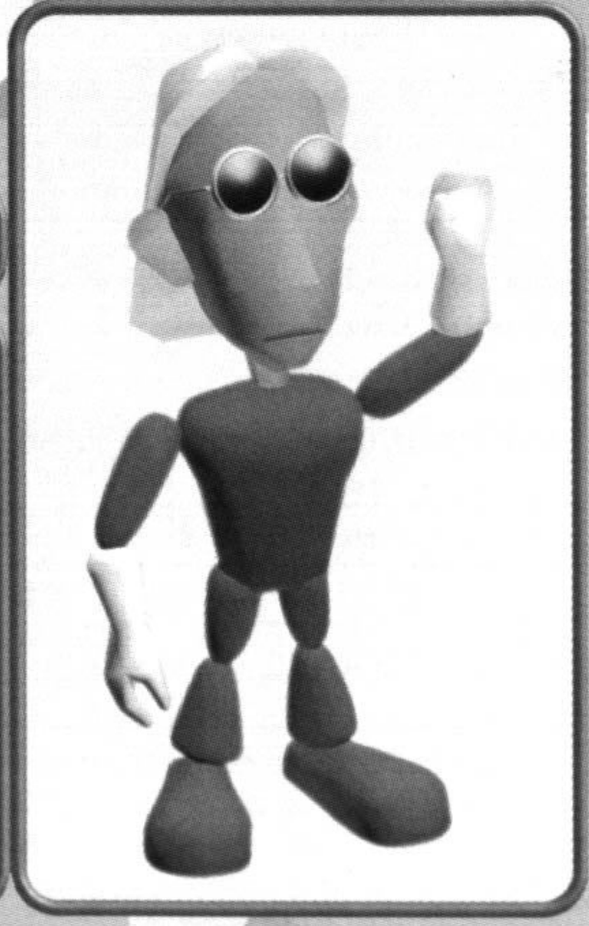
Cindy was a shepherdess in the heart of the Swiss mountains and was spotted one day by a Poy Poy scout. Cindy is a regular on Channel POY! POY!



ARNOLD

Name: Arnold Sancho
Nationality: Spanish
Height: 178 cm
Weight: 90 kg
Age: 33
Blood Type: A
Favourite Thing: ice cream
Hobby: Pro-wrestling
Occupation: Poy Poy

A bit of a weirdo this guy! Arnold was a sickly child, but he loved pro-wrestling so much that he became a professional wrestler, winning the WWD Championship.



KOOL

Name: Paul Stakker
Nationality: USA
Height: 185 cm
Weight: 65 kg
Age: 27
Blood Type: AB (RH-)
Favourite Thing: Milk
Hobby: Donating blood
Occupation: Musician

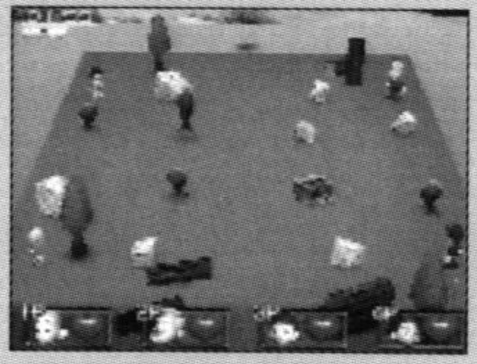
Kool was a great musician but he suddenly disappeared without a trace from public life. What a surprise though when he reappeared this year in POY! POY! Rumour has it that he got special powers in Tibet.

STAGES

FLATLAND

Items: rocks, wooden boxes, trees, logs, missiles

Logs roll over when thrown. It is possible to attack from behind a pile of logs.



DESERT

Items: rocks, boxes, fossils, missiles

You can use fossils as a defence to hide behind. This is a windy stage so players can't move around easily.



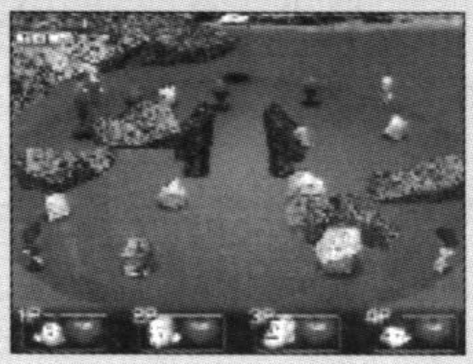
ICEBERG



Items: ice, wooden boxes, penguins, missiles

This stage is made from ice so it is slippery and difficult to move around on. There are penguins around the stage – they land regularly then slide about at high speed trying to attack the players.

MOAILAND



Items: rocks, wooden boxes, boulders, stone statue, missiles

There are stone statues on the stage. If you throw things at them they may get angry, in which case they will attack you. Sometimes, though, they get angry for no apparent reason and will attack you.

ROBOTS

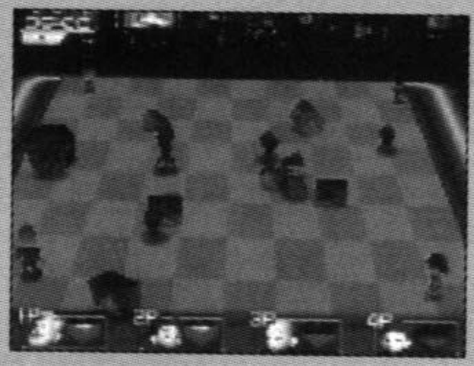


Items: rocks, wooden boxes, robots, missiles

There is a robot in the middle of this stage – it is moving about and firing from a laser rifle (you can stop this if you throw a missile and hit the robot).

PARK

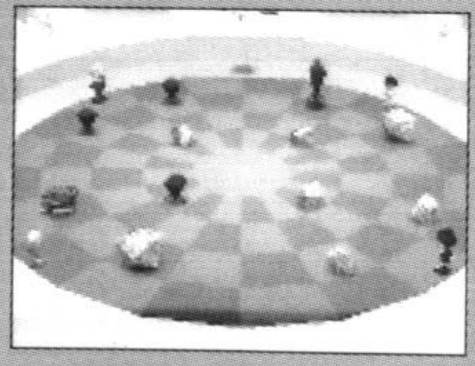
Items: rocks, wooden boxes, dinosaurs, missiles
The night stage is randomly lit. There is an innocent-looking dinosaur's egg in the centre of the stage which if broken or even touched, will be transformed into a dangerous dinosaur.

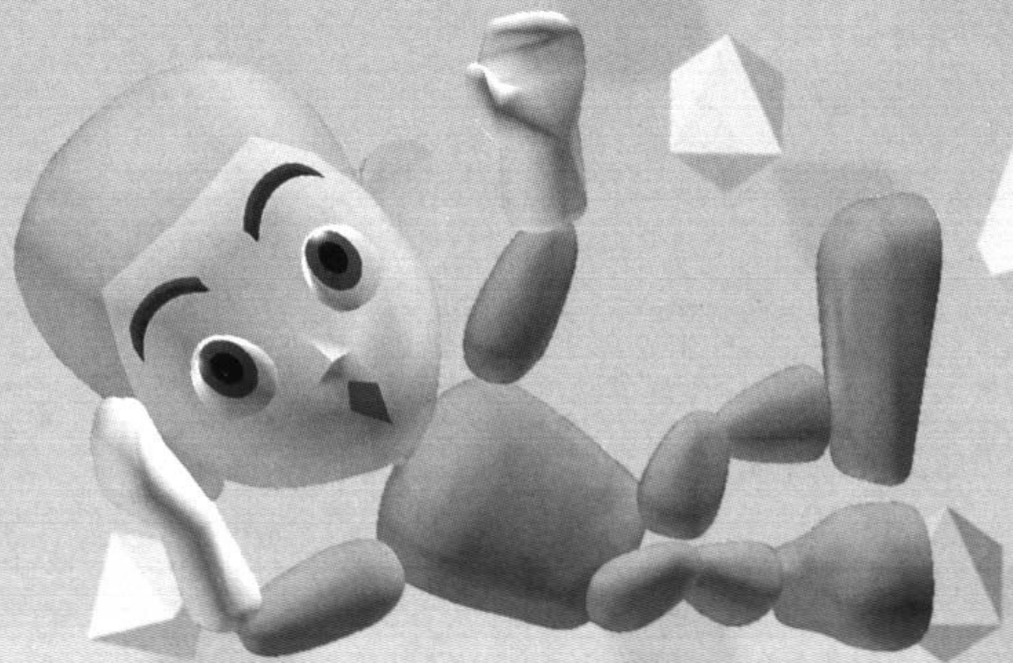


PRACTICE

Items: rocks, wooden boxes, missiles

There are no obstacles and no time limits here. The aim of this stage is for you to get as much practice as you need before tackling the real stages.






SECRETS

CREDITS

PRODUCER
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