

Pokemon Puzzle League FAQ/Guide

by DizzyBum

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POKÉMON PUZZLE LEAGUE (N64)

GUIDE & FAQ

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NOTICE: I have taken the time to not include any possible game spoilers in the contents of this FAQ. Any sections with possible major game spoilers will be marked with an asterisk (*) in the contents.

Thanks for your time.

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I. ABOUT THIS FAQ

=====

This FAQ was written to be the ultimate resource for Pokémon Puzzle League for the Nintendo 64.

I have been a fan of the Panel de Pon spinoffs ever since NOA released Tetris Attack for the Super NES back in 1995. I've become quite the expert at this unique and very upbeat style of puzzle game, and I'm not just saying that to scare you or make myself look cool. So, expect more than your basic do-this-to-make-that-happen walkthroughs, or a full list of cheat codes.

This guide is still far from being complete, however, so still expect many updates in the future.

II. ABOUT POKÉMON PUZZLE LEAGUE

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A. GAME HISTORY

This game went on sale in North America on Monday, September 25, 2000. Nintendo has a bad habit of shipping games EARLY, in order to confuse CERTAIN anonymous people... *grumbles*

The whole idea of this game began in 1994~95 with a Super Famicom game called Panel de Pon. It was a neat little puzzle game. About a year later, the game was re-done and the artwork was all replaced with elements from the popular side-scroller Yoshi's Island. Then, NOA got smart and decided to sell the game over here in the US. For some inscrutable reason they borrowed the Tetris name, renaming it Tetris Attack for all the gullible North American children that assume all puzzle games must originate from Russia. (Just don't call it a Tetris game, or I'll rip your lungs out!)

The information gets a little scattered after that. Pokémon is just so horribly popular that Nintendo just couldn't settle for RPGs, pinball, and photography sims. They had to take over other genres, and "Puzzle" immediately became the next target. So the nuts over at NCL whip out an old Panel de Pon cartridge, wipe off the dust, and dump the ROM. A little new coding here and there, some new artwork and music, and voila! Pokémon gets milked even further!

Now that I've done the right thing and shared with you the history of the game, let's get on to the meat of it.

B. PLAYING THE GAME

This is the basic premise of the game. The actual idea may vary depending on the game mode and field mode you're currently playing.

Tetris Attack veterans, bear with me here.

You are given a large field full of colorful blocks decorated with official Gym badges and other various symbols. Armed with a two-panel-wide cursor, your task is to swap those blocks around in order to clear them from the field. How, you ask? All you have to do is line up at least three of the same type of block either horizontally or vertically, and they're gone. Place the cursor over the two blocks you wish to switch, then press either the A or B buttons to swap 'em. You can also switch blocks with empty space, which can help to flatten the stack if it's getting too high.

You'll see seven different types of blocks in this game:

- Water Blocks
- Fire Blocks
- Leaf Blocks
- Heart Blocks
- Circle Blocks
- Diamond Blocks (only when you crank up the difficulty level)
- Poké Ball Blocks (only in Versus Mode; we'll get to that later)

You earn 10 points for each block that you make go poof, and bonus points for every combo or chain that you create. COMBOS are created by matching four or more blocks at once. When a match-up results in more match-ups, that's a CHAIN; these are harder to explain without pictures, sadly. The idea is that when blocks clear, gravity kicks in and the blocks above will fall. Should those blocks end up matching and clearing when they land, that triggers a Chain bonus. Get it? Got it? Good. So I don't have to resort to bad ASCII art to explain it, then.

I should also mention SKILL CHAINS... These are a specific set of chains that you create whilst blocks are clearing off the field. You can set blocks to clear after they fall from previous clears, thus creating more and more chains. These take lots of practice to perfect, so don't expect to become a master overnight (unless you've retained your Tetris Attack skills, in which case I say huzzah, brother!)

Then there's TIME LAG CHAINS, which are actually multiple chains occurring within a very short span of time. The most common cause of this is simply blocks falling at the same time, but travelling different distances to land and clear. They will all be counted in a single sequence of chains.

In certain game modes, you can also select between playing on a 2-D 6x12 field, or a 3-D cylindrical field 12 rows high. Get used to both, so you'll never get bored, and so you'll be ready for any challenge.

Now, I'll get specific and explain the three major categories of game play.

C. GAME MECHANICS

- 1. 1P Mode -----

In 1P Mode, it's you against your sanity. The name of the game here is

survival. As time goes on, extra rows of blocks will slowly rise from the bottom of the stack. If ever the stack of blocks should touch the very top of the field, your game is over. Expert strategists can forcibly add rows to the stack by pressing the L and R buttons on the controller. Just don't overdo it.

As you continue playing, the SPEED LEVEL of the rising blocks will gradually increase. The speed level can range anywhere from 1 (molasses in January) to 99 (hypersonic). If you make a COMBO or a CHAIN, the stack of blocks will freeze in horror for a few seconds as Jigglypuff appears to hum a tune. Plug your ears and clear those blocks!

When the blocks get less than a row away from touching the top, any columns in danger will alert you by rapidly pulsing up and down. This indicates you are in DANGER. When in danger, make a COMBO or CHAIN to freeze the rising blocks for about double the normal stop time. Take this time to clear as many blocks as possible, in order to save yourself from having to start all over again. You wouldn't enjoy that.

- 2. Versus Mode -----

Versus Mode includes any game involving a two-player split-screen. The object is to keep your stack from touching the top before your opponent's does. Sounds simple, doesn't it?

Oh, far from it, my friend. In this game mode, creating COMBOS and CHAINS will automatically rain down colorful bricks down onto your opponent. These bricks are collectively called GARBAGE BLOCKS. They cannot be moved with the cursor, and will sit there impeding your forward progress unless you do something about them...

Versus Mode is pretty in-depth, so I've broken it into four manageable chunks for all of you. Aren't I just so thoughtful? *ego inflates*

a. Attacking

Creating COMBOS will rain small garbage blocks of varying sizes upon your opponent.

When making combos in the 2D or 3D fields...

...the size of the garbage block(s) can be calculated by taking the number of blocks cleared in the combo and subtracting 1. So, a 5-block combo will send over a block of garbage that is 4 units long.

...you will send over multiple garbage blocks IF the resulting block would otherwise not fit in one row of the field. The calculation remains the same, and the block is simply broken up to fit in the field. (This should only apply to 2D mode.)

Creating CHAINS tends to drop longer and thicker blocks on your opponent. The actual nature of these blocks will change, depending on which field you are playing in, 2D or 3D.

When making chains in the 2D field...

...the height of a chain block is calculated by taking the value of the chain and subtracting 1. So, a 6x chain will make a garbage block 5 rows high.

...the block's thickness can go no higher than 12 rows.

When making chains in the 3D field...

...a 2x chain block will wrap 1/3 of the way around the cylinder.

...a 3x chain block will wrap 2/3 of the way around the cylinder.

...a 4x chain block will wrap all the way around the cylinder.

...any chain blocks higher than 4x will wrap all the way around the cylinder, and their height in rows is calculated by taking the value of the chain and subtracting 3. So, a 7x chain will make a garbage block 4 rows high.

...the block's thickness can go no higher than 10 rows.

b. Defending

To remove a garbage block from your field, all you have to do is clear any set of blocks that is subsequently touching the garbage. Your character will exclaim something goofy; the garbage block will then transform into regular blocks, which can be used to turn the tables on your opponent. Note that any garbage blocks of the same color touching each other will also be transformed...

c. Metal Blocks

From time to time, you'll notice special POKÉ BALL BLOCKS rising in your stack. If you match up three or more of these, you will send a special METAL GARBAGE BLOCK to your opponent. These blocks function in the same way as the usual colorful garbage blocks... However, these metal blocks must be cleared separately from the usual colorful garbage blocks! It doesn't matter if they're touching; garbage blocks with opposing colors will NOT clear each other. This can lead to some deadly strategy: try dumping some colored blocks onto your opponent, followed by a metal block, then another stack of colored blocks. This effectively triples your attack's effectiveness; your opponent now has to slug their way through three sets of garbage blocks instead of simply clearing one gigantic set.

d. Time Buffer

Be aware that the game gives you a bit of a TIME BUFFER when your stack of blocks and garbage extends past the top of your field. You'll have about an extra second to clear more blocks and save your sorry butt. You can see this happen when the pulsing blocks suddenly stop pulsing... right before you lose. This effect is crucial to your survival -- it lets you fight back right to the bitter end, even if you still have 20 rows of garbage sitting on top of you.

Take note that this is only applicable for Versus Mode; it's instant death in 1P Mode.

- 3. Puzzle Mode -----

Unique to Puzzle University and its Puzzle Editor mode. This mode gives you pre-set sequences of panels and a set number of moves which you can make with them. Your mission (should you choose to accept) is to clear all the panels from the field using the number of moves allowed. Obviously, the Puzzle Editor lets you create your own puzzles, but try to be nice and make them solveable, okay?

No scoring is involved, and there are no extra rows of panels rising from

the bottom. What you see is what you get.

D. CHARACTER LIST

You'll see a whole plethora of characters from the Pokémon anime in this game. In 1P Stadium, you play as Ash going up against all the other characters you see here. You can choose any of these characters to battle with in the 2P Stadium.

Each character has their own unique set of Pokémon, so don't be afraid to pick and choose. They also have unique voice clips, which can be either really cool or really annoying, depending on your character preference. (Note that when you create a CHAIN, your current Pokémon will squeal with delight. Needless to say, this can work to your advantage if your current Pokémon's voice is horribly distracting, like with Sabrina's Abra.)

The last four characters (with a * after their names) are SECRET CHARACTERS. To unlock them, you'll need a special code (and a spare N64 controller)... Check the 2P Stadium section for details.

As for the final character on the list, you may only play a special two-player battle using Ash and this character if you have the secret code.

- ASH KETCHUM -

Everyone's favorite bumbling protagonist. Prof. Oak invited Ash to compete in the Puzzle League tournament, for some strange reason. You play as Ash in the 1P Stadium brackets, attempting to crawl your way to the top of a giant pile of AI. For that reason alone, his voice will become quite annoying (as if it isn't already).

Pokémon: Pikachu, Bulbasaur, Squirtle

Select character: "I'm Ash, from Pallet Town!"

"I'm ready to go!"

"Let's do it!"

Clear garbage : "I'm gonna win!"

Make combo : "Way to go!"

Win battle : "Yippee!"

"My Pokémon rule!"

"I'm a Pokémon Master!"

Win match : "Hahaha, can't beat me!"

- GARY OAK -

Ash's rival. Gary just happens to be even more arrogant than Ash, but he can actually back it up more often than not. You'll have two matches with Gary in 1P Stadium. He'll use the evolved forms of his original Pokémon the second time around, but it's a shame you can't do the same in 2P Stadium...

Pokémon: Nidoran (female), Growlithe, Krabby

Nidoqueen, Arcanine, Kingler (only in 1P Stadium)

Select character: "I'm Gary!"

"I'm ready to go!"

"Let's do it!"

Clear garbage : "Keep on tryin'!"

Make combo : "Heh heh heh heh!"

Win battle : "Too good for ya? Heh, I knew it."

Win match : "Heh heh heh heh! Keep on tryin'!"

- BROCK -

Leader of the Pewter City Gym. He's a girl-crazy housekeeping kind of guy. He also aspires to become the world's greatest Pokémon breeder, and is one of the few that can actually eat Pokémon food without gagging. ...Oh, and you should see him when he's wearing his trademark pink apron.

Pokémon: Geodude, Vulpix, Zubat

Select character: "I'm Brock!"

"Let's go!"

"Are you ready?"

Clear garbage : "No problem!"

Make combo : "Yeah!"

Win battle : "Ha ha! We did it!"

Win match : "Yeah! Ha ha ha ha!"

- MISTY -

Leader of the Cerulean City Gym, alongside her three older sisters. She hopes to become the greatest Water Pokémon trainer around. She decided to follow Ash, and torment him until he paid her back for "borrowing" and then destroying her bicycle. She's obviously developed a secret crush on Ash, but she'd never tell (and vice versa)...

Pokémon: Staryu, Psyduck, Horsea

Select character: "I'm Misty!"

"Are you ready?"

"Let's go!"

Clear block : "Good battle!"

Make combo : "Yay!"

Win battle : "All right, that's how to do it!"

Win match : "Hahahaha, we did it!"

- LT. SURGE -

Leader of the Vermilion City Gym. He's about ten feet tall, and he likes to call anyone that loses to him "baby". Sometimes, it's best not to ask. Oh yes, he likes Electric Pokémon. His parents had foresight.

Pokémon: Raichu, Jolteon, Magnetron

Select character: "I'm Lt. Surge!"

"Ready when you are!"

"Okay, baby!"

Clear garbage : "Playtime's over!"

Make combo : "Aw, poor baby!"

Win battle : "That's the finale, kid!"

Win match : "All right, that's the way!"

- ERIKA -

Leader of the Celadon City Gym. Arguably, she could be the most odorific trainer ever. She doesn't just like perfume, she LOVES it. And one word of caution: don't diss her perfume, or you'll never get inside her gym. Ouch. She's awfully cute, so why would you want to get on her bad side?

Pokémon: Tangela, Gloom, Weepinbell

Select character: "I'm Erika!"

"Prepare to battle!"

"I'm ready!"

Clear garbage : "Give up?"

Make combo : "All right!"

Win battle : "Hahahaha, we did it!"
Win match : *laughs* "That's how to do it!"

- KOGA -

Leader of the Fuchsia City Gym. He likes to dress up as a ninja and act all spiritual and focused and stuff. He likes poison-type Pokémon, so you'd never get much of a challenge out of him, sadly enough. (Apologies to all the Poison-type fans out there, whoever you may be.)

Pokémon: Venomoth, Voltorb, Golbat

Select character: "I am Koga."
"Your skills need sharpening."
"Do you choose to battle me?"

Clear garbage : "We're not beat yet."
Make combo : "Work harder, young one."
Win battle : "Ha ha ha. You are a worthy challenger."
Win match : "Haha, ha ha ha ha! We did it!"

- SABRINA -

Leader of the Saffron City Gym. She's got that "evil" overtone about her, as most psychics tend to get for some reason or another. She enjoys turning those that lose against her into dolls, and then going bowling with them. (Or was that the little girl that did that? Or was the little girl really Sabrina? Aw, heck, that was too confusing.) But even for a sadistic psychic insomniac, she's pretty darned cute.

Pokémon: Abra, Hypno, Alakazam

Select character: "I'm Sabrina."
"Play with me?"
"Play with me!"

Clear garbage : "You won't escape."
Make combo : "I told you so."
Win battle : "You're awesome."
Win match : "We did it!" *laughs*

- BLAINE -

Leader of the Cinnabar Island Gym. He pretends to be an enigmatic hippie in order to lure potential trainers to his secret gym tucked away in the island's volcano. He also has a shiny, shiny head.

Pokémon: Magmar, Arcanine, Charmeleon

Select character: "I'm Blaine!"
"Red-hot and ready!"
"I love a puzzle!"

Clear garbage : "Oh, so close!"
Make combo : "When you're hot, you're hot!"
Win battle : "Ha ha, we did it!"
Win match : "We're burnin' up!"

- TEAM ROCKET -

Prepare for trouble, and make it double!
These three are always working for cash,
And trying to take Pikachu from Ash.
They've yet to make a successful scheme,
And it'll never happen in their wildest dream.
Jessie! James!

Team Rocket, petty crooks by day and cross-dressers by night.
They talk real big, but they always lose the fight.
audience snaps fingers

Pokémon: Arbok, Weezing, Golbat (Golbat? Why not Lickitung?..)

Select character: "Jessie!" "James!" "Meowth, that's right!"
Jessie and Meowth- "Team Rocket!" James- "Let's go!"
All- "Let's do it!"

Clear garbage : Jessie- *laughs* James- "I'm feeling giddy!"
Make combo : James- *laughs* Jessie- "Prepare for trouble!"
Win battle : All- "We did it!" *they all laugh*
Win match : Jessie- "How do you like that?" James- "Not too bad." ->
Meowth- *laughs*

- TRACEY -

A Pokémon watcher, which I suppose is EXACTLY the same as a Pokémon artist.
He's a dull character, to say the least. He basically replaced Brock as
Ash travelled through the Orange Islands. Thank goodness they switched back
when Ash set off for Johto.

Pokémon: Marill, Venonat, Scyther

Select character: "I'm Tracey!"
"Ready to begin?"
"Let's get going!"
Clear garbage : "Go, go, GO!"
Make combo : "Oh man!"
Win battle : "Ha ha ha, we did it!"
Win match : "That was picture-perfect!"

- RITCHIE* -

The Pokémon trainer that knocked Ash out of the Indigo League championship
and gave the kid a serious reality check. He has a habit of giving his
non-evolved Pokémon some really queer names, and just to be different he
decided to be the only Puzzle League contender to nickname his Pokémon.
He's your first Elite League battle in 1P Stadium.

Pokémon: Sparky (Pikachu), Happy (Butterfree), Zippo (Charmander)

Select character: "I'm Ritchie!"
"Ready to battle?"
"I'm ready, are you?"
Clear garbage : "Don't give up!"
Make combo : "Who's the best?"
Win battle : "Whew! Tough match!"
Win match : "Yes! We did it!"

- GIOVANNI* -

The big, bad boss-man of Team Rocket. His favorite pastimes are getting
rich and spending quality time with his favoritest persian. His pet peeves
are Jessie, James, talking Meowths, and weird people that think he's Ash's
father. Get your facts straight, people.

Pokémon: Persian, Sandslash, Nidoking

Select character: "I'm Giovanni."
"You will serve me."
"How good are you?"
Clear garbage : "The world will be mine!"
Make combo : "You're wasting my time!"
Win battle : "Hahahaha, Team Rocket rules!"
Win match : *laughs* "We've done well."

- LORELEI* -

Yep, this is the same Lorelei from the Elite Four. You may know her in the anime as Prima -- she had a cameo role in one of those episodes at some point or another. She really likes Water-types and specializes in Ice-types as well. Oh yeah, and she's SERIOUSLY HOT. :)

Pokémon: Cloyster, Poliwhirl, Dewgong

Select character: "I'm Lorelei."

"Hiya, cutey!"

"Are you ready?"

Clear garbage : "Can't win 'em all."

Make combo : "I'm gonna take you down."

Win battle : "Learn from losing." *laughs*

Win match : "Nice battling you." *laughs*

- BRUNO* -

Another member of the Elite Four, he specializes in Fighting-type Pokémon. He's another one of those "focused" trainers, much like Koga.

Pokémon: Onix, Hitmonchan, Primeape

Select character: "I'm Bruno."

"I'd sensed you'd come."

"Been training?"

Clear garbage : "Control your inner nature."

Make combo : "You've had it!"

Win battle : "We won!"

Win match : *laughs* "We did it."

- MEWTWO** -

Pokémon #150, Mewtwo is a genetically enhanced clone of Mew, the incredibly rare 151st Pokémon. If you've ever played someone in a Red/Blue/Yellow link battle, you probably know the frustrating riggedness of Mewtwo in battle. As such, Mewtwo has become the "black sheep" of the Pokémon community, and few will use him in a real team because they continually contest about how cheap he is; anyone who dares to use Mewtwo in a team will usually get flamed right off the bat. Aside from all this, Mewtwo now moonlights as something special in this game...

Pokémon: Clone 1 (Pikachu), Clone 2 (Bulbasaur), Clone 3 (Squirtle)

Select character: "I'm Mewtwo."

"Ready to battle?"

Clear garbage : "I'm going to win."

Create combo : "Fool."

Win battle : "It is my destiny!"

Win match : "?"

NOTE: Only Player 2 may play as Mewtwo, and only by using the secret code listed way down below.

III. GAME MODES

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A. TRAINING AND OPTIONS

- 1. Prof. Oak's Lab -----

New to the game? Feeling rusty? Stop on by Prof. Oak's lab for a quick tutorial on playing Puzzle League. He'll show you the basic controls, teach you about combos and chains, explain the Versus mode, and introduce you to the 3-D Cylinder field. If you already know how to play, there's no need to check this out. But if you're one of those compulsive types that has to see EVERYTHING a game has to offer (myself included), then go for it. It couldn't hurt.

- 2. Pokémon Center -----

"Hi! What can I do for you?" Instead of healing your Pokémon, Nurse Joy is controlling the options menu in this game.

- 3. Mimic Mansion -----

a. View Demo

In the View Demo mode, Tracey will show you some basic and advanced tricks for forming combos and chains of varying difficulties. There's nothing to see here if you're already halfway decent at this game.

b. Mimic Mode

Same as View Demo, but Tracey will let you attempt to copy his movements, so you can feel like you did something really cool, all by yourself. Nothing like instant gratification, eh?

c. Super Easy

This is the slowest "action" puzzle game you will ever experience. No exaggeration. Pick either the 2D or 3D field, and have at it. The game engine's speed is reduced to less than half of your typical Easy mode's. Blocks will disappear and fall VERY slowly, and the stack will rise so slowly you might not even need to pause it that much. The speed level will NEVER break 1. so don't worry about suddenly losing your Stop and having the stack shoot up to the ceiling.

If you're bored, try out the 3-D Super Easy mode and see how long a chain you can make. My record currently stands at 28x, but maybe you could do better? (Well, maybe not. That chain cleared all but a few blocks from a FULL cylinder. Maybe if you didn't get any combos, you could extend it?)

B. MODES OF PLAY

- 1. Marathon -----

The basic mode of play. Keep on clearing panels until the stack finally hits the top or you collapse from exhaustion. The object is to get as high a score as possible. Make combos and chains to freeze the stack for a few seconds time; you'll NEED to do this once the speed level gets high enough.

You can play the Marathon in either 2D or 3D mode.

- 2. Time Zone -----

Marathon with a time limit. You have two minutes to rack up as many points as humanly possible. Get lots of huge combos and long chains for the highest scores.

Like Marathon, this can be played in both 2D and 3D modes.

- 3. Spa Service -----

Once again, it's time for you to prepare for trouble and make it double. Team Rocket has set a trap and it's up to you to beat them... by clearing panels from your field. I know, the premise is a little odd, but you get to see tons of neat-o backgrounds featuring the various disguises that Team Rocket wears! (Seriously, the artwork in this game is pretty goofy, but at least you don't have to see Ash make his trademark "Duhhh..." face.)

This mode is divided into stages. To clear each stage, you must eliminate all the panels above the Clear Line, which will eventually appear as you advance the stack. Once there are no more panels above the Clear Line, you move on to the next stage. Your objective, surprisingly enough, is to clear all the stages.

There are six stages divided into five levels each.

- 4. Puzzle University -----

Here, the premise is not speed, but strategy. You are given a set pattern of panels, and a set number of moves you can make with them. Your goal is to eliminate all the panels on the screen using the amount of moves you are given. If you duff a puzzle, don't worry; you can always replay it. The puzzles get harder and harder as you progress through the stages, so be prepared for some guaranteed frustration.

Puzzle University is divided into three separate classes. Finish all the puzzles in a class to earn a diploma and move on to the next class.

CLASS 1

30 regular puzzles

CLASS 2

30 regular puzzles

10 3-D puzzles

10 action puzzles

CLASS 3

30 regular puzzles

10 3-D puzzles

10 action puzzles

This is a VERY useful tool for learning how to create odd-shaped combos and multiple chains, so don't just take it for granted; why do you think it's called the Puzzle "University"? There is also a second set of puzzles you can challenge after finishing all three classes...

Puzzle solutions coming soon.

- 5. 1P Stadium -----

Prepare to realize your mortality. In the Stadium, you'll go up against multiple CPU opponents in the wild and crazy Versus Mode. Unfortunately, you're forced to play through the whole thing as Ash. Oh well, gotta take the bad with the good, I guess.

You can play on EASY, NORMAL or HARD modes. To unlock the super-secret VERY HARD and SUPER HARD modes, look down for the code.

Here are the opponent sequences for each difficulty level:

-EASY: 11 Stages-

Gary, Brock, Misty, Lt. Surge, Erika, Koga, Sabrina, Blaine, Tracey, Team Rocket, Giovanni.

-NORMAL: 14 Stages-

EASY stages, followed by Ritchie, Lorelei, and Bruno.

-HARD: 15 Stages-

NORMAL stages, followed by a rematch with Gary.

-VERY HARD: 16 Stages-

HARD stages, followed by a special battle with Mewtwo.

-SUPER HARD: 16 Stages-

Same as VERY HARD.

Notice that the AI has been vastly improved from previous Panel de Pon spinoffs. The CPU opponents will now clear garbage and line up panels underneath to form "garbage chains," which is quite a nasty technique to know for Versus Mode. So be warned.

Your best strategy would be to dump a massive load of combo garbage intermingled with some chain garbage of medium to large thickness. If possible, throw in some metal garbage blocks to really screw them over. The only way you can possibly clench a premature victory in this game is to fill an opponent's screen with so much garbage that they can no longer clear anything.

TAKE NOTE that if you lose to Mewtwo, you must defeat Stage 15 (rematch with Gary) before you can challenge Mewtwo again.

One final note: You can only play in 2D mode, due to the restrictions put on the AI in 3D mode. (Check the manual; it says that the AI level will always be the same in 3D mode. So, what would be the point of having progressing levels if they never get harder?)

- 6. 2P Stadium -----

After reading that above section, you could probably deduce what this is. Instead of going up against a vast array of CPU opponents, you now get to fight against another human being to see just which one of you rocks harder. The same rules apply: trounce your opponent enough times to win the match.

In 2P Stadium, you can choose to battle it out in a duel in one of three

familiar modes: 2P Versus, Time Zone, or Spa Service.

- In 2P Versus, whoever hits the top first loses the match. This is the only mode that lets you attack your opponent. There is no handicap, though in all three modes you can still set the difficulty level for both players.

- In Time Zone, you both get 2 minutes to rack up as many points as you can. The higher score wins. If your stack hits the top, you lose. If you wish, you can add points to a side with the handicap feature.

- In Spa Service, the first one to clear all the blocks above the clear line is the victor. Again, hitting the top is an instant KO for you. The handicap lets you set the clear line higher or lower than normal.

What's great about this game mode is you get to customize the battles to your liking. You can pick from a truckload of characters from the Pokémon anime, and use their Pokémon to battle. And, yes, you can play in both 2D and 3D mode.

IV. SECRET CODES

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WARNING!!! MAJOR SPOILERS BEYOND THIS POINT!

If you want to discover these five codes from yourself, don't read any further!

A. MARATHON: Increase Max Speed

You receive this code after scoring very high on Marathon mode and winning an Endurance Medal.

On the Puzzle League title screen, hold down Z and pres B, A, L, L on the controller. Now whenever you play Marathon, the speed will increase all the way to 99 instead of capping at 50.

In this game, a speed of 99 is BLAZINGLY fast, so be prepared to call out Jigglypuff frequently.

B. 1P STADIUM: Very Hard Mode

You will get this code after finishing the Hard mode.

On the 1P Stadium difficulty select screen, hold Z and tap L-L-A-B on the controller. You can now select the Very Hard difficulty.

Do NOT attempt this UNLESS you can clear Hard mode without difficulty. Otherwise, you WILL get your head handed to you on a plate. I'm serious. Without the proper training, you will be yanking out locks of hair for hours on end. You will lie awake at night, wondering how the CPU could possibly be so cheap. You will be at your wit's end. You WILL go insane.

...Don't give me that look!! If you think you're so special, go ahead and TRY IT. Just don't come crying to me when you break your controller in a fit of rage.

C. 1P STADIUM: Super Hard Mode

You will get this code after finishing the Very Hard mode.

On the 1P Stadium difficulty select screen, hold Z and tap R-L-A-B on the controller. You can now select the Super Hard difficulty.

You thought Very Hard mode was evil? Wait until you get a load of this. Satan himself obviously laid his ugly hand on the AI for Super Hard mode. Even for a veteran like me, it takes twenty-something continues to clear this mode. My best advice is to attack with as large a chain as you possibly can as soon as a match starts. Most of the time, you can beat your opponent in under half a minute; otherwise, prepare for a long and arduous match.

D. 2P STADIUM: Access Secret Characters

To play as any of the aforementioned characters in the 2P Stadium, you'll need two controllers, and either a friend or some VERY flexible joints.

Hold down the Z button on both controllers, then press the L and R buttons on both controllers at the same time. If your timing is right, you'll be permanently allowed to access the secret characters.

E. 2P STADIUM: Play Mewtwo Stage

If you actually manage to finish Super Hard mode in 1P Stadium, you will receive this code. Fortunately, the game is nice and also calls you a Puzzle Master. I guess that's to replace the self-esteem you lost after getting horribly thrashed multiple times.

On the 2P character select screen, hold down the Z button and enter the following on the controller: B, Up, L, B, A, Start, A, Up, R. (Notice how it spells out BULBASAUR. Nifty.) You'll be whisked away to the Mewtwo stage, with player 1 controlling Ash and player 2 controlling Mewtwo.

Now, this is awesome. Mewtwo just plain rocks as a character. Philip Bartlett had better be getting paid some MAJOR royalty fees for this.

V. ET CETERA

A. REVISION HISTORY

Rev. 1.1.0 -- February 4, 2000

- Been a looong while since the last update. Um... please don't hurt me? No, seriously, I've been busy with other things. But as my senior year in high school winds down, I think I'll be able to devote more time to the things I enjoy once again.
- Fixed a typo in the Super Hard mode code.
- Finished the rest of the character bios.
- Fixed some little typos here and there.
- There isn't much else to put in this guide, other than maybe the puzzle solutions... I finally figured out an easy

Rev. 1.0.0 -- October 18, 2000

- I finally got Puzzle League! And I'm lazy! Sorry for the painfully long delay since the last update. I'll do better. (Note that I actually got Puzzle League on October 4th.)
- Threw in a new Secret Codes section, since there's quite a few of them.
- Added Mimic Mansion info.
- Added some more Puzzle University info.
- Beginning to add some miniature character bios to the Character List.
- Various other tidbits.

Rev. 0.3.0 -- October 2, 2000

- First of all, thanks go to Darcon and RAPJR11 for some major data, especially the character voice list and the two special codes. *salutes*
- Added a special code to the 1P Stadium and 2P Stadium sections.
- Corrected and filled in all the voice info in the Character List.
- Spruced up the Versus Mode section. Now it's a LOT easier to read.
- Added info about the useful TIME BUFFER in Versus Mode.
- Fixed a few dumb little typos here and there.
- I STILL don't have Puzzle League, but on the other hand, the day isn't over yet... Come on, Dad, where are you??

Rev. 0.2.0 -- September 30, 2000

- NOA decided to be sneaky and release Puzzle league on September 25th instead of the 27th. I should be getting the game by this weekend. Expect MAJOR updates come next Monday, October 2.
- Added Character List.
- Added Types of Play. Subsequently shifted Versus Mode info.
- Ripped out the FAQ section. It's not going back in unless people SEND ME SOME QUESTIONS!!! I can't emphasize that enough.
- Other little odds and ends.

Rev. 0.1.0 -- September 22, 2000

- Pre-release information on Puzzle League. Obviously, this guide is nowhere near complete.

B. THANKS

For lack of a better term, "props" to the following:

- Nintendo
> for actually making this game in the first place.
- All the regulars at the RPGamer Pokémon Forum
> for being very cool to hang with. Word.

- Jeremy Parish (aka Toasyfrog)
 - > for inspiring this FAQ format. He used to have a 1337 Chrono Cross FAQ that was awfully popular, but he hates himself so he discontinued it.

- Patrick Clancy (aka Darcon)
 - > for compiling a list of character voices.
 - > for listing the battle sequences for 1P Stadium.
 - > for providing the Secret Characters code.

- Richard Price Jr. (aka RAPJR11)
 - > for revealing that the Spa Service houses both 2D and 3D levels.
 - > for explaining some of the features of Puzzle University.
 - > for providing the 1P Stadium Very Hard Mode code.

- Anyone I was dumb enough not to mention
 - > for giving me the same information I already discovered, but thanks for your time and effort anyway.

C. LEGAL STUFF AND CONCLUSION

Pokémon Puzzle League is the property of Nintendo Co., Ltd. and is licensed by Nintendo of America in the USA.

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Thanks for your time. If you have any questions or comments, feel free to e-mail me at davidz64@earthlink.net.

Ciao all.