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Puyo Pop Fever



PLATFORM ESRB RATING



GAMEPAD RATING

6

Connect like-coloured Puyos together in this puzzle game.

GP REVIEW

Puyo Pop Fever doesn't make sense for DS

Reviewed By: [gp_boogiewoogie](#)

Puzzle games are among my faves; I've literally wasted large chunks of my life on the likes of Tetris and Dr. Mario. But does Puyo Pop Fever live up to these classics? Maybe. But does it make sense for this game to be a DS game? I'm not so sure.

In case you haven't read any of my previous DS game reviews, I'm a big fan of the handheld (when the game works for stylus gameplay)! When I'm playing a good game on Nintendo DS, I want to forget there are buttons; I want gameplay to be impossible without a stylus. After all, that's what makes the great games out so far for DS great – stylus action!



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I tried playing Puyo Pop Fever with the stylus, but I just found that I was frustrated by the way it worked – you're using the stylus to move things that aren't even on the same screen. The touch screen is at the bottom, but the puzzle pieces you're moving around are displayed in the top screen. It didn't really make sense to me and I was totally aggravated.

When I first picked up the game, the thought of even trying to use the buttons hadn't even occurred to me. But all of a sudden I thought, "Hey. I wonder if these here buttons will make this game a bit easier." What do you know? They did. And then all of a sudden I was really enjoying this little puzzle game.

The graphics are bright, cute, cartoon-y, and fun; I really enjoy the look of this game! The music, the gameplay, the puzzle-y goodness; overall I'm smitten with Puyo Pop Fever. But what's it doing on the DS?

This game is also offered up on the GBA; a much better home for Puyo Pop Fever, I'm sure. I haven't played the GBA version, but I'm sure it works better on that handheld, and would probably look pretty great on the PSP. I'm just not hooked on the stylus play it offers for DS.

OVERALL:	GAMEPLAY:	4	SOUND:	8
6	GRAPHICS:	9	▶ ABOUT OUR RATINGS	

