

NUS-NBUE-USA

INSTRUCTION BOOKLET

BUST- A-MOVE

ARCADE **2**TM EDITION

SOLD BY

AKkaim



NINTENDO⁶⁴



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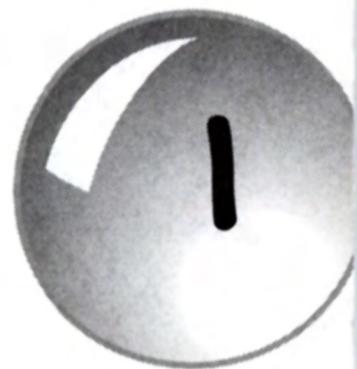
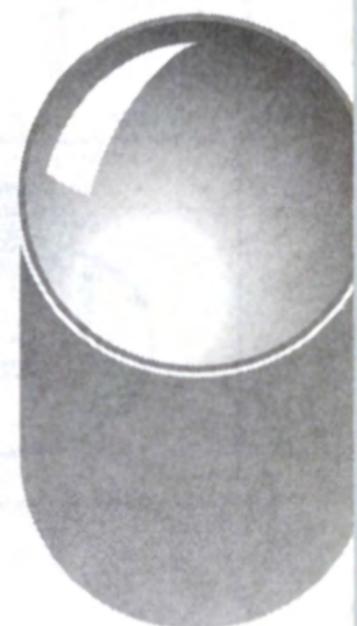
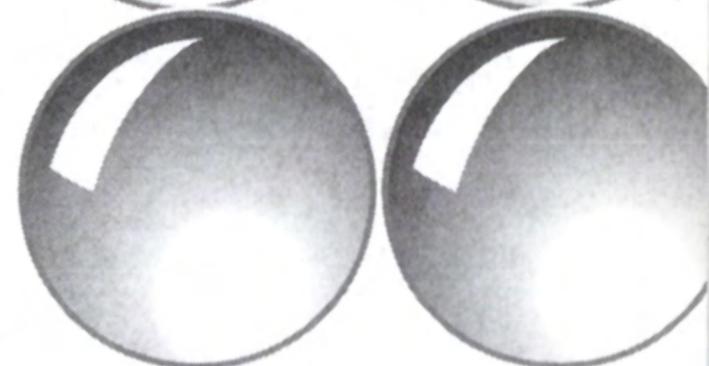
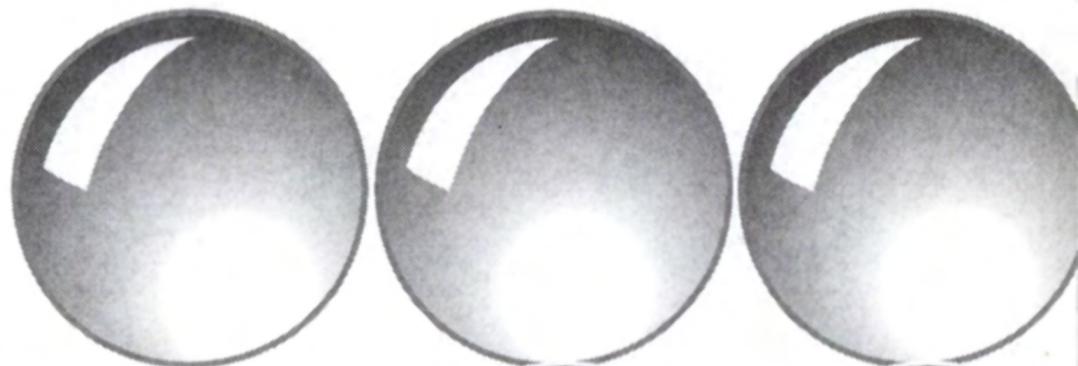
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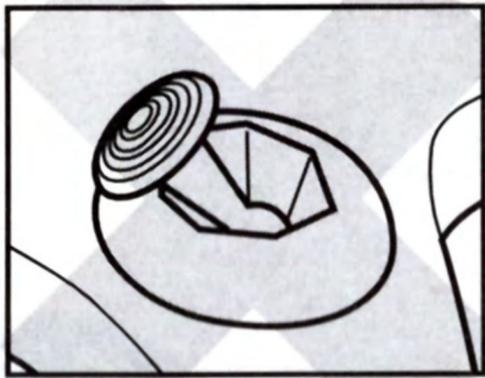
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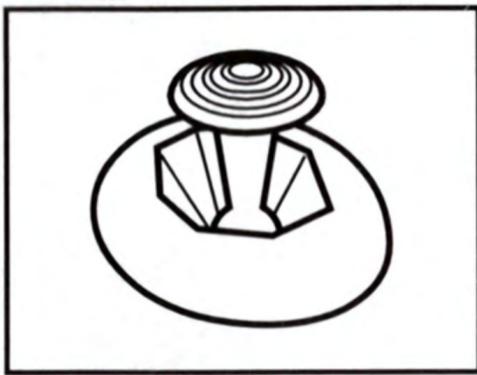
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



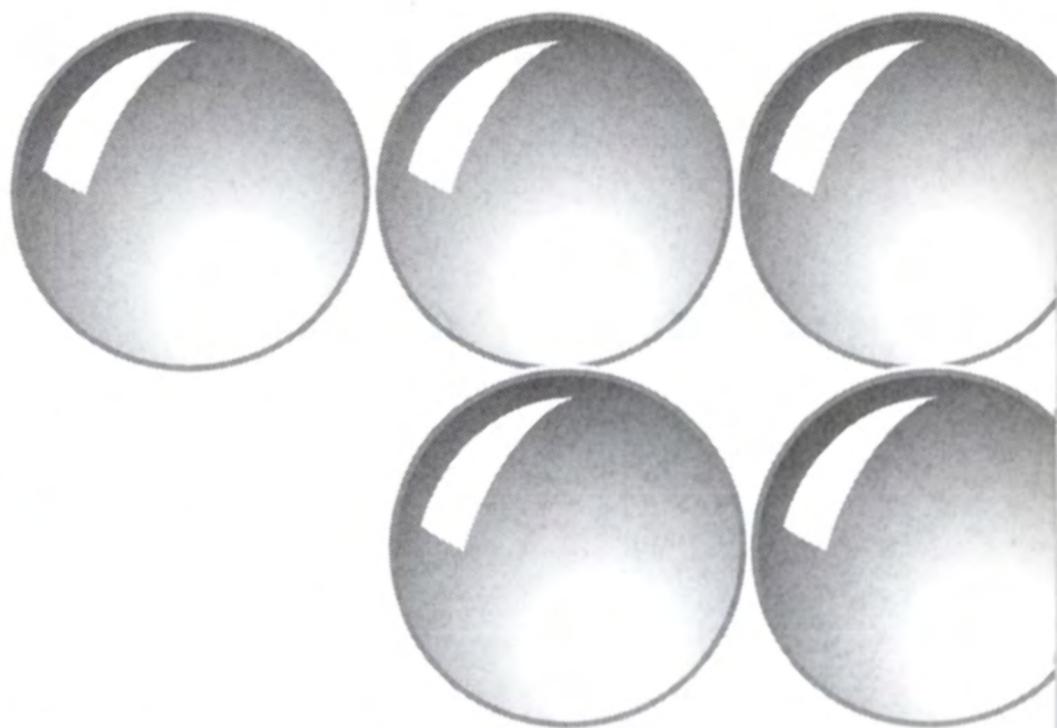
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your Bust-A-Move 2™: Arcade Edition Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Port 1. Note: Bust-A-Move 2™: Arcade Edition is for up to 2 players. (For a two player game, Player 2 should insert a controller into Socket 2.
4. If you wish to save game data, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak accessory. Before using the accessory, please read the Controller Pak accessory instruction booklet carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak accessory.



BUST-A-MOVE 2™

ARCADE EDITION

Welcome to Bust-A-Move 2™: Arcade Edition, the insanely fun bubble-busting puzzle game. Before we begin, have you done your homework? Fed the dog? Talked to your family? Because once you start playing Bust-A-Move 2™: Arcade Edition, time has a way of vanishing, chores have a way of being neglected, and your loved ones have a way of fading into the background... So take care of business, then let's get down to the fun stuff!

And don't forget to eat!

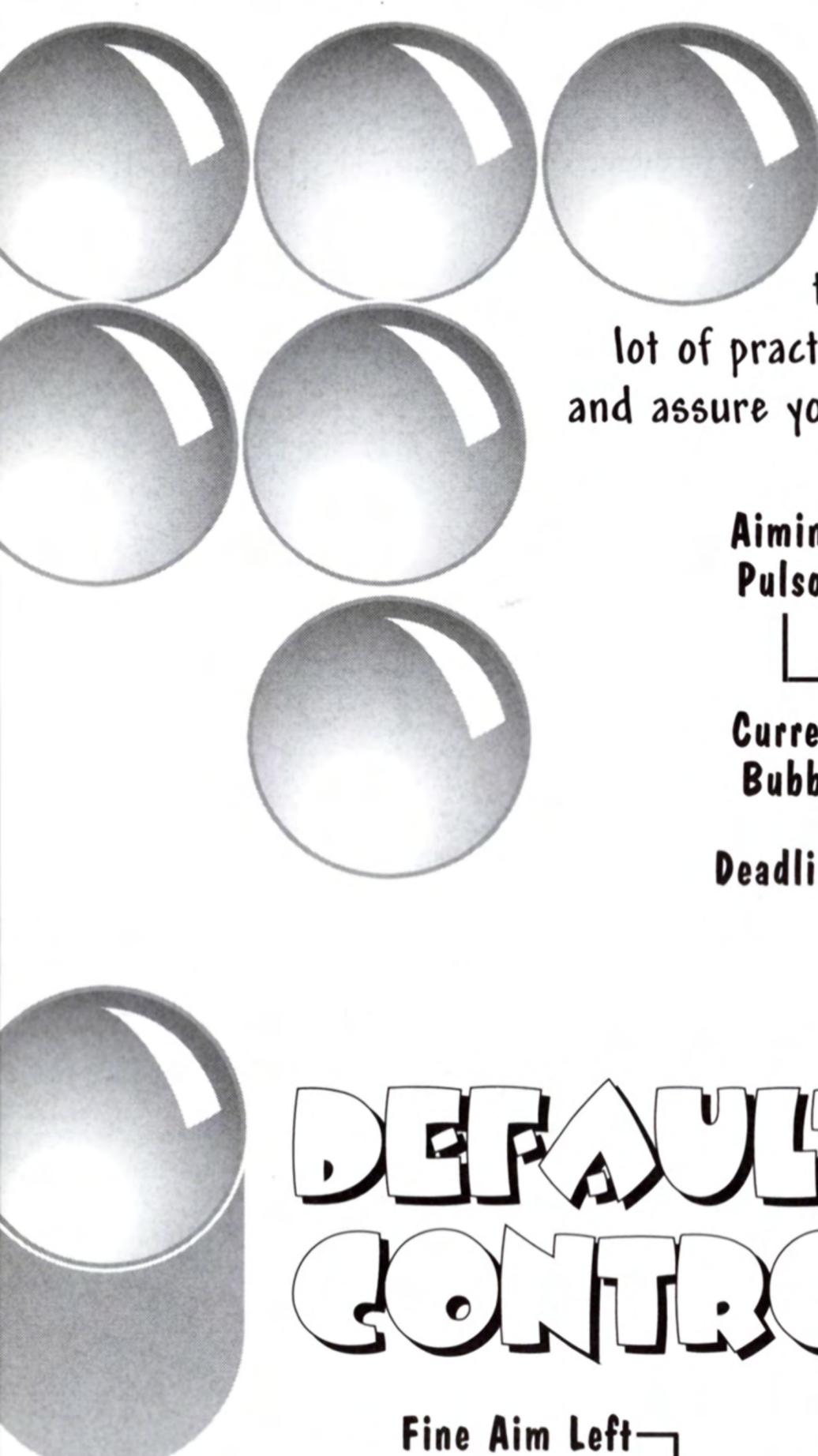
BASIC RULES

Aim bubbles with the Control Pad/Stick and fire them with the **A BUTTON** (You can alter these settings in the OPTION Screen.) Pretty simple, eh? So simple that you are free to concentrate on playing instead of learning a bunch of rules and controls. Heck, you don't even need to look at the rest of this manual. But I'd appreciate it if you did. Keep me in good with the boss, y'know?

OBJECT OF THE GAME:

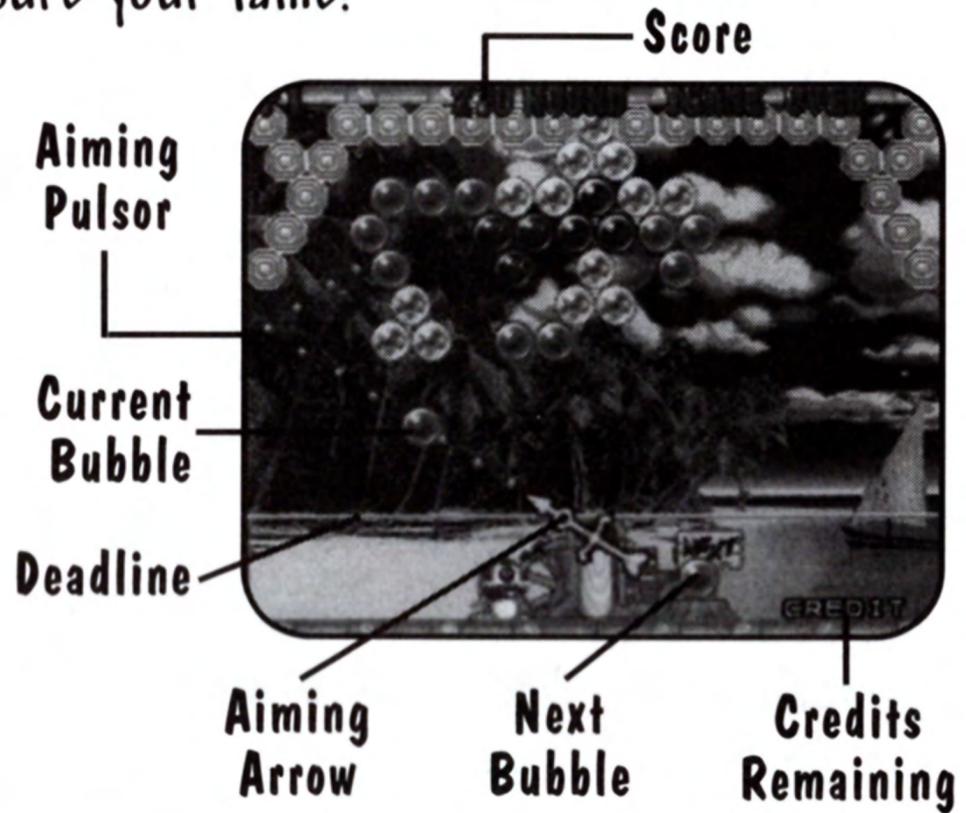
- The idea is to burst colored bubbles by linking any three bubbles of the same color.
- The game is over once a bubble gets crowded over the bottom line (ominously called the "deadline").



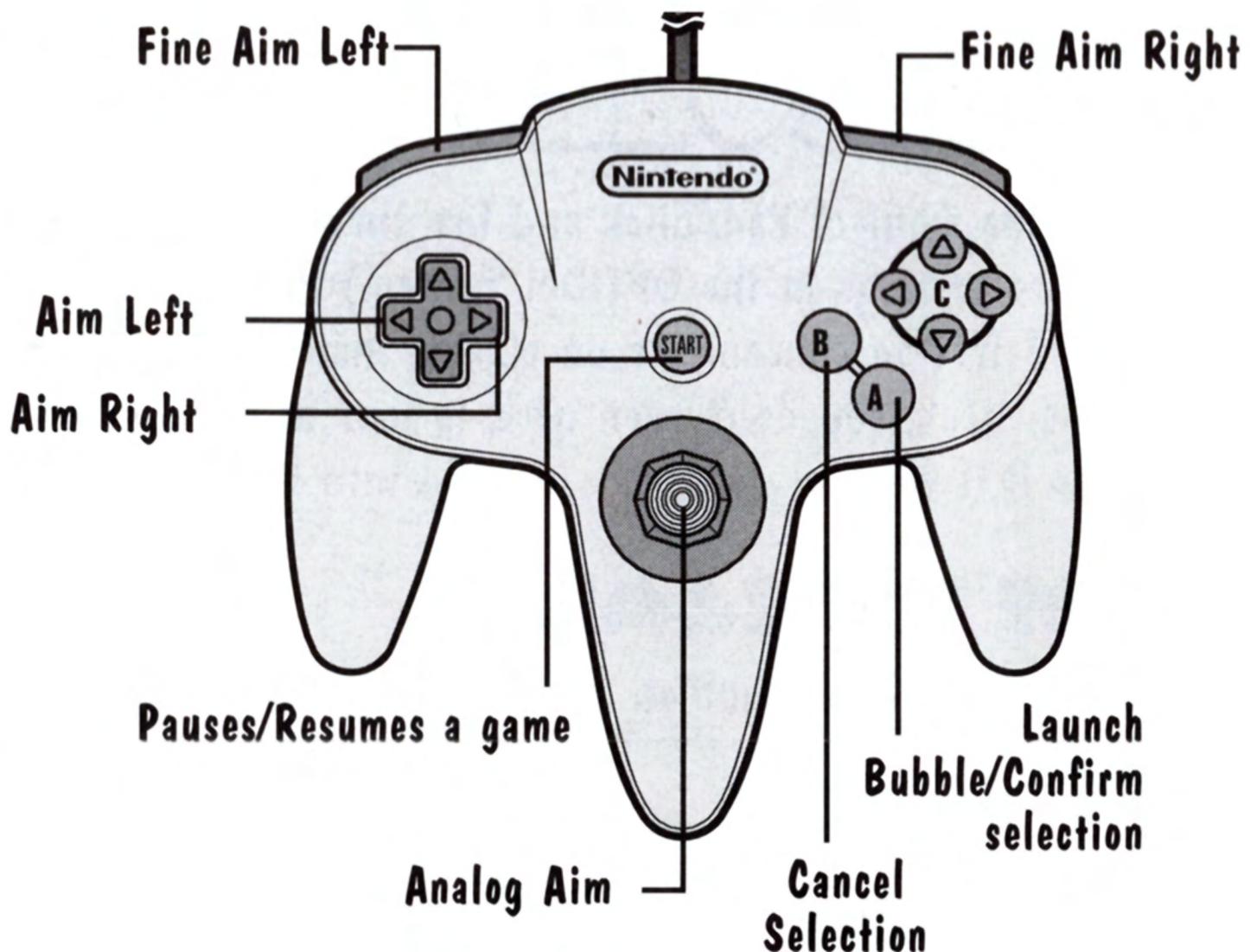


• To be a top scorer, you have got to bust as many bubbles as possible!

But the real trick here is learning how to strategically angle your shots. Only a lot of practice will hone your aim, end your shame and assure your fame!



DEFAULT CONTROLS



HOW TO START THE GAME

After the logo screens appear, you will see the Title Screen. Press the **START BUTTON**.

The Main Menu will appear with these choices: Game Start, Time Attack and Options.

Selecting Game Start will take you to the game select screen, where you can choose a Puzzle Game, a Player vs. Computer game or a Player vs. Player game.

Time-Attack Mode is a variation of the game where you are playing to get the best puzzle completion time.

- Option Mode is where you can adjust your settings, which is probably where you should go first!

OPTION MODE

In OPTION MODE you can change the game in lots of ways:

GAME LEVEL: Set the overall skill level: choose between Easy, Normal and Hard skill levels.

CREDITS: Set the number of times a game can be continued.

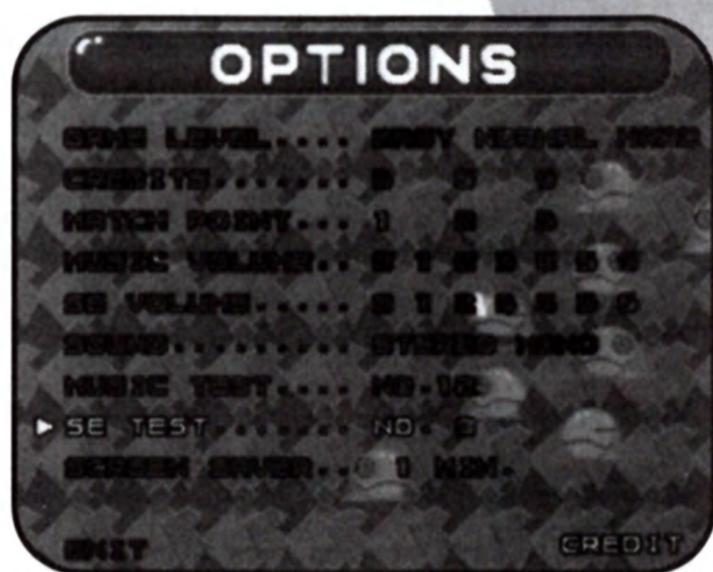
MATCH POINT: Set the number of games needed to win a match when two players are competing.

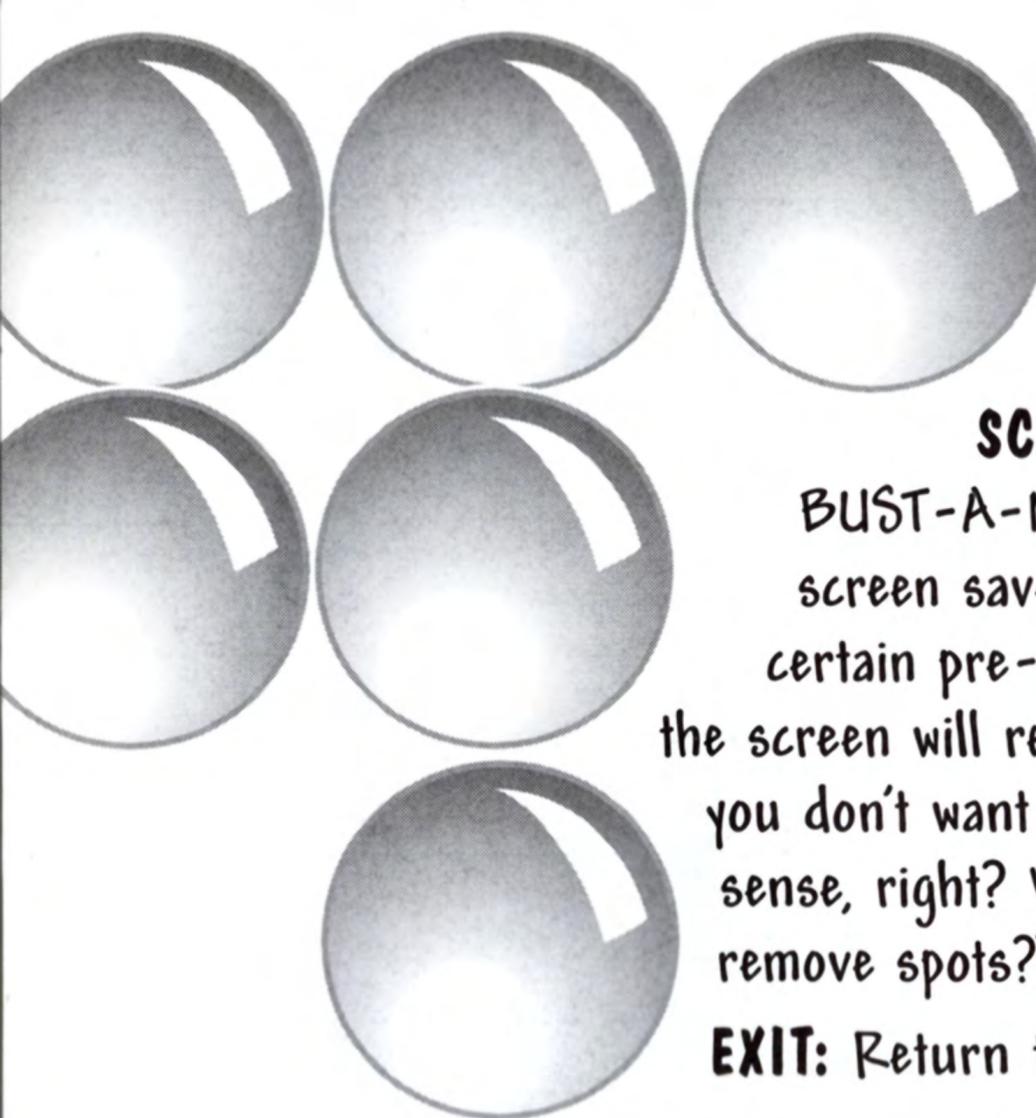
MUSIC VOLUME: Adjust the music volume level heard during play.

SE VOLUME: Adjust sound effects volume level.

SOUND: Select either stereo or monaural sound output.

MUSIC TEST: Listen to the music used in play. Toggle through the sample numbers, then press the Enter Key or Fire Button to listen to the sample.





SE TEST: Listen to the sound effects used in play. Toggle through the sample numbers, then press the A Button to listen to the sample.

SCREEN SAVER IN PAUSE: That's right! *BUST-A-Move 2™: Arcade Edition* comes with a screen saver! When no activity occurs within a certain pre-set amount of time (1, 5 or 10 minutes), the screen will revert to the screen saver. Set to OFF if you don't want the screen saver to be activated (makes sense, right? What else would the OFF setting do, remove spots?).

EXIT: Return to main menu.

GAME MODES

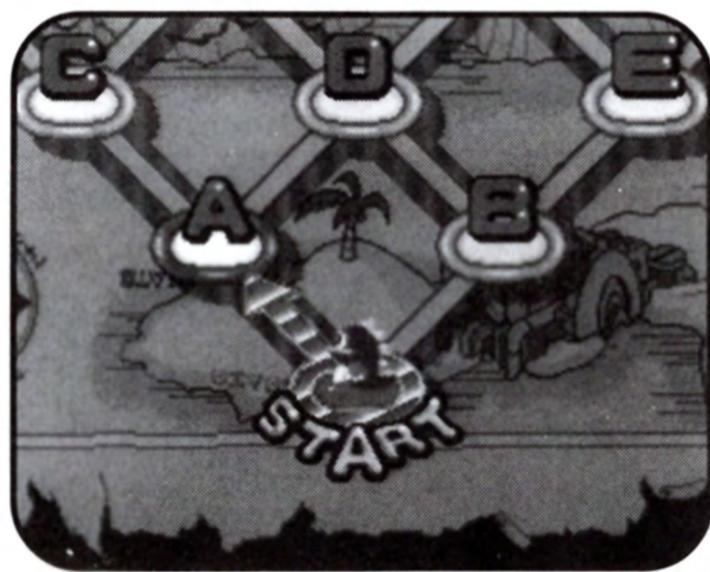
When you choose Game Start, you will be offered three types of games: Puzzle Game, Player vs. Computer and Player vs. Player.

PUZZLE GAME

Choose the Puzzle Game mode and you have a ton of excitement on your hands. Work your way through the alphabet, as the puzzles get tougher and tougher to solve! The right move at the right time is the difference between earning a quick time bonus and being buried alive in bubbles! An unexpected strategy may work wonders!

After you select Puzzle Game on the game selection screen, you will be taken to the Course Selection Screen.

- Each lettered course consists of five puzzles. Master all five and you go on to the next set of five.
- Choose your course with the Arrow **BUTTONS**, then press the **A BUTTON**.
- When you have finished the last round, you have completed the game.



CONTINUE: When a bubble sinks below the deadline, the game is over. If you have any credits remaining, you can resume playing from where the game ended by simply pressing the **START BUTTON** during the **CONTINUE** count-down.

SPECIAL BUBBLES

There are Special Bubbles that can show up at any time, either in the bubble frame or in your shooter cue. Use your head when aiming them—they can really help! Different bubbles show up depending on what game mode you choose.

STAR BUBBLE: The Star Bubble bursts all the bubbles of the color it first touches. For example, if it strikes a red bubble first, all the red bubbles will be eliminated. It has no effect on other Special Bubbles.

METAL BUBBLE: This heavy Metal Bubble destroys all bubbles it touches on the way to the top.

JAMA BUBBLE: You can't bust this one! You must drop it by busting its neighbors.

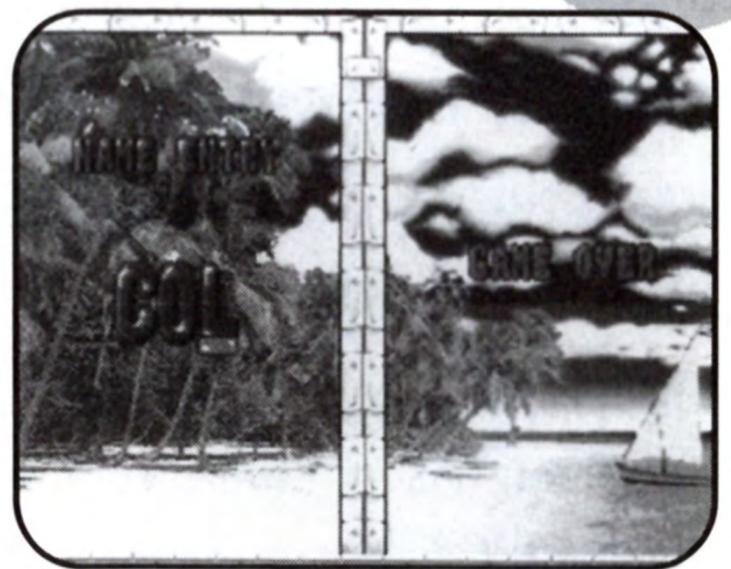
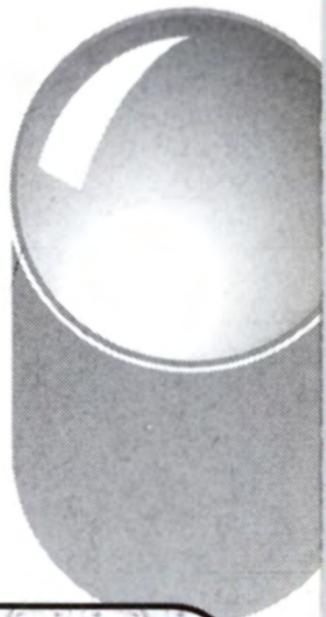
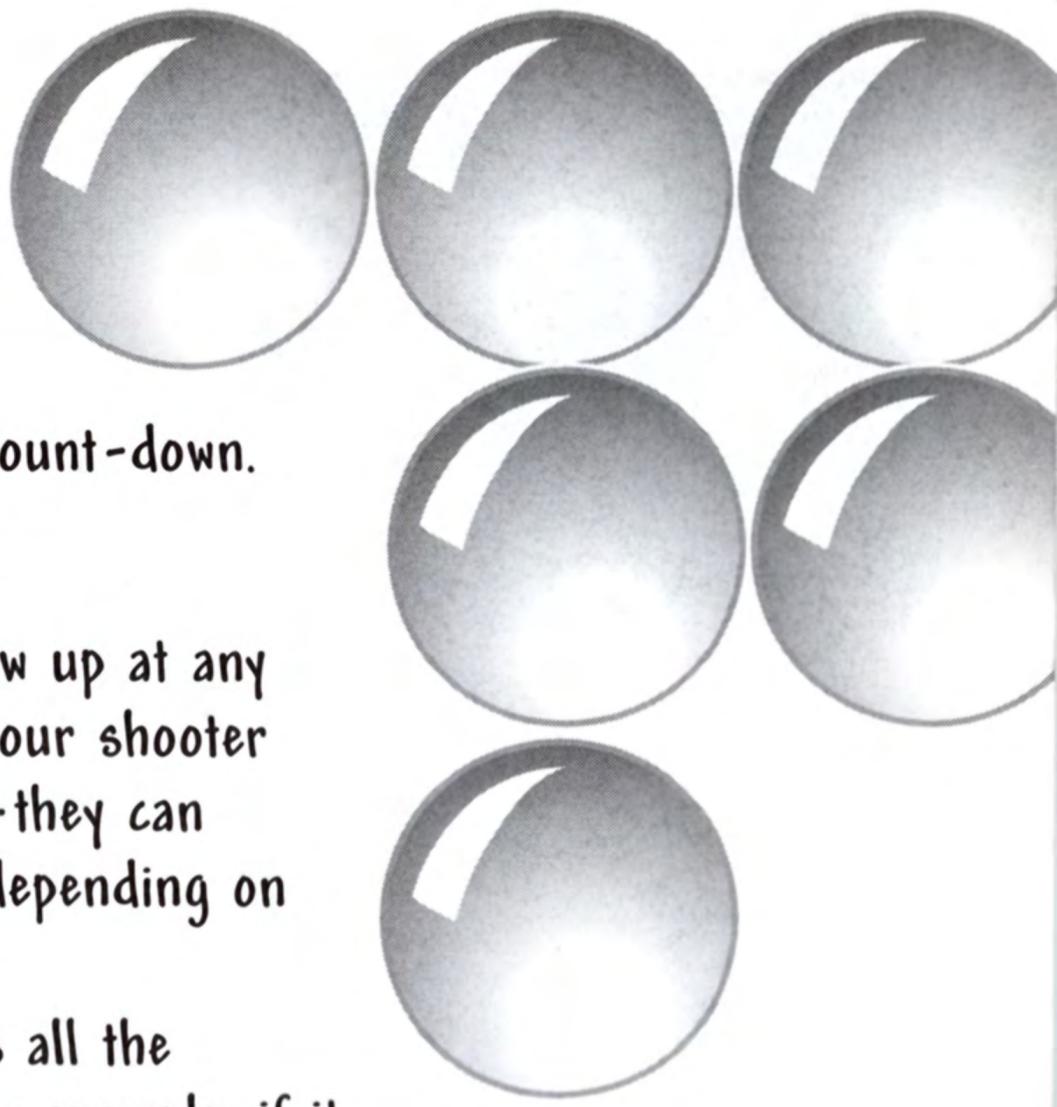
JAMA BLOCK: This block will never disappear! You can't drop it, because bubbles stick to it!

NAME ENTRY

When your score in a Puzzle Game or Player vs. Computer game is among the five best scores, you can choose and enter up to three characters. Press **←** or **→** on Control Pad/Stick to toggle to the letter you want, then enter it by pressing the **A BUTTON**.

1 PLAYER VS. COMPUTER

When you choose Player vs. Computer on the Game Select Screen, you will be offered three levels of difficulty: Practice, Normal and Hard. You have a short time to make your selection. When the Timer reads 0, the difficulty will be set wherever the cursor is stationed at that time.





- **PRACTICE:** A practice game is just three rounds, with the aiming pulsor guides ON. This is useful in learning how to angle shots!

- **NORMAL AND HARD:** Normal and Hard levels feature 12 screens in total.

RULES FOR ONE PLAYER VS. COMPUTER

This is a Do-Or-Die scenario. When you defeat one computer opponent, the next challenger will appear. If you are defeated, the game is over.

Smother your opponent by busting bubbles as fast as you can! Bubbles that drop off the screen, bubbles that were attached to the ones you bust, will get dumped on your opponent's side—the ultimate move!

SPECIAL BUBBLE: Star Bubble.

PLAYER VS. PLAYER

When you select Player vs. Player, you will have to choose the game style:

PRACTICE: Practice against a live opponent, using the aiming pulsor.

NORMAL: This level is the default—it's tough, but not too tough.

VARIETY: Try this level for an awesome strategic challenge! Complex and tricky boards are offered.

The player who wins the number of games set at the OPTION Screen will be the champion. As in Player vs. Computer, you can jettison bubbles into your opponent's field.

TIME ATTACK MODE

The rules are the same as for a Puzzle Game. You will be playing for the best time in your goal of busting all the bubbles from the field. Once you enter this mode of play, you can enter up to three initials. After entering your initials, you can choose the round you wish to play. Note: You can only choose a round that's been completed (In total, there are 50 fields). Time Attacks are for one or two players. In a Time Attack game, you can Continue as many times as you like.

1 PLAYER

In a 1 Player Time Attack Game, you can choose which round you want with the Round Select. Once a round is cleared, the best three records are displayed. You do not jettison bubbles to an opponent in a Time Attack game.

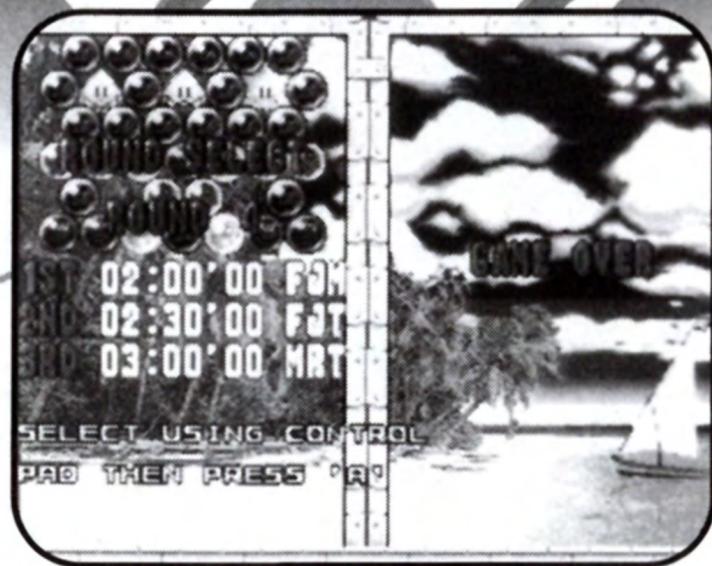
If you press the B BUTTON when a 1 PLAYER Time Attack game is paused, this window will be displayed:

CANCEL: Closes the window.

QUIT GAME: Quits the game.

ROUND SELECT: Allows you to reselect a round.

2P BATTLE: If you start out playing a 1 PLAYER game, the game can be switched to a 2 PLAYER game.



2 PLAYER

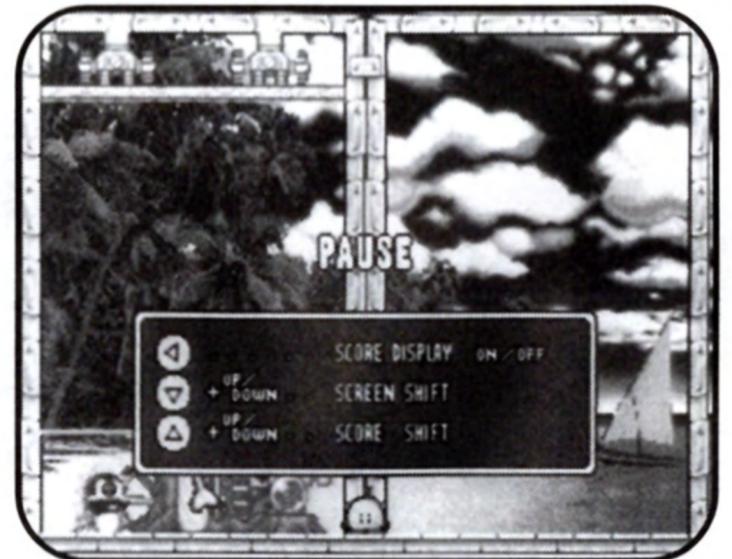
When you select a 2 Player Time Attack Game, both players can enter names, followed by the preferred MATCH POINT and CHALLENGE POINT settings.

MATCH POINT: Whoever wins the number defined in MATCH POINT wins the match.

CHALLENGE POINT: You can set the number of attempts allowed to complete a particular board if that board isn't completed by either player. Once that attempt figure has been reached, the game will automatically start the next round with a new board.

SPECIAL BUBBLE: Invader. This is the same as a Jama Bubble.

NOTE: Press the yellow **C ►** **BUTTON** at any time to bring up this menu, which lets you alter the display to suit your monitor.

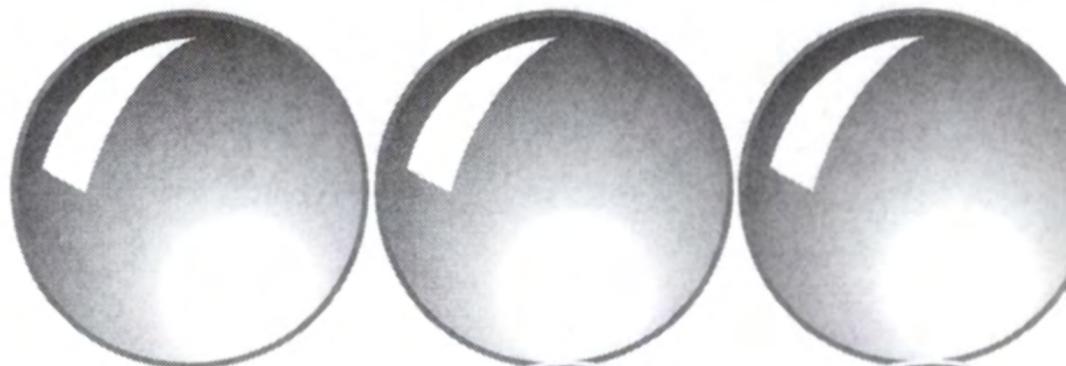


HINTS



TIPS

1. Study the way the puzzle is constructed, and how the bubbles are suspended. Note which bubbles are "linchpin" bubbles (bubbles which have a string of bubbles suspended from them). Often, eliminating a particular strategically placed bubble will cause an entire puzzle to give way!
2. Practice bouncing/angling your shots off the sides. This is the true way to mastering the game. Once you're good at doing this, you'll be able to pull off the tough shots that save the day!
3. Fire rapidly! As soon as you have your shot lined up, don't hesitate, shoot! Fire one right after another when bubbles are the same hue.
4. Watch your indicator to see what the next bubble is. A big part of a successful strategy is aiming the current bubble in anticipation of where you'll shoot the next one!
5. When you're down to the last remaining bubbles in a puzzle, don't fire a bubble that doesn't match at a blank spot unless you have no choice—you'll end up having to eliminate that bubble separately when every second counts! Instead, shoot the non-matching bubble so it doesn't hit the "ceiling". Hang it from a bubble that you already need to match, and it will fall when you eliminate that one.
6. When playing an opponent (Human or CPU), make sure to set up your shots immediately. This means hanging a few bubbles off of two like colored bubbles so that you'll be able to send "blocking" bubbles over to your opponent after you've dropped your bundle!



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