PlayStation™

NTSC U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00233
21066

BUST-A-MOVE 2™ ARCADE EDITION

TAITO®

SO ADDICTIVE... IT SHOULD BE ILLEGAL!

Acclaim® entertainment, inc.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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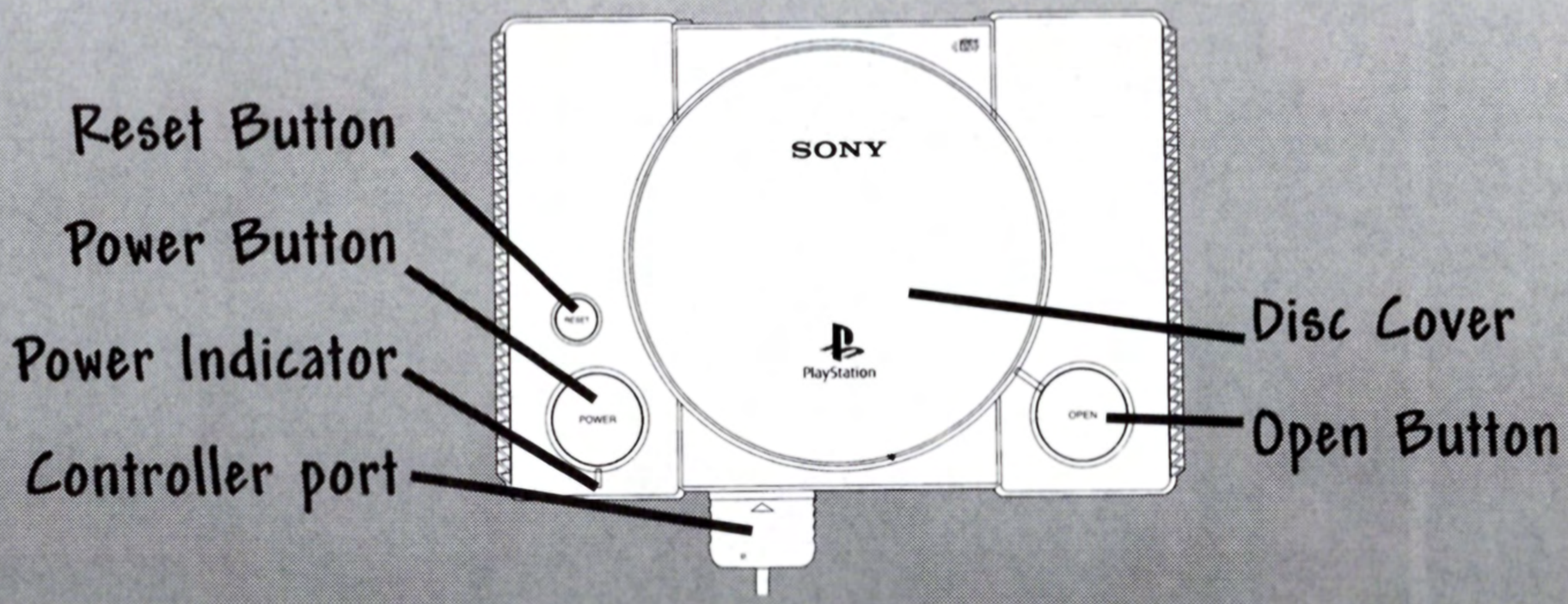
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1. Set up your PlayStation™ according to the instructions in its instruction manual. Make sure the PlayStation™ power is OFF before inserting or removing a compact disc.

2. Insert the Bust-A-Move 2™: Arcade Edition disc and close the CD door.

3. Insert game controllers and turn on the PlayStation™.

Follow on-screen instructions to start a game.

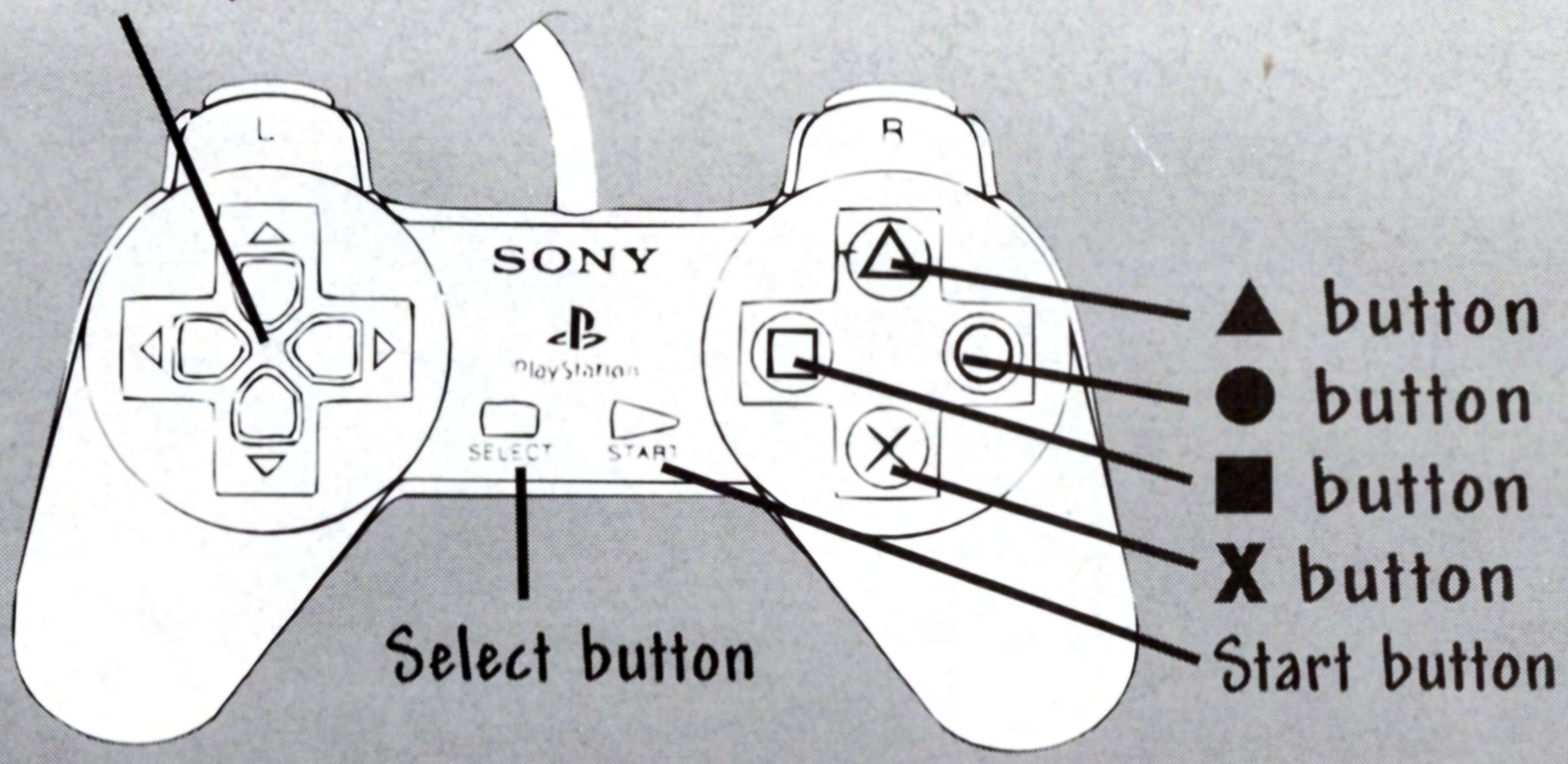


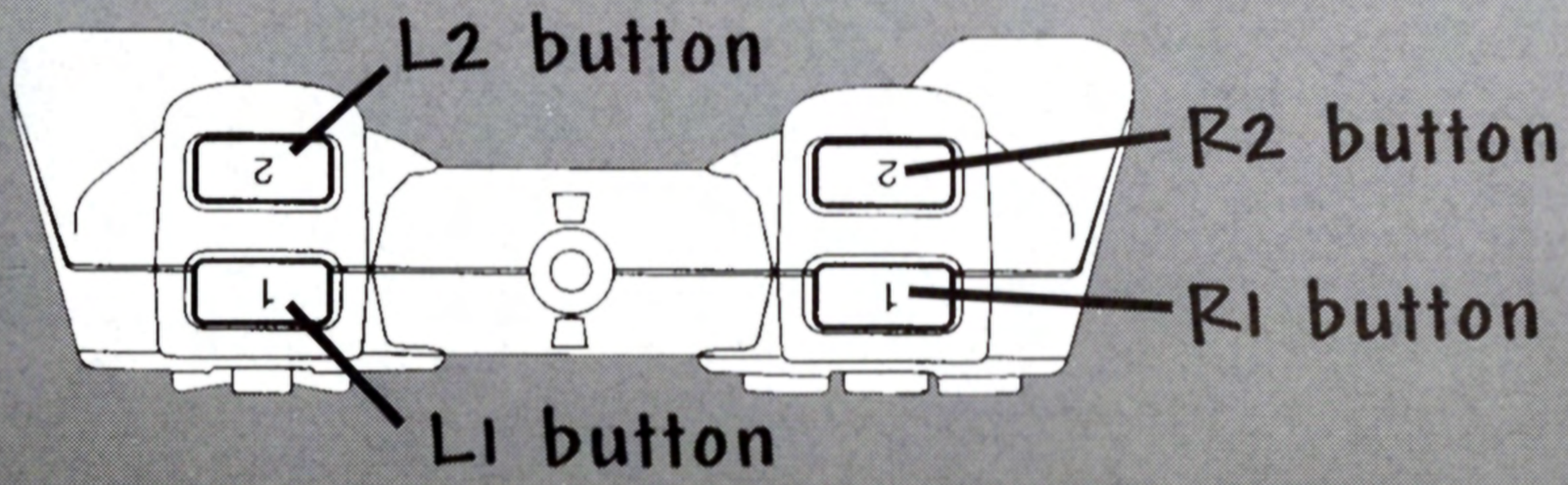
BUST-A-MOVE 2

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!



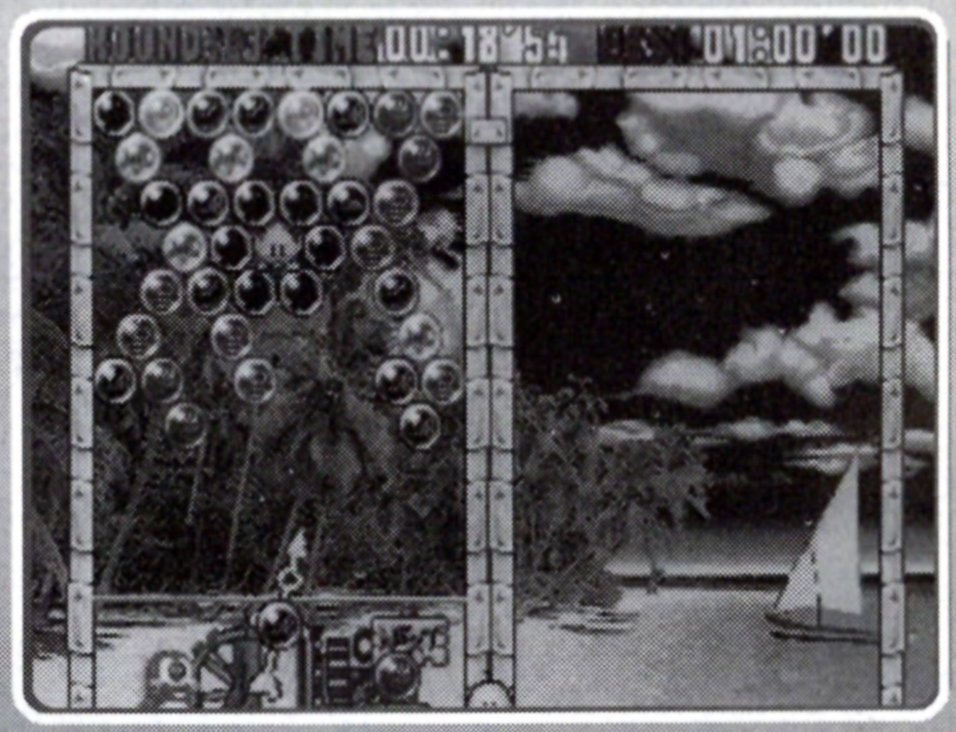


BASIC RULES

Aim bubbles with the directional pad, and fire them with the ● or X BUTTON.

(You can alter these button settings in the OPTION Screen.)

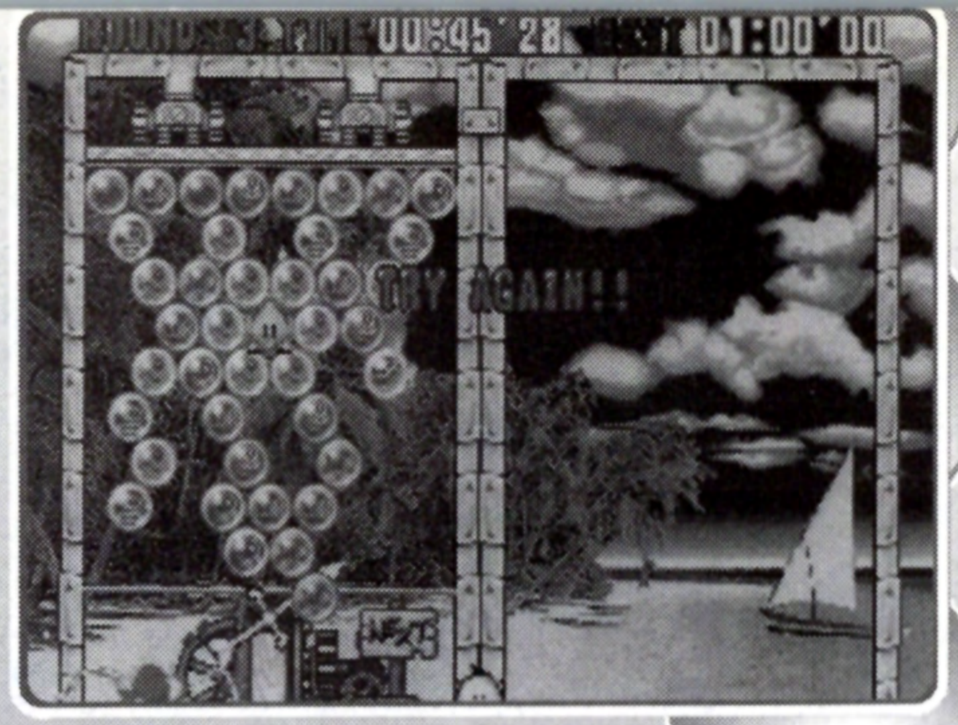
Pretty simple, eh? So simple that you're free to concentrate on playing instead of learning a bunch of rules and controls. Heck, you don't even need to look at the rest of this manual. But I'd appreciate it if you did. Keep me in good with the boss, y'know?



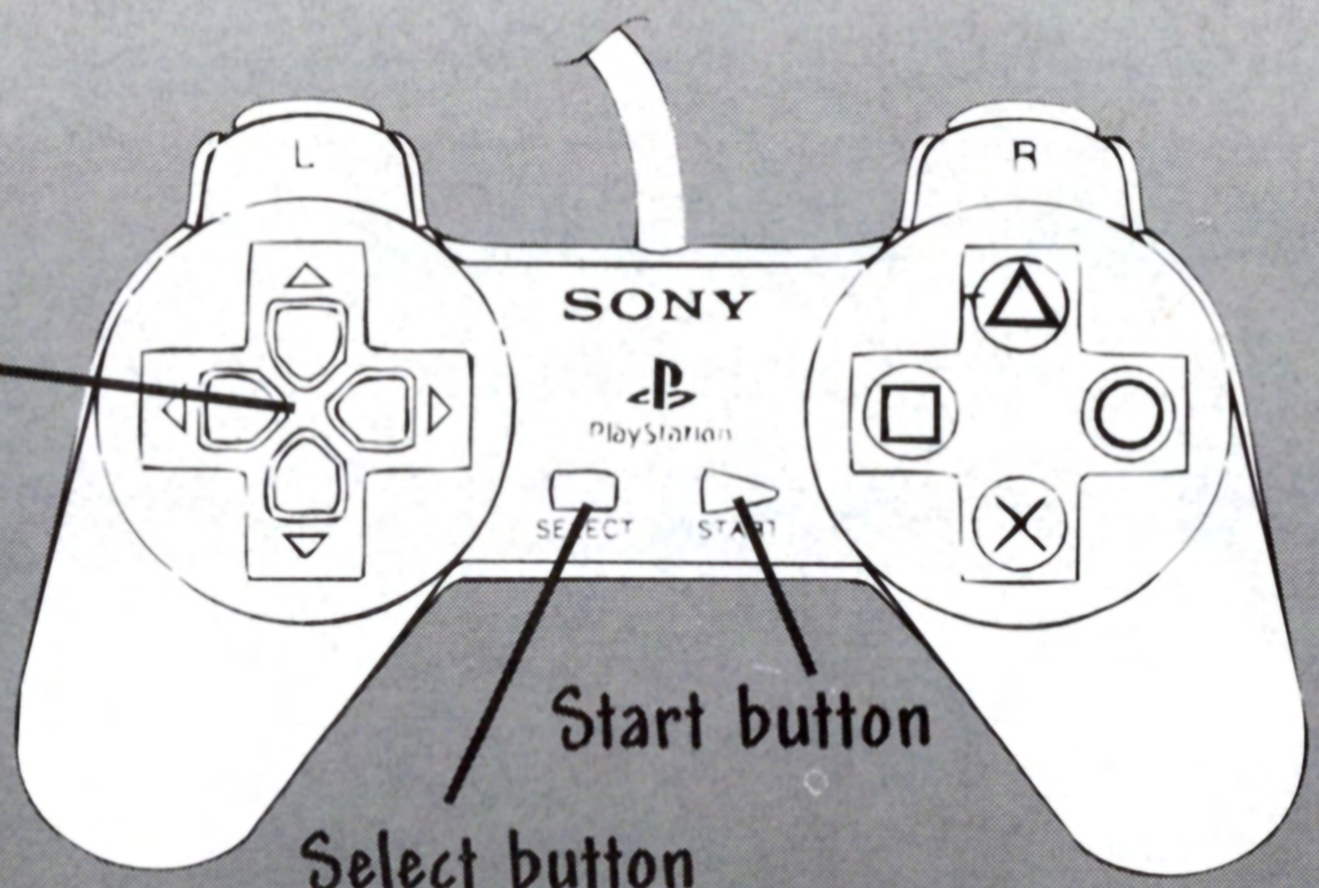
OBJECT OF THE GAME:

- 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.

• To be a top scorer, you've 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!



CONTROLS



START: Starts/Pauses/Resumes a game.

SELECT: When the game is paused, you can use the SELECT button to CANCEL this window or QUIT the game.

LEFT DIRECTIONAL PAD:
moves the Arrow to the left

RIGHT DIRECTIONAL PAD:
moves the Arrow to the right

UP DIRECTIONAL PAD:
moves the Arrow vertically upwards

DOWN DIRECTIONAL PAD:
moves the Arrow horizontally to the right or left, corresponding to the Arrow's current direction.

DEFAULT CONTROLS

X Button & ● Button: Finalize Selections/Launch the Bubble

▲ & ■: Cancel Selection

L1 will finely tune aim to the left. When game is paused, L1 + UP or DOWN will adjust the screen layout slightly upwards or downwards.

R1 will finely tune aim to the right. When game is paused, R1 + UP or DOWN will adjust the layout for the Score etc. upwards or downwards.

L2: Toggles score display ON or OFF.

R2: When game is paused, displays L1/R1/L2's commands.

HOW TO START THE GAME





After the logo screens appear, a game demonstration begins. Press the START button to bypass the demo and get to the Title Screen. At the Title Screen, press the START button once more. The Game Select screen will appear, with these choices: **GAME START, TIME ATTACK** and **OPTIONS.** Selecting GAME START takes you to the Mode Select Screen, where you choose what kind of game you'd like to play, but first you'll want to set your options!

OPTIONS

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. (Later on, you can set the difficulty of the game in each game mode.)



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 X or ● BUTTONS to listen to the sample.

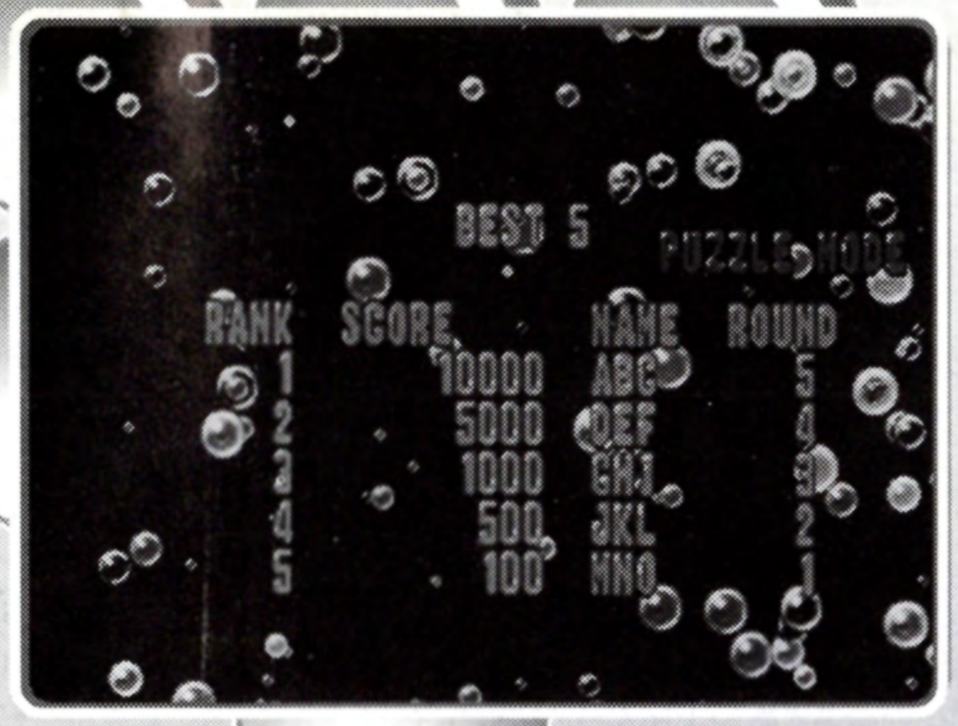
SE TEST: Listen to the sound effects used in play. Toggle through the sample numbers, then press the X or ● BUTTONS to listen to the sample.

SCREEN SAVER IN PAUSE: That's right! Bust-A-Move 2™: co mes 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?)

CONTROLLER CONFIGURATION: Each player can choose from three pre-set controller configurations. Toggle through the settings by pressing LEFT or RIGHT on the Directional Pad. Press the START BUTTON to return to the Options Screen.



EXIT: Returns you to the Title Screen.



SAVING DATA:

You can save current data altered in OPTION MODE SETTINGS, as well as best scores and cleared rounds from TIMED-ATTACK MODE when a Memory Card with 1 or more free blocs is inserted into Memory Card Port 1 or 2.

Information is automatically saved at the following times:

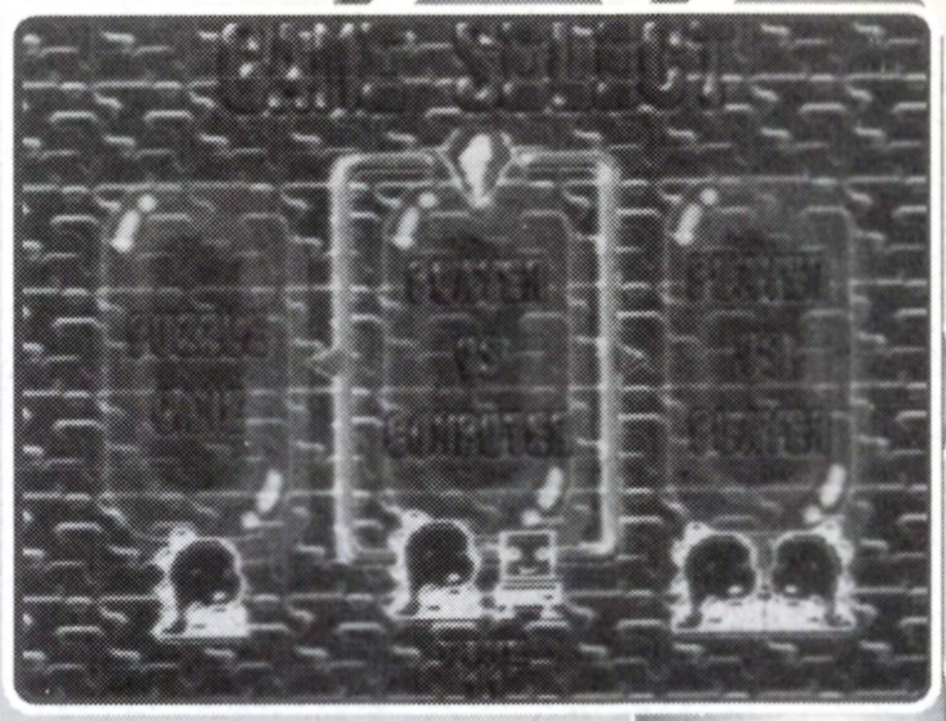
- as the Taito logo appears after "game over"
- when you exit OPTION MODE
- When you switch from 1P to 2P in TIMED-ATTACK MODE.

If you eject or insert a Memory Card during a mode/game transition, no data will be saved.

* When you insert a Memory Card in both Port 1 and Port 2, the data will be saved on the card in Port 1.

* You cannot save an on-going game in a Puzzle Game or 1 Player game.

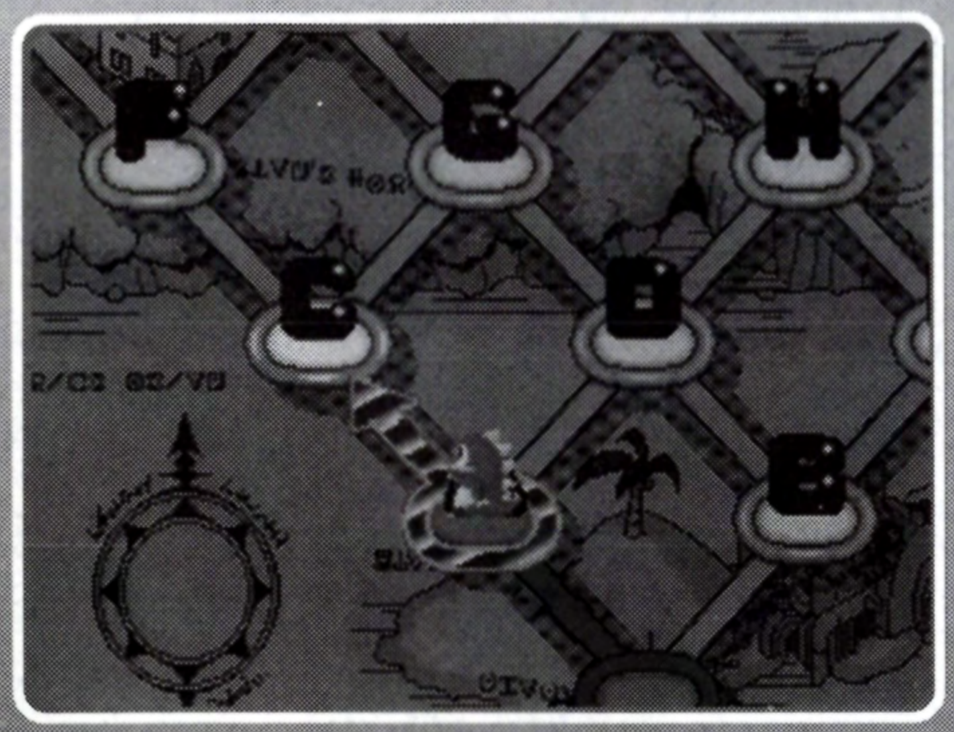
GAME MODES



PUZZLE GAME

Choose the Puzzle Game mode and you've got 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!

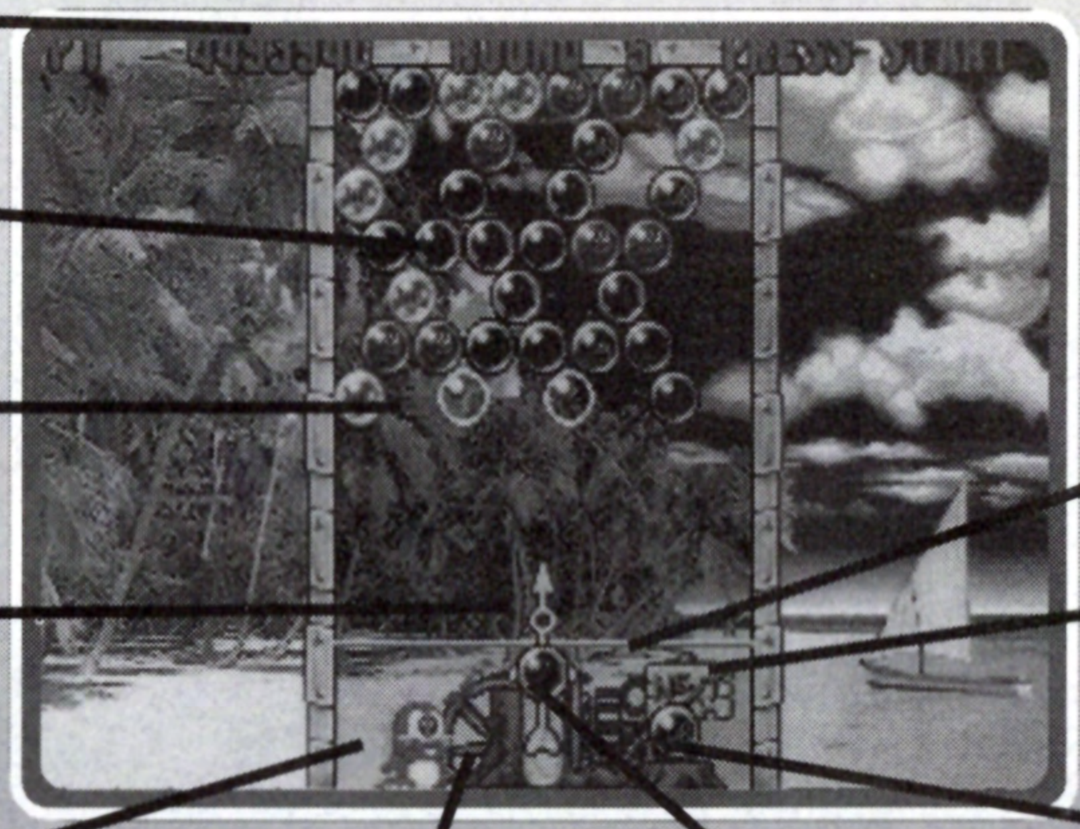
An unexpected strategy may work wonders!



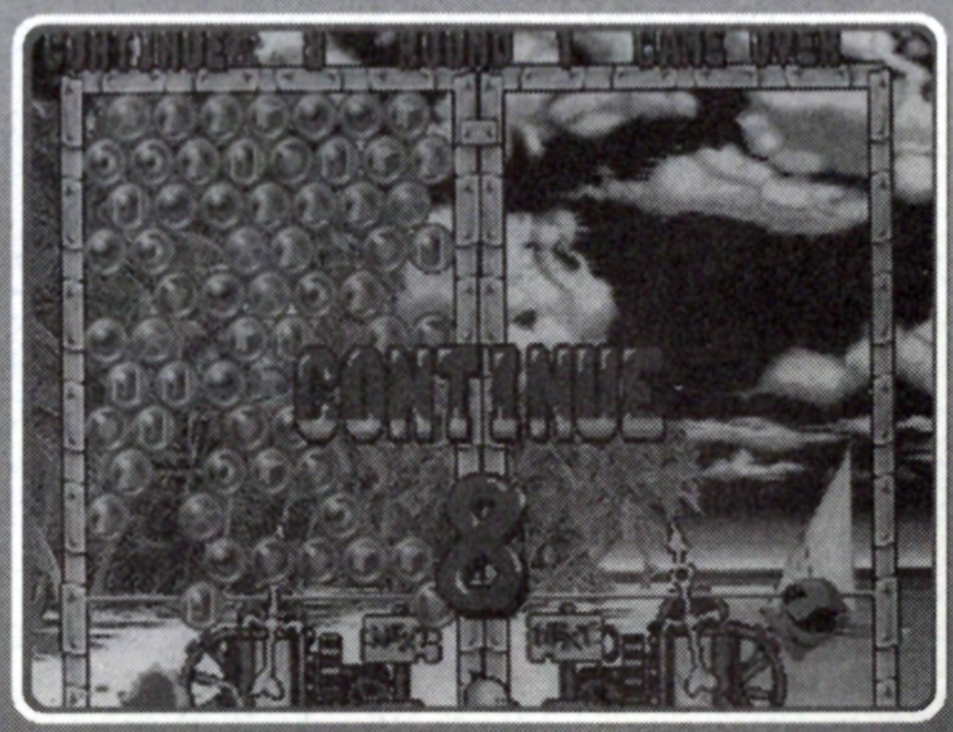
After you select Puzzle Game in the mode selection screen, you will be taken to the Course Selection Screen.

- 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 Directional Pad, then press the X BUTTON.

• When you have finished the last round, you have completed the game.



CONTINUE: When a bubble sinks below the dead-line, the game is over. If you have any credits remaining, you can resume playing the game from where the game ended by simply pressing the START BUTTON during the CONTINUE count-down. (You set the number of credits in the Option Screen.)



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.

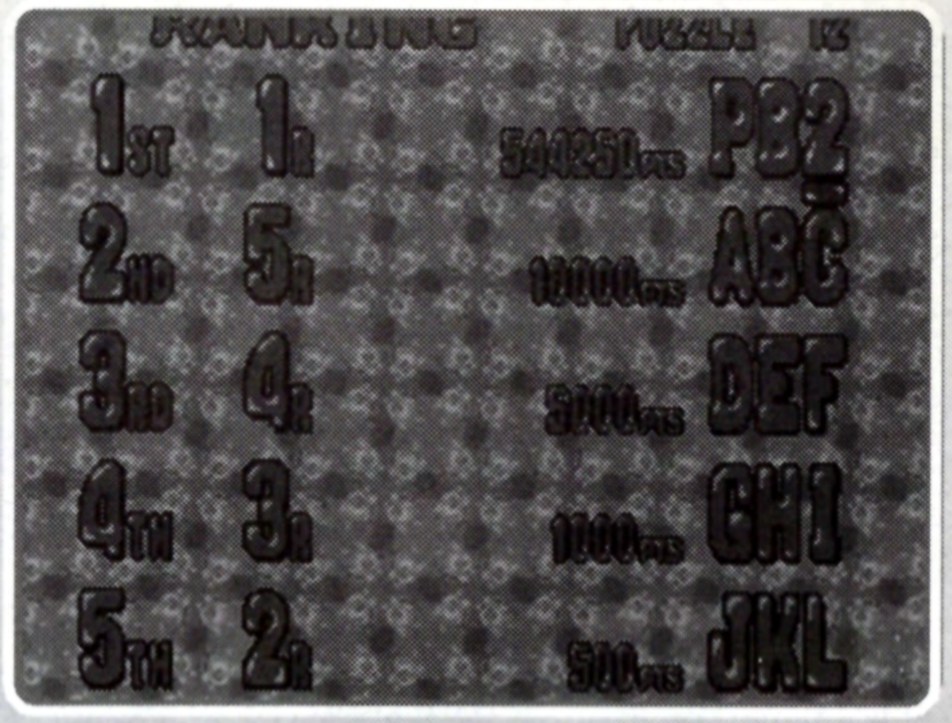
STAR BUBBLE: The Star Bubble bursts all the bubbles of the color it first touches. For example, if it strikes a red bubble first, all the red bubbles will be eliminated. It has no effect on other Special Bubbles.

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

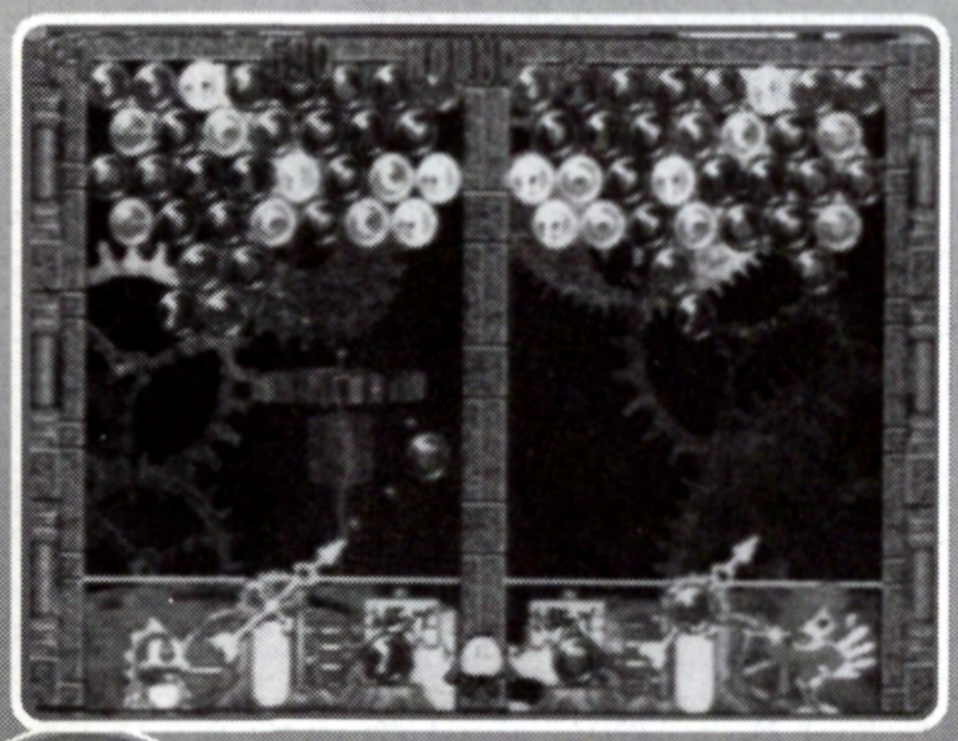
JAMA BUBBLE: You can't bust this one! You must drop it by busting its neighbors.

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 or Player Vs. Computer Game is among the five best scores, you can choose and enter up to three characters. Press LEFT or RIGHT on the Directional Pad to toggle to the letter you want, then enter it by pressing the X BUTTON.



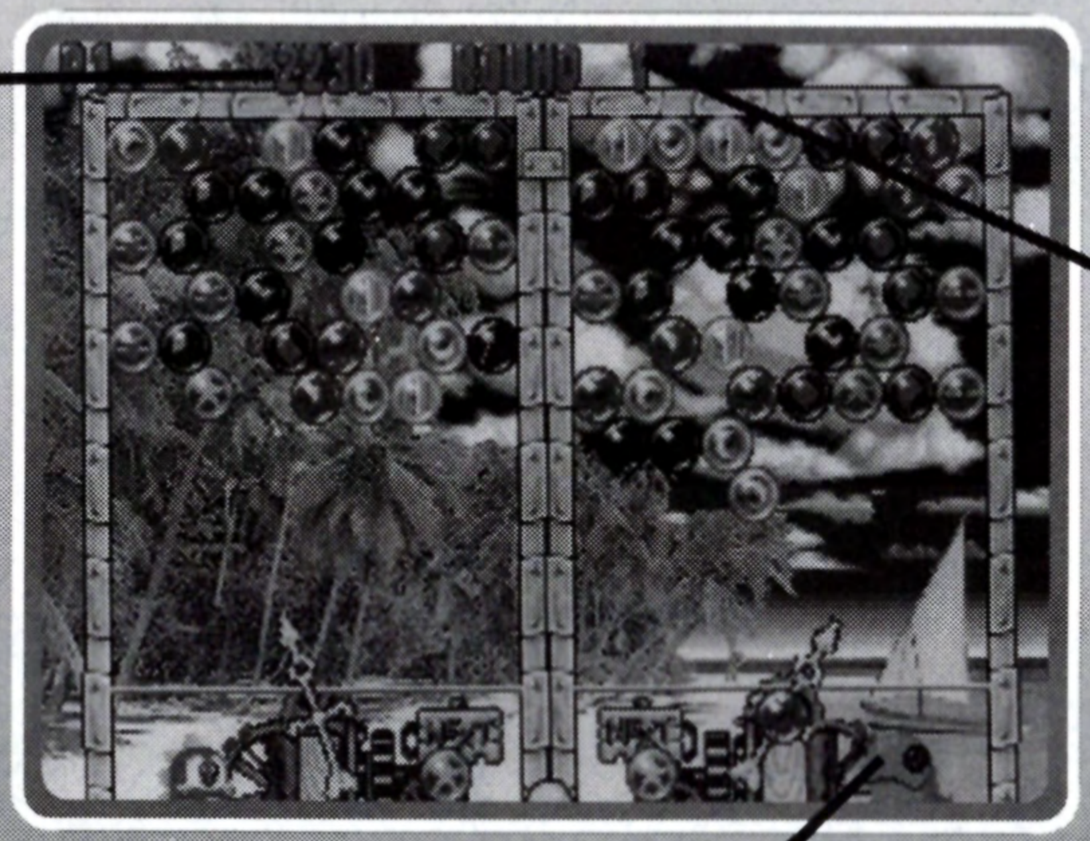
PLAYER VS. COMPUTER

When you choose Player Vs. Computer in the Mode Select Screen, you will be taken to the Level Select Screen.

(When the Timer reads 0, the level 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.
- **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.

Drop bubbles that are attached to the ones you bust and you can dump them on your opponent's side—the ultimate move!



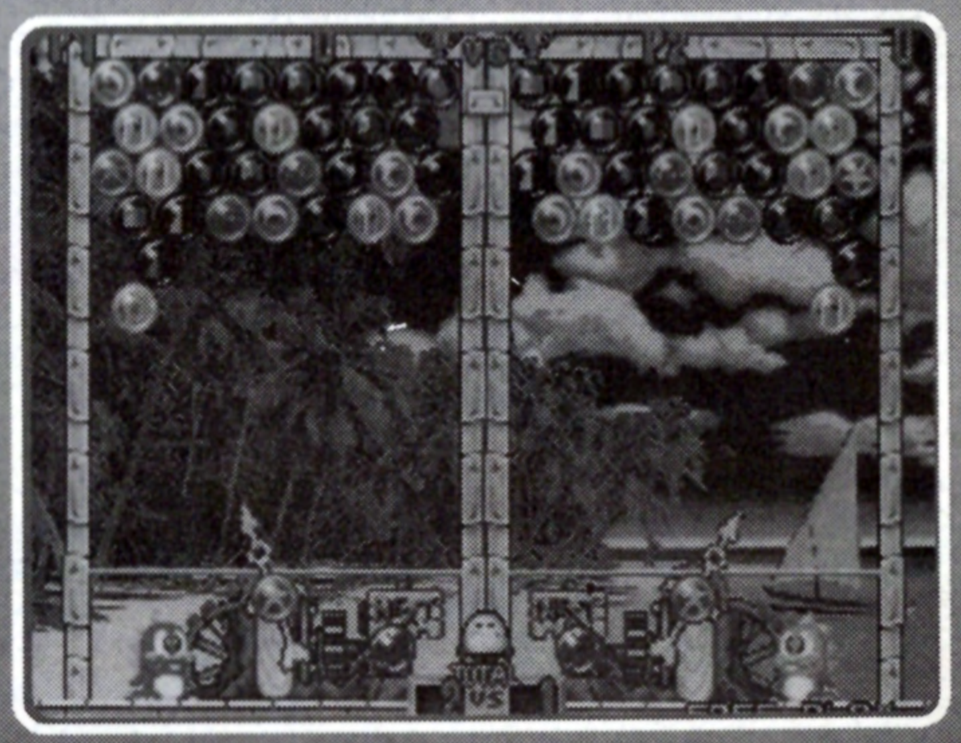
BUSTING IN

A second player can bust in to join a 1 player game that's underway by pressing the Start Button on the controller that is not in play. The player who wins the game can resume playing the previous game.

Special Bubble: Star Bubble.

PLAYER VS PLAYER

When you select Player Vs. Player, you will be taken to the Level Select Screen. After choosing the game level, the game will start. 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.

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

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

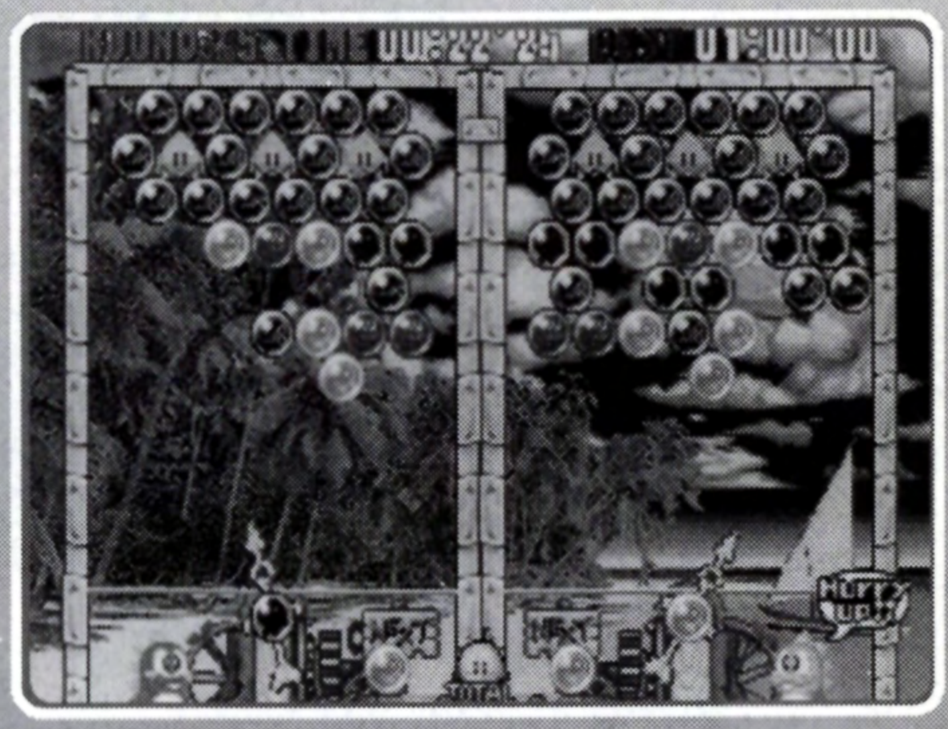
VARIETY Try this level for an awesome strategic challenge!

TIMED 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. (In total, there are 50 fields.) Timed Attacks are for one or two players. In a Timed Attack, you can Continue as many times as you like.

In a **1 Player Timed 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 Timed Attack game.





If you press the SELECT button when a 1 PLAYER TIMED ATTACK GAME is paused, a 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.

When you select a 2 PLAYER TIMED 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 per round (in case you can't clear a round.) Once that attempt figure has been reached, the game will automatically start from the next round.



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

NOTES

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