

Nintendo

GAME BOY COLOR

BUST-A-MOVE MILLENNIUM

CGB-BANE-USA

INSTRUCTION
BOOKLET

CLUB
AKKlaim

ONLY FOR
GAME BOY
COLOR

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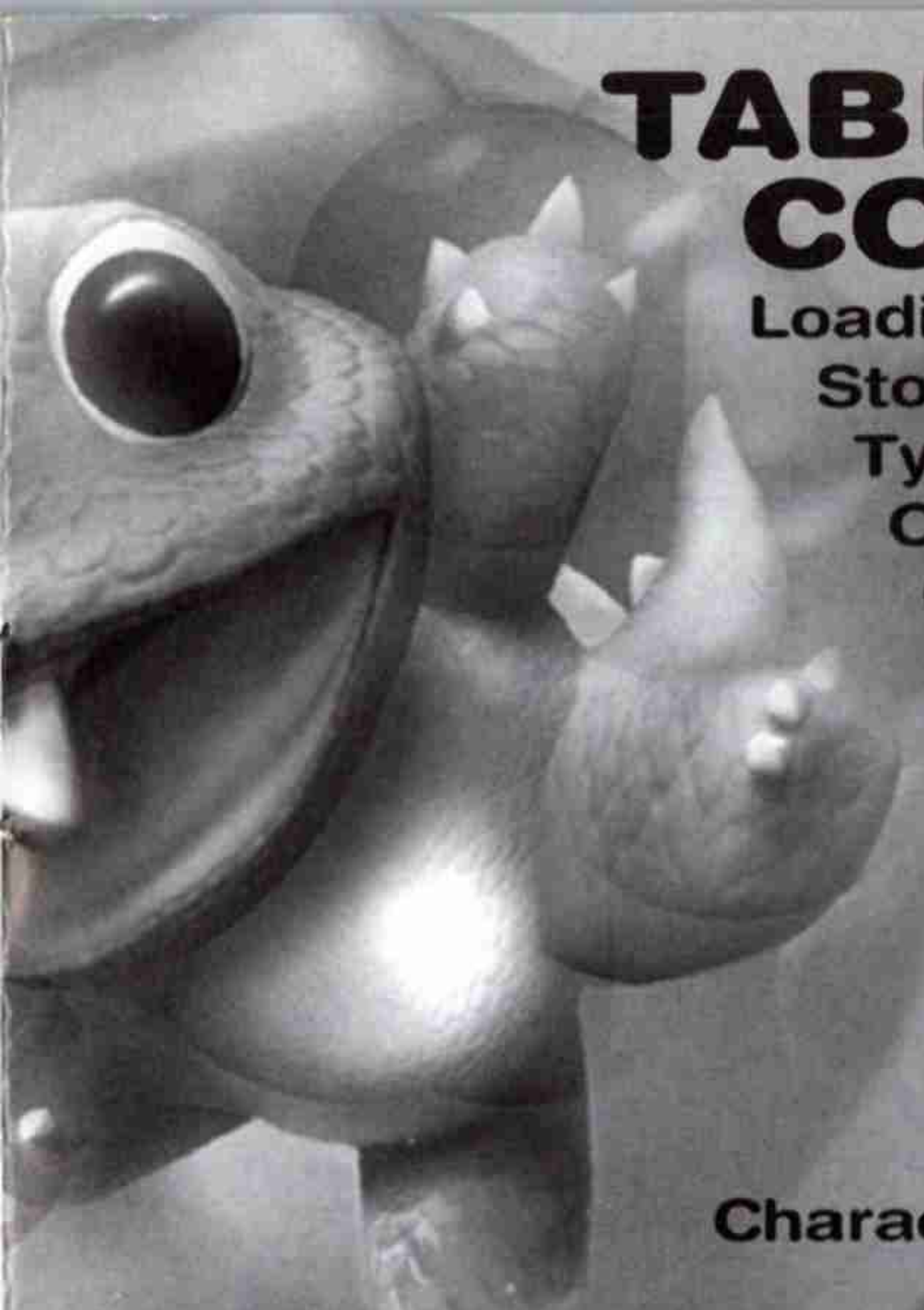


TABLE OF CONTENTS

Loading	2
Story	2
Types of Games	3
Options	4
Controls	5
Operating the Pointer	6
Basic Rules	8
Game Modes	9
Puzzle	10
Story Mode	11
Player vs. Player	12
Challenge	13
Endless Play Mode	14
Characters	15

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LOADING

1. Make sure the POWER switch is OFF.
2. Insert the **BUST A MOVE MILLENNIUM™** Game Pak as described in your **NINTENDO GAMEBOY®** instruction manual.
3. Turn the POWER switch ON. When the **BUST A MOVE MILLENNIUM™** title screen appears, press **START**.

Note: **BUST A MOVE MILLENNIUM™** is for 1-2 players. Two players can play via a Game Boy Universal Game Link (sold separately), provided each player has a **BUST A MOVE MILLENNIUM™** Game Pak.

STORY

Puzzle World is home to the brave and famous Bub. His world was a place of peace and calm until a grave event occurred. The magical Dreg stole the Golden Puzzle! This Puzzle is responsible for maintaining the tranquillity in Puzzle World. Without it, Puzzle World has been plunged into chaos!



Bub knew he had to restore his beloved Puzzle World back to its former serenity! To that end, he embarked on an arduous journey in an effort to retrieve the Golden Puzzle. If Puzzle World is ever to regain order and everyone is to live happily ever after, Bub must succeed in his quest!

BASIC EXPLANATION—TYPES OF GAMES



Game Menu When you press **START** on the title screen, the screen will be activated and you can select from among the following modes: Stage Clearance (Story, Puzzle and Challenge Modes), Endless Mode (you can play alone or against the CPU) or Link Cable (battle your friend in Vs. Mode or in Endless Play).

Puzzle In this game you are required to clear rounds.

Story In this mode, you go from stage to stage meeting and challenging all the characters until you meet the infamous Dreg and battle to retrieve the Golden Puzzle!

Player vs. Player Join a friend for some puzzle-packed 2-player action with your Game Boy Universal Game Link Cable.

Challenge This is the game which truly evaluates a player's skill level. Rankings and Titles are posted for all to see.

Endless Play This mode is a non-stop bubble-busting mode that only ends when you yell "Uncle!"

OPTIONS

Select the option you want to set with **UP** or **DOWN** on the **CONTROL PAD**, and select the content with **LEFT** or **RIGHT** on the **CONTROL PAD**.

Game Level Set overall difficulty level to Easy, Normal or Hard.

Music Test Select background music during the game.

SFX Test Select a sound effects sample.

Exit Back to Game Menu.



CONTROLS



ABOUT THE SCREEN

When Playing Alone (Puzzle Alone)

Score - Current score.

Pointer - Launches the bubble at the angle you choose.

Character - Character that the player is currently using.

Launching Bubble - The bubble that is about to be launched.

Deadline - Once bubble falls below this, the game is over.

Next Bubble - The bubble that is going to be launched next.

Operating The Pointer

The basic operation is simple!

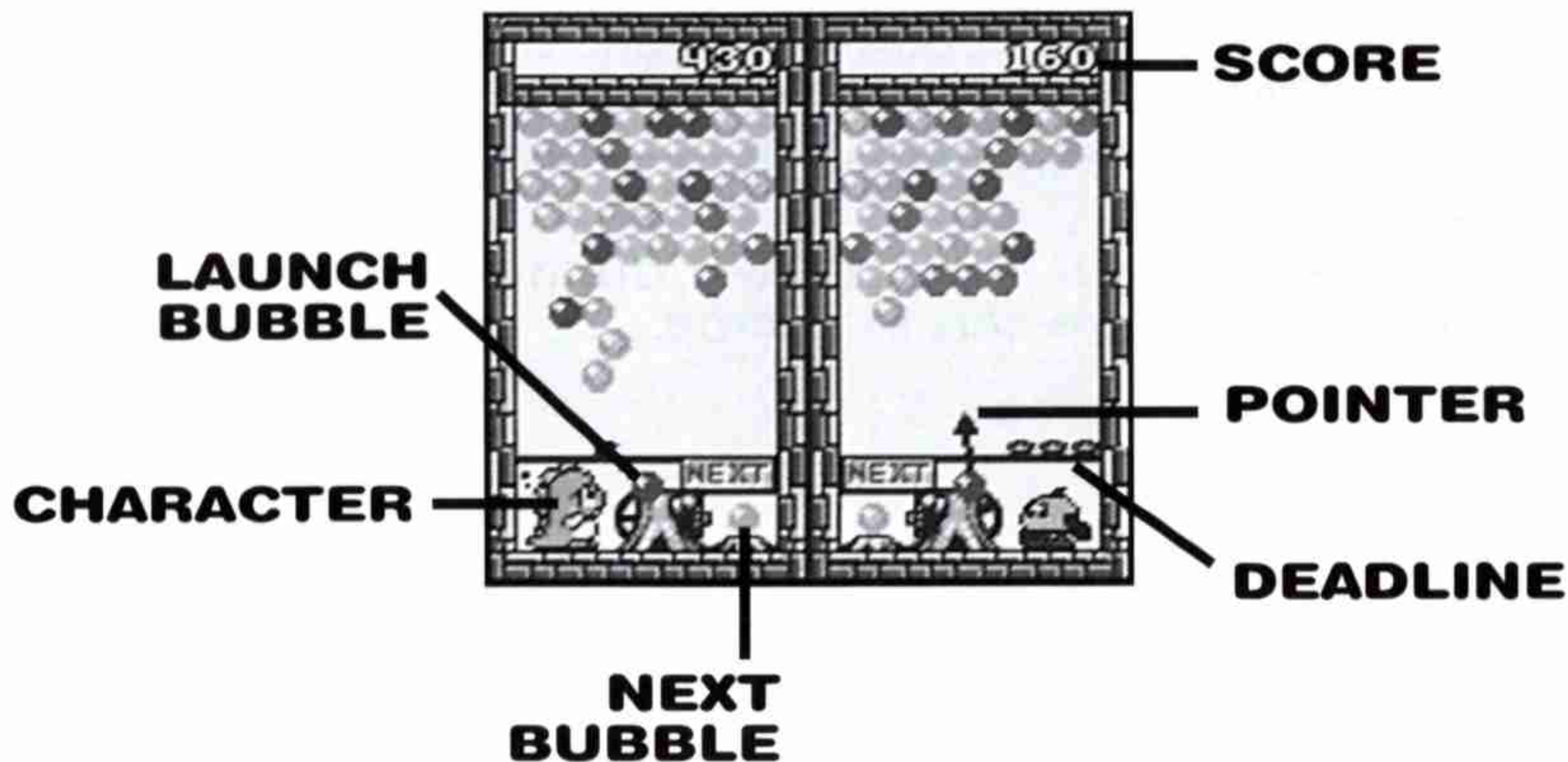
- Adjust the pointer with the **CONTROL PAD** or the **B BUTTON + CONTROL PAD**.
- Launch the bubble with the **A BUTTON**.



Advanced Operation

B BUTTON + CONTROL PAD LEFT -As you press, the pointer will adjust slightly to the left.

B BUTTON + CONTROL PAD RIGHT -As you press, the pointer will adjust slightly to the right.



BASIC RULES

Launch the bubbles from the launching table and eliminate the bubbles before they go over the deadline.

How to drop bubbles: Eliminate bubbles by touching 3 or more bubbles of the same color to make them drop. If you manage to drop them all at once, you will get a high score! In a Player vs. CPU and Player vs. Player game, your dropped bubbles appear in your opponent's field, and the opponent's dropped bubbles appear in yours.

Game Over: Once the bubbles go over the deadline, the game is over.

Continuing: When you press **START** during the count down at Game Over, you can restart the game.



GAME MODES

Puzzle

Story

Player vs. Player

Challenge

Endless Play

- 1. Select the Game:** Choose the game you want to play with the **CONTROL PAD** and finalize your selection with the **A BUTTON**.
- 2. Select the Difficulty of the Game:** When you play Puzzle Mode, you can select the difficulty of the game. Choose the level with the **CONTROL PAD** and finalize it with the **A BUTTON**.
- 3. Select the character:** Choose the character you wish to play with the **CONTROL PAD** and finalize your selection with the **A BUTTON** and the game will start.

PUZZLE

Select Difficulty Level

Easy – A guideline will be shown at all times, and this level completes in five rounds.

Normal – This is a normal level of difficulty.

Expert – The bubble positioning is complicated and the player needs to be a master of technique.

The Game Flow

Rules – When you eliminate all the bubbles on the field, you will clear the round. In this mode, there is no difference in character's ability.

Selecting the Course (Zone) – Once you clear a round, you can select the next zone of your choice. Once you clear the final zone, the game will reach the ending. 1 zone consists of 5 stages. There are a total of 27 zones.

Modes – There are 3 different modes within Puzzle a) practice mode, b) normal mode and c) wide mode (the screen is very wide).



STORY MODE

The Game Flow

Selecting the Character – Choose the character with the **CONTROL PAD** and finalize your choice with the **A BUTTON**.

Rules – When you defeat the opponent character, the next opponent character will appear. The game will be endless as long as you are winning the match.

Game Over – Win 16 or more consecutive matches to defeat Dreg.

Hidden Character Appearance Conditions – When you win matches successively in **Story Mode**, you may meet a character you have never seen. When you defeat this character, you can use this character in the next battle.

PLAYER vs. PLAYER (HEAD TO HEAD)

The Game Flow

Selecting the Character – Choose the character with the **CONTROL PAD** and finalize your choice with the **A BUTTON**.

Rules – Grab a pal and get ready for some bubble busting action! With two Game Boys, two BAM Millennium Game Paks and a Game Boy Universal Game Link Cable you and a buddy can Bust-A-Move! After selecting your character, you will engage in battle with your friend on the same zone. As usual, try to eliminate as many bubbles as you can. The more you bust, the more bubbles drop on your opponent's zone (and vice versa!). The first player to have bubbles cross the deadline is the loser. This is a one round fight.



CHALLENGE MODE

How high can you climb? Challenge Mode will evaluate your ability and ranking.

Depending on the result of your play, you will be evaluated with 20 different rankings.

The Game Flow

Selecting Characters – Select the character of your choice with the **CONTROL PAD** and finalize your selection with the **A BUTTON**. Depending on the character, the difficulty of the round configured will change.

Rules – Play the game according to the challenges given on screen. You can still advance to the next round even if you do not fully clear all the conditions.

Stage Evaluation – When you clear the specified number of rounds, the result of the stage will be displayed. When you clear all the stages, you will get a ranking.

Name Entry – When your score is among the 10 highest scores, you can enter your initials (up to 3 letters). Choose the letters with the **CONTROL PAD** and finalize your selection with the **A BUTTON**.

ENDLESS PLAY MODE

In this 1 or 2 player mode, you play until you can't play no more!

The Game Flow

Selecting Characters – Select the character of your choice with the CONTROL PAD and finalize your selection with the **A BUTTON**.

Rules – Play until your game is over via bubbles passing the deadline or you decide to end the game. At the end of your game (or patience) you'll see the total number of bubbles burst. In 2 player mode, you and a buddy can play using the Game Boy Universal Game Link Cable.



CHARACTERS

The types of bubbles you put into the field differ by character. This is their "Attack Pattern."



Bub —

Bub is the energetic and cheerful hero of this story.

- His attack pattern is very balanced.



Chun-Chun —

Chun-Chun has dreams of being a movie star!

- Her attack pattern is balanced.



Chackn —

Chackn's hands and legs become longer and longer as the match wears on!

- His attack pattern is a character for beginners.



Banebou —

Loves to jump around on his spring-like body!

- His attack pattern is very aggressive.

**Hidegons —**

Hidegons is a mini-volcano. Watch out when he erupts!

- His attack pattern is for someone who engages in various modes of aggressiveness.

**Monsta —**

Don't be afraid of Monsta. He's the friendly kind of ghost.

- His attack pattern is a mystery.

**Zen-Chan —**

This robot fights with mechanized precision.

- His attack pattern is versatile and aggressive.

**Packy —**

Packy's cat appearance is meant to fool you; he's really a robot! And, although he's Bubble Hermit's pupil, he's not that bright.

- His attack pattern is only for the most aggressive.



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