

GAME BOY

BUST-A-MOVE

ARCADE **2** EDITION



ALL AGES

INSTRUCTION
BOOKLET

Acclaim

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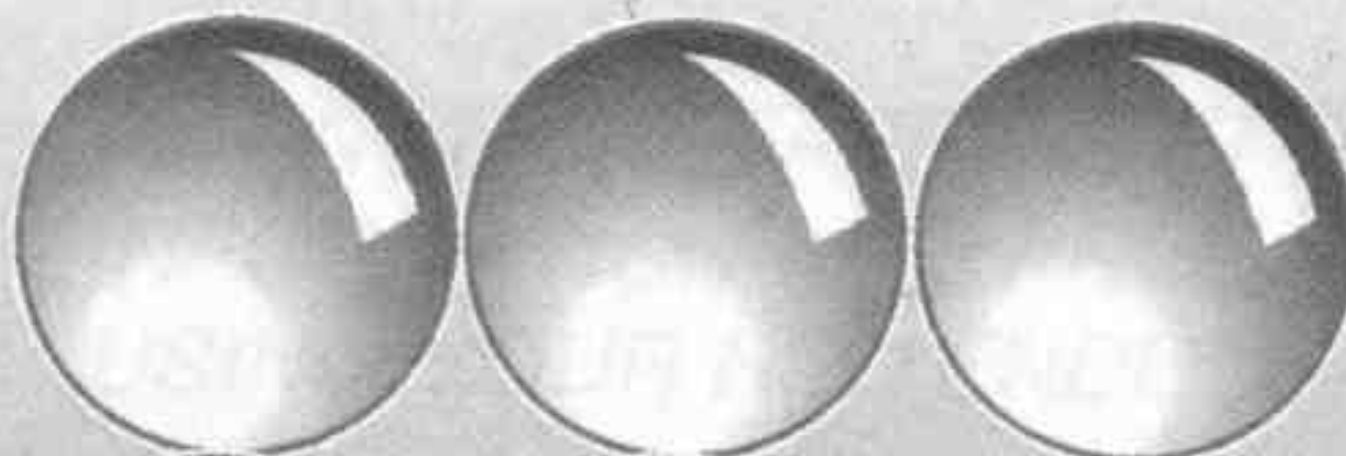
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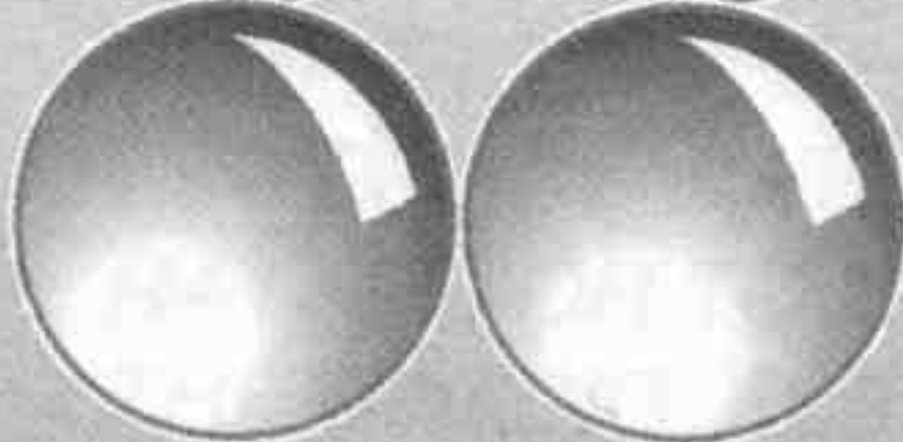
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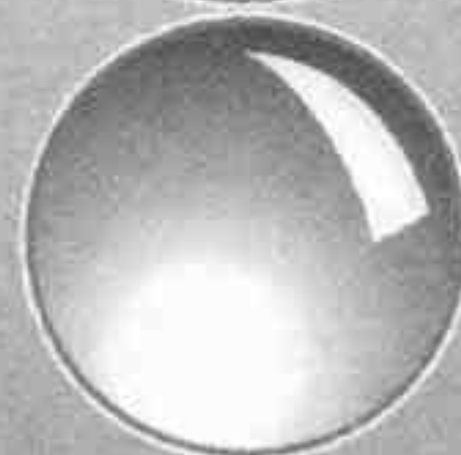


LOADING:

1. Make sure the power switch is OFF.

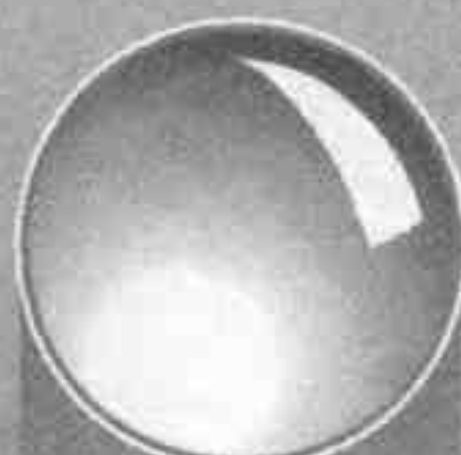


2. Insert the Bust a Move 2™: Arcade Edition Game Pak as described in your NINTENDO GAME BOY® instruction manual.



3. Turn the power switch ON.

When the Bust-A-Move 2™: Arcade Edition title screen appears, press START.



ABOUT 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!

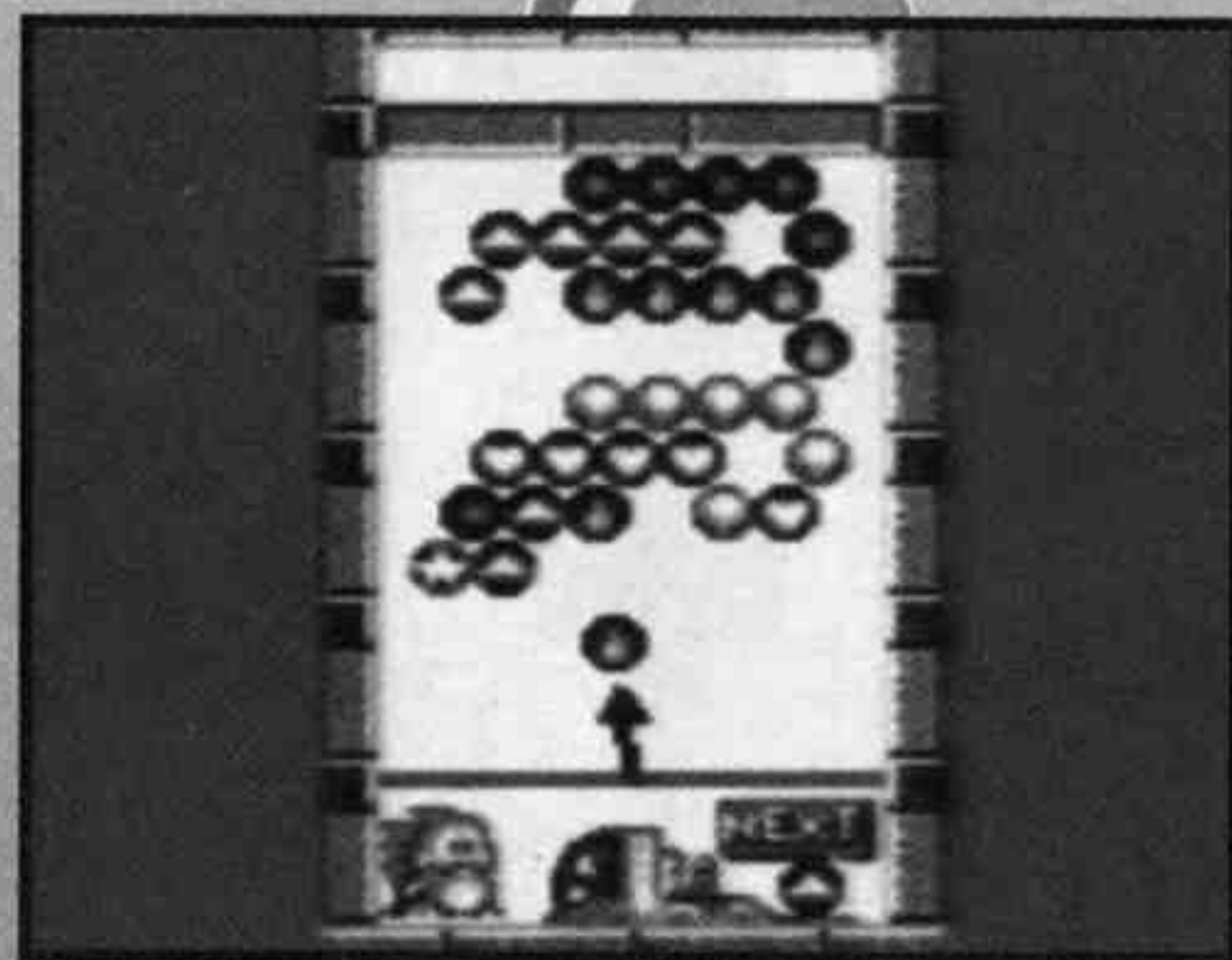
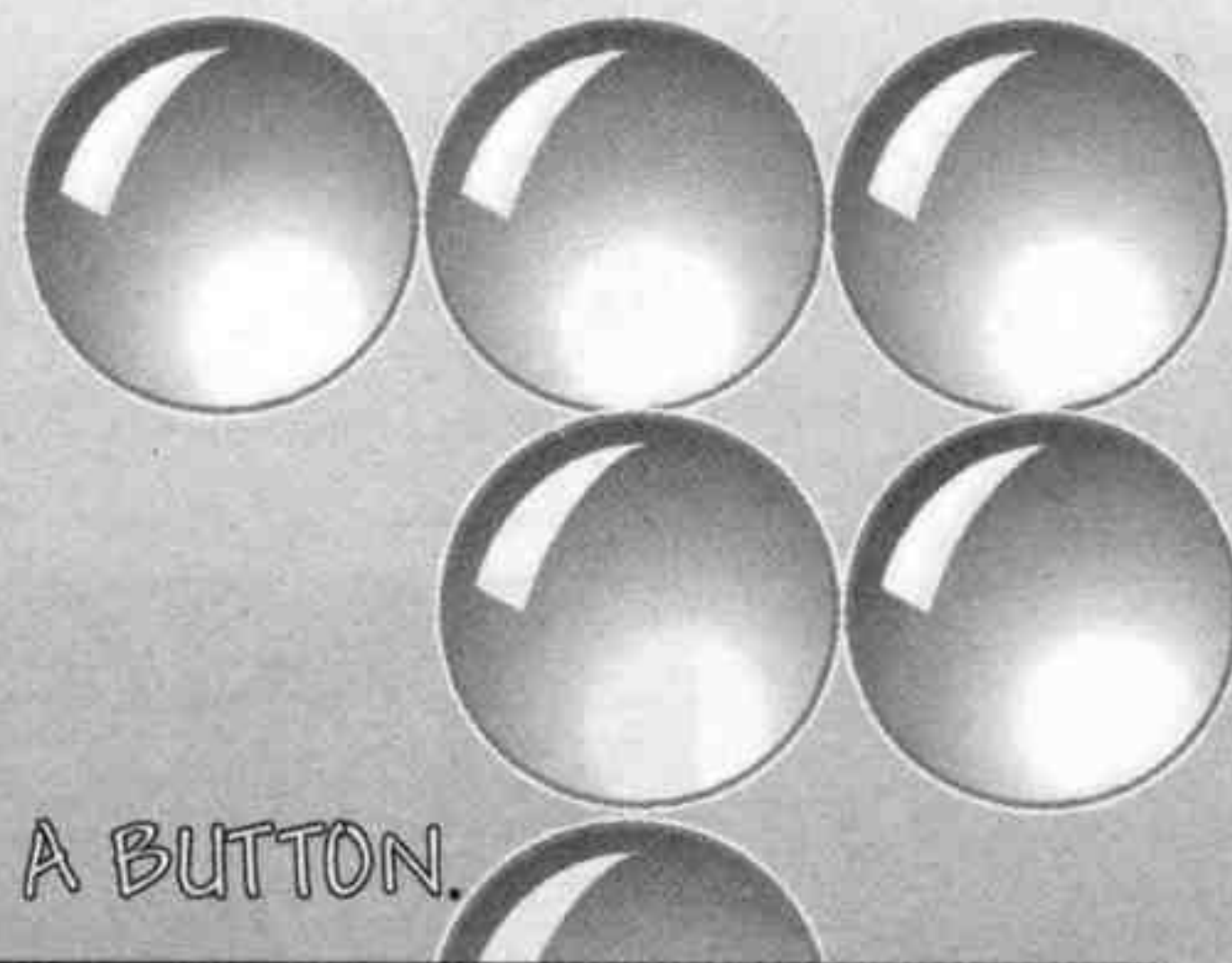
BASIC RULES

Aim bubbles with the Control pad and fire them with the **A BUTTON**.

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 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.

LEFT CONTROL PAD: Moves the Arrow to the left.

RIGHT CONTROL PAD: Moves the Arrow to the right.

UP CONTROL PAD: Centers the Arrow.

LAUNCH BUBBLE/ CONFIRM SELECTIONS

FINE AIM (+ CONTROL PAD)



B BUTTON: Fine Aim.

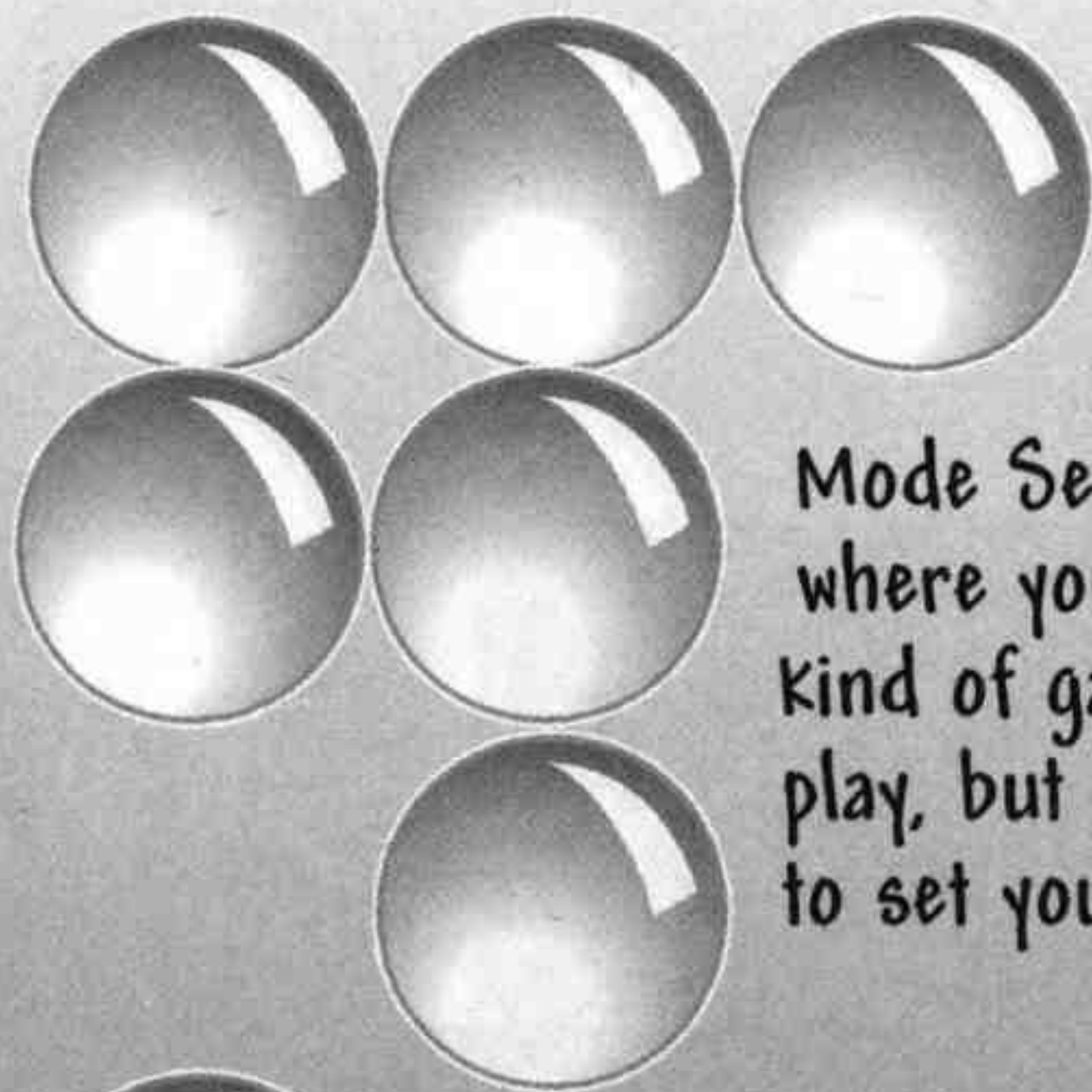
Use the **B BUTTON** + the **CONTROL PAD** to fine aim the launch arrow.

A BUTTON: Launch the Bubble/Finalize Selections.

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 will 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.)

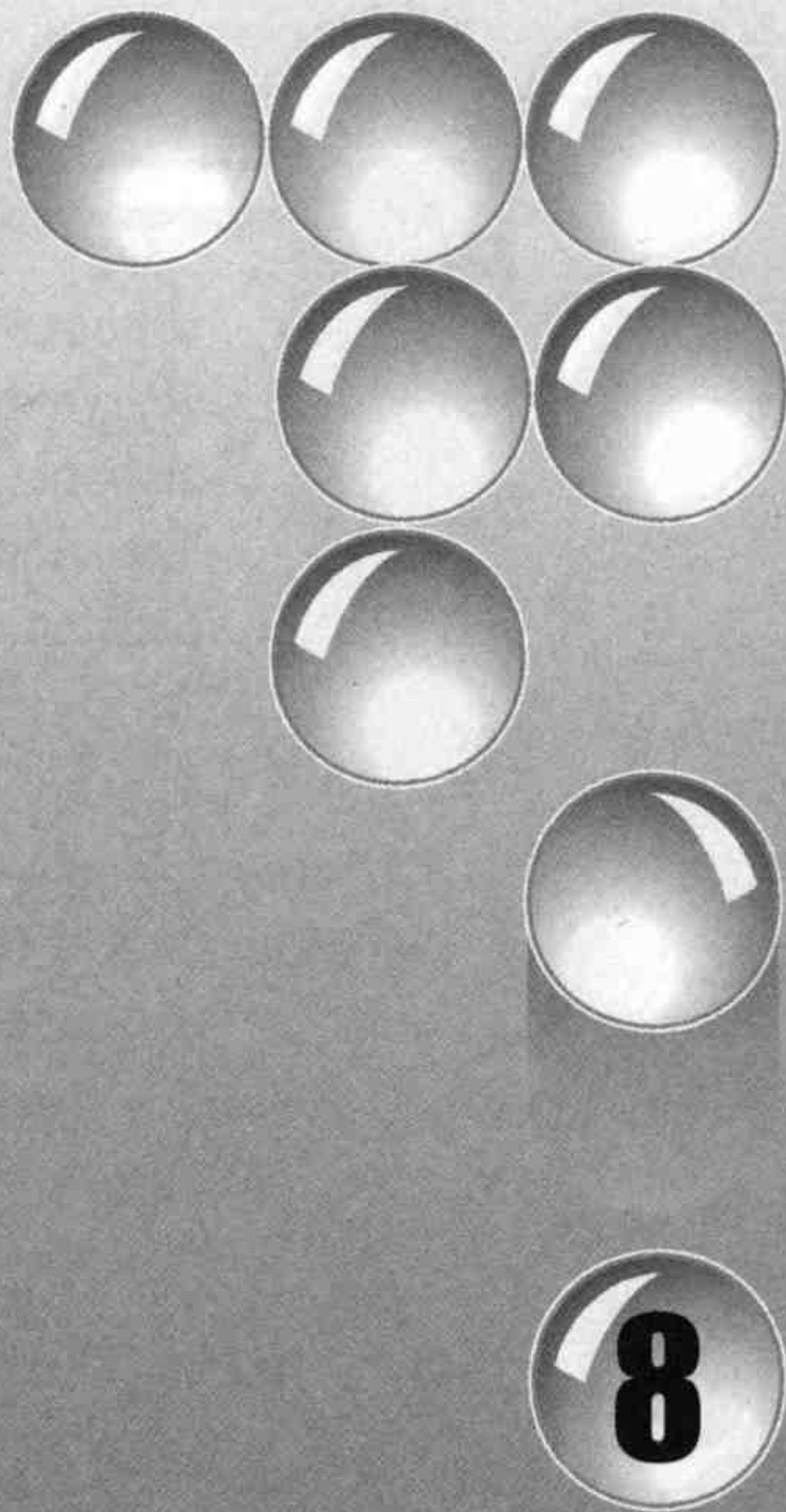


CREDITS: Set the number of times a game can be continued.

MUSIC TEST: Listen to the music used in play. Toggle through the sample numbers, then press the **START BUTTON** to listen to the sample.

SFX TEST: Listen to the sound effects used in play. Toggle through the sample numbers, then press the **START BUTTON** to listen to the sample.

EXIT: Returns you to the Title Screen.



GAME MODES

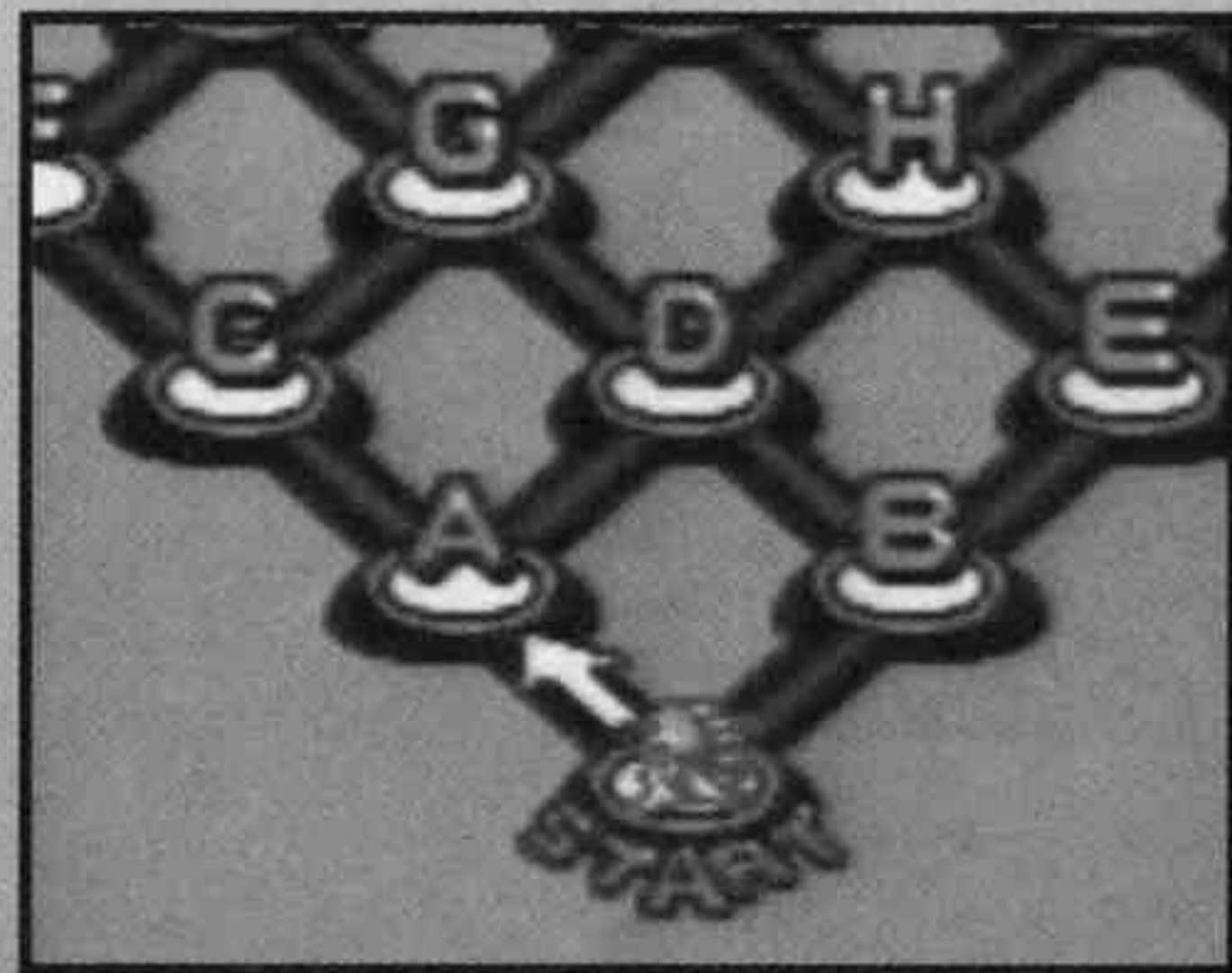
PUZZLE GAME

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.



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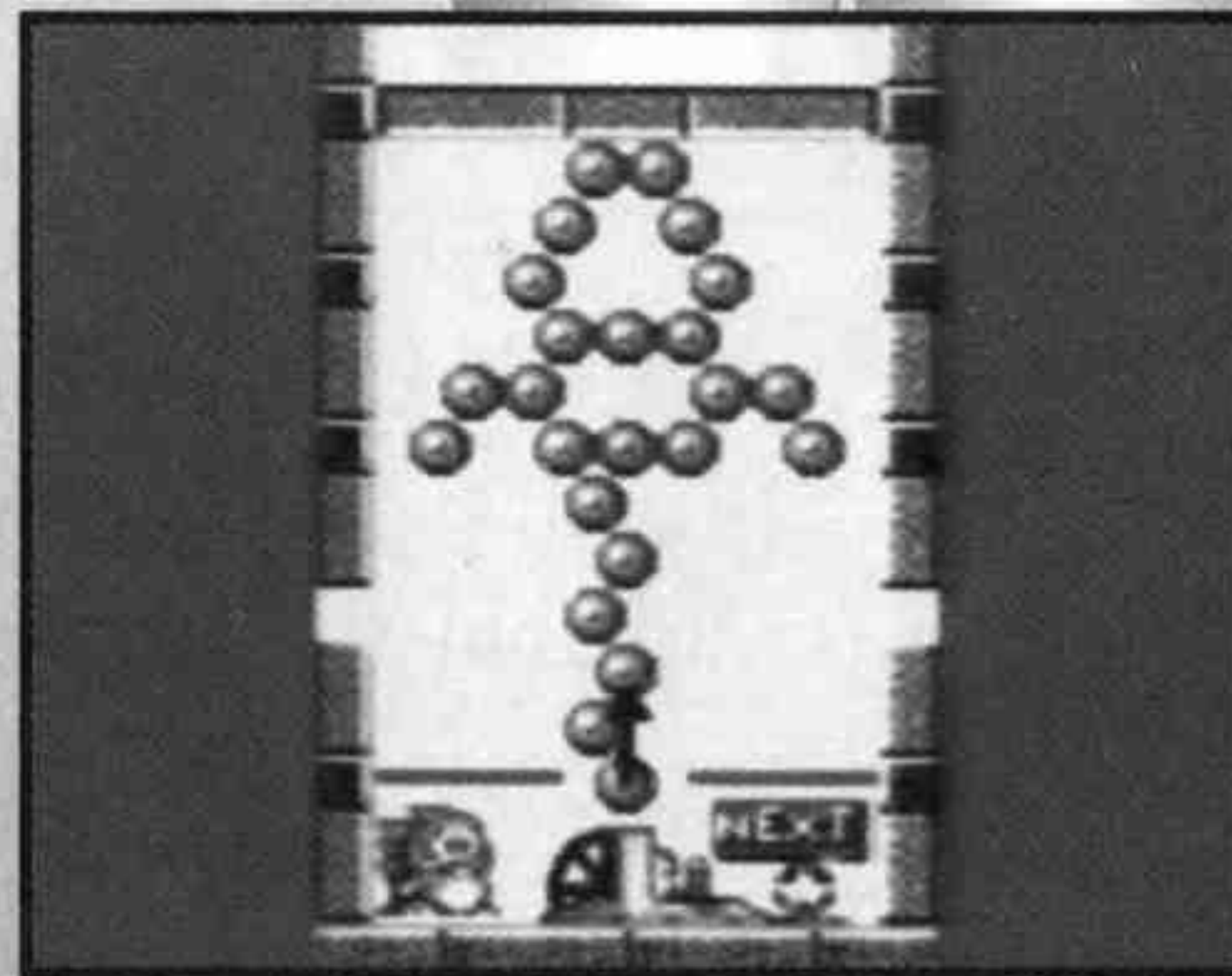
- Choose your course with the Control Pad, then press the **A BUTTON**.

- 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 Options 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 type it first touches.



For example, if it strikes a white bubble first, all the white 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 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 Control Pad to toggle to the letter you want, then enter it by pressing the **A 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 pulsar guides ON.
- Normal and Hard: Normal and Hard levels feature 12 screens in total.

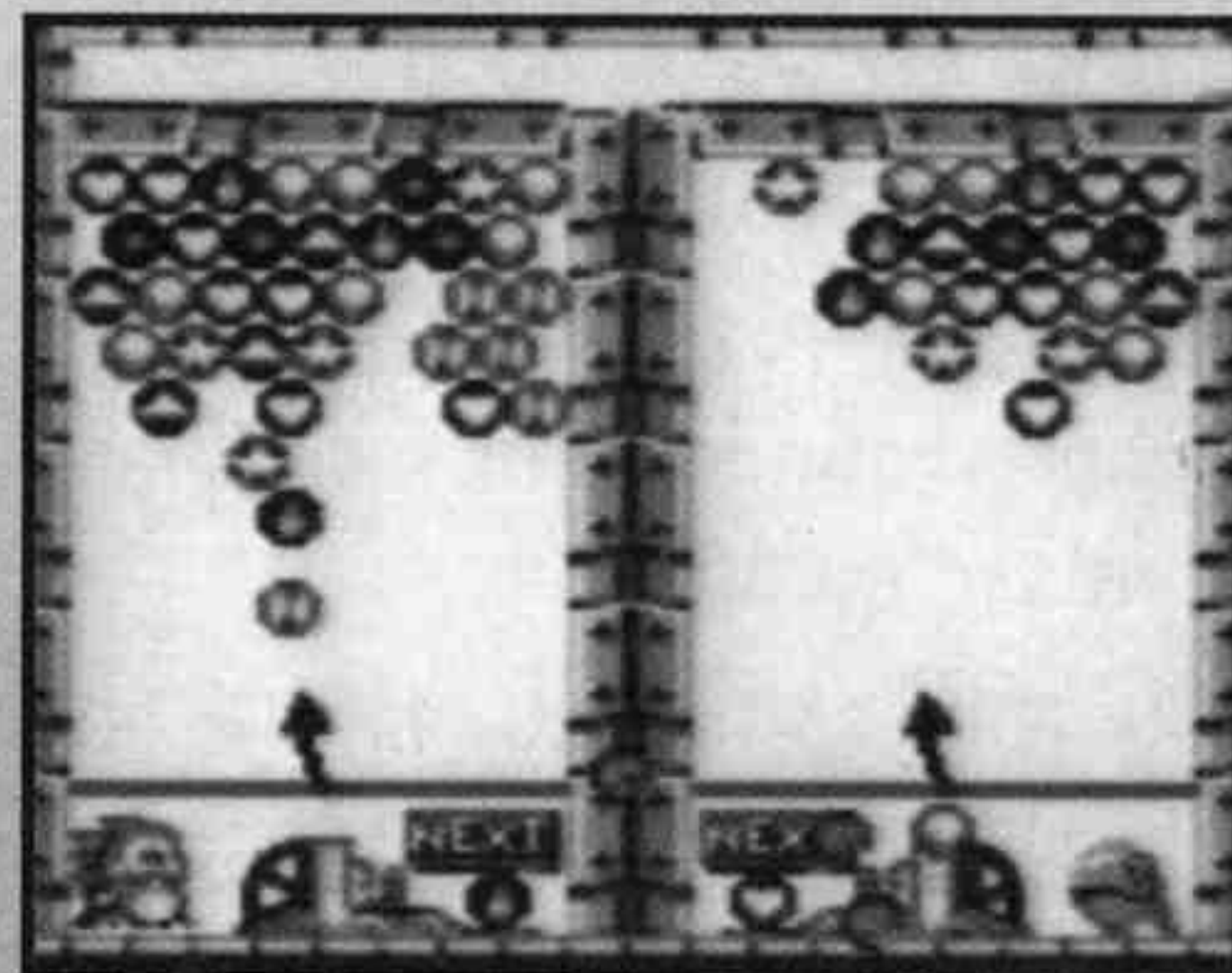


RULES FOR ONE PLAYER VS COMPUTER

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!

Special Bubble: Star Bubble.



TIME ATTACK MODE

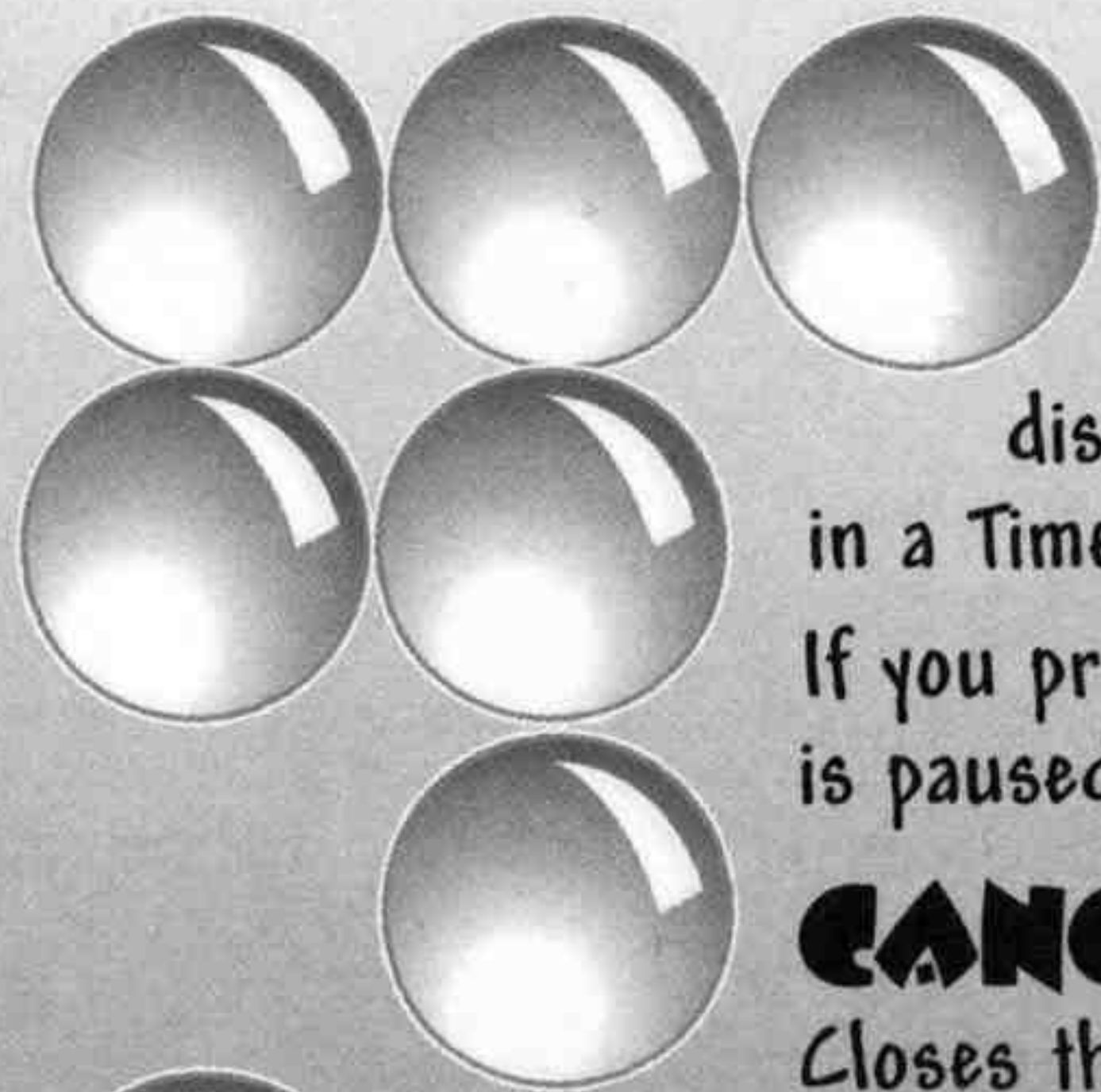
The rules are the same as for a Puzzle Game. You will be playing for the best time in your goal of busting all the bubbles from the field.

(In total, there are 50 fields.) In a Time Attack, you can Continue as many times as you like.

PASSWORDS:

After clearing a round, you will be given a password which allows you to return to game play at that point. It will also save cleared rounds from TIME-ATTACK MODE.

To Enter a password: Use the Control Pad to highlight a character, and press the A BUTTON to enter it. Highlight the DELETE character to go back over a character. When your password is completed, press the START BUTTON.



In a 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 **START BUTTON** when a Time Attack game is paused, a window will be displayed.

CANCEL:

Closes the window.

QUIT GAME:

Quits the game.

ROUND SELECT:

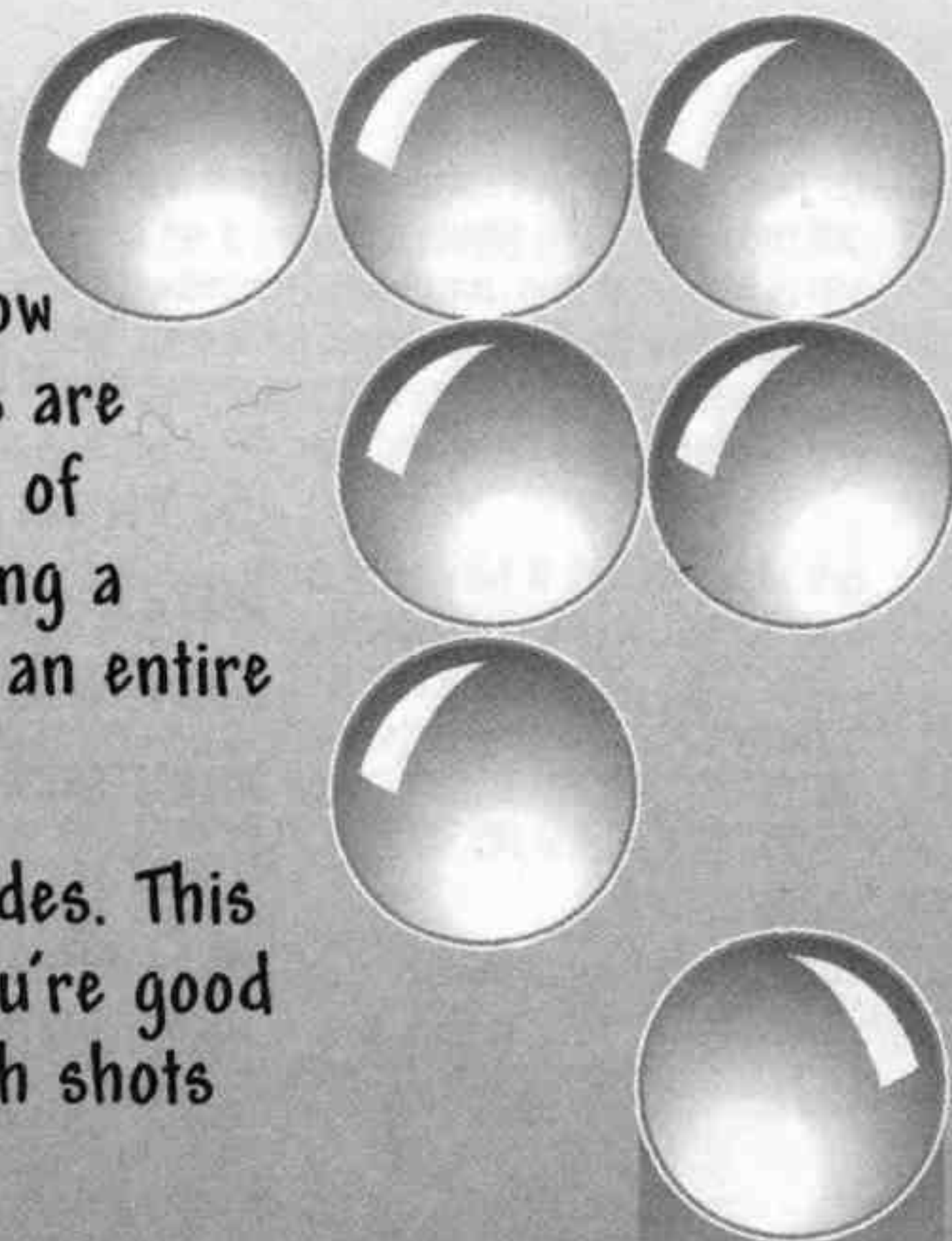
Allows you to reselect a round.

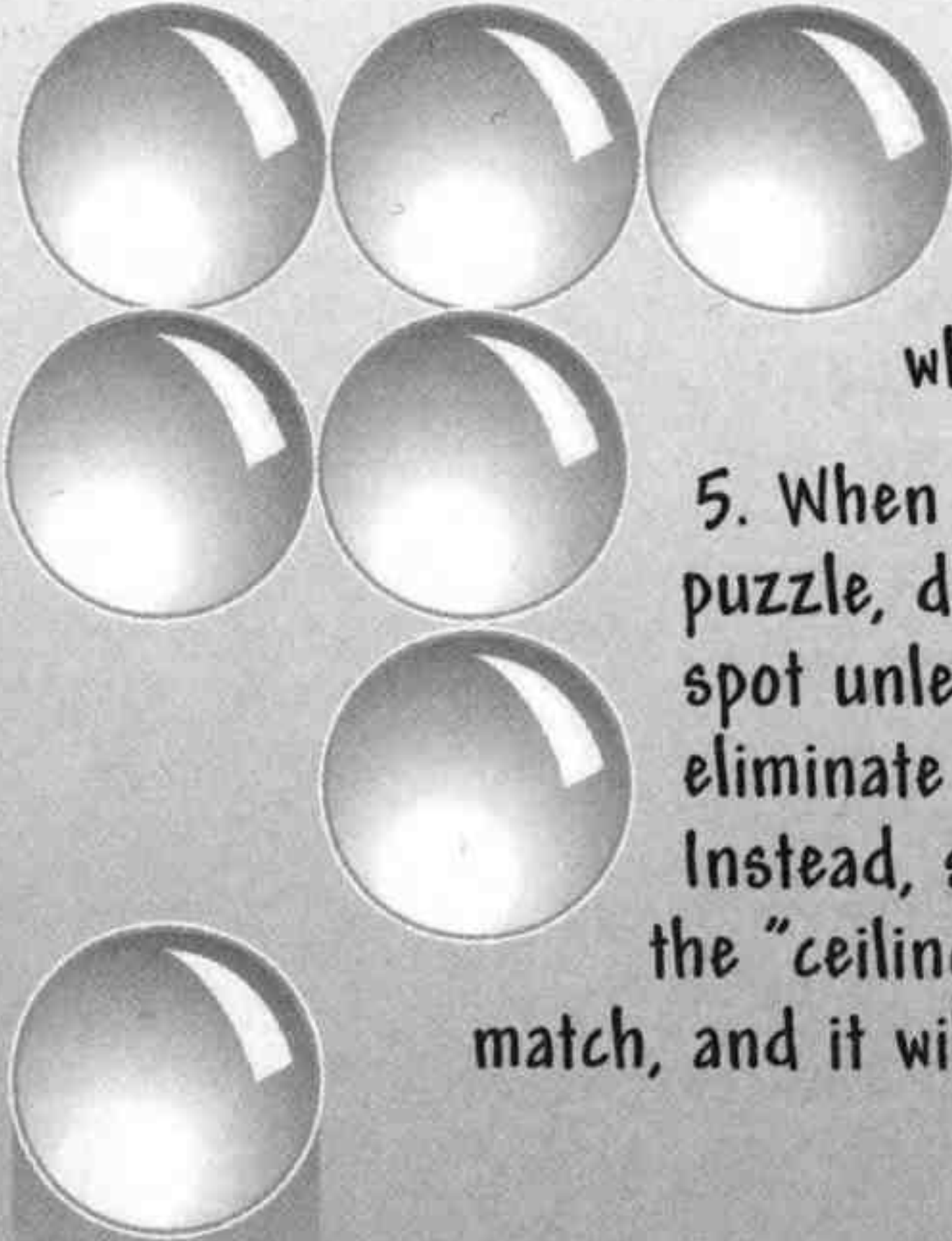
Special Bubble: Invader. This is the same as a Jama Bubble.

NOTE: To reset to the Title Screen, press **A+B+START+SELECT** simultaneously.

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.

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TUROK

BATTLE WITH THE BEAST



Rated E
Everyone
Suitable for all ages

Alcatraz