SEGA®

SEGA GAME GEAR

BUST-A-MOVE™



OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

AGES 6+

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.**

HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

For More Information, Visit Sega's Internet Sites at:
web site: http://www.segaoa.com
ftp site: ftp.segaoa.com
email: webmaster@segaoa.com
Compuserve: GO SEGA



Learn SEGA game secrets from the masters. Call Now.

U.S.: 1-900-200-SEGA $.85/min (recorded), $1.05/min (live) Must be 18 or have parental permission. TDD Phone required. Sega of America
Canada: 1-900-451-5252 US $1.25/min (recorded/live)

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INTRODUCTION

Hey, all you puzzle-playing game gurus-it's time to blast some bubbles in Bust-A-Move! Follow the instructions below to get going on all the bubble-bursting action.

GETTING STARTED

1. Set up your Sega™ Game Gear™ System as described in its instruction manual.

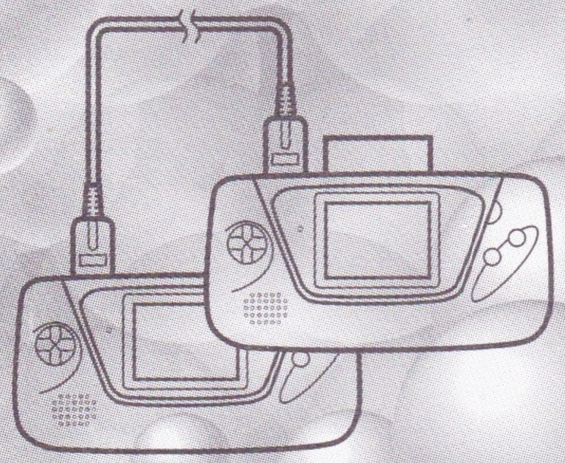
2. Make sure the power switch is OFF. Then insert the *Bust-A-Move* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a moment, the *Bust-A-Move* Title Screen will appear.

4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

GEAR-TO-GEAR CONNECTION



FOR 2 PLAYER MODE, YOU NEED:

- Two Game Gear Units
- Two *Bust-A-Move* game cartridges
- One Gear-to-Gear™ Cable (sold separately)

FOLLOW THESE STEPS TO GET SET UP:

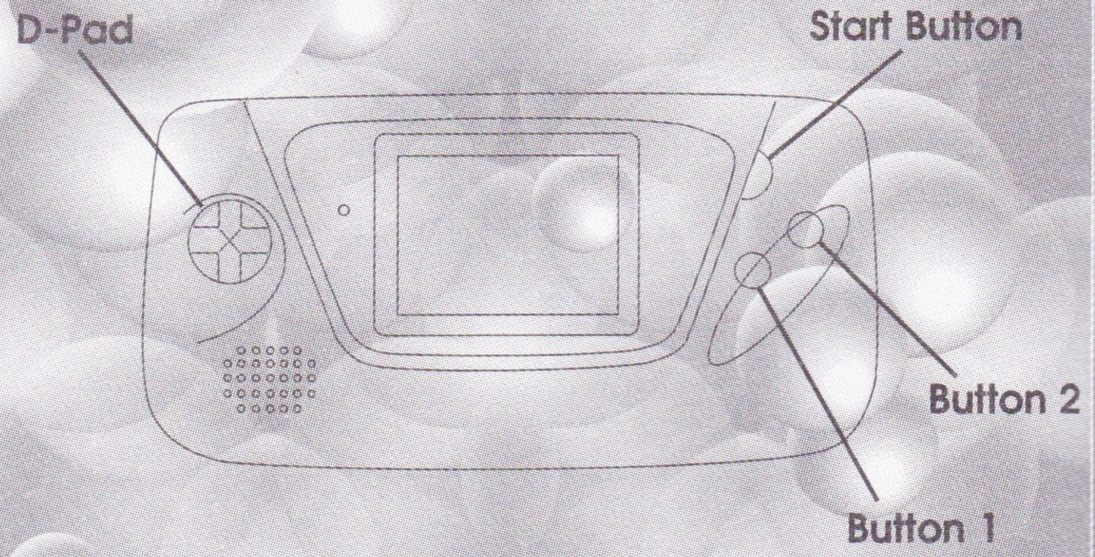
1) Make sure the power to both Game Gear units is OFF.

2) Insert a *Bust-A-Move* game cartridge into each Game Gear.

3) Plug one end of the Gear-to-Gear Cable into the proper jack on each Game Gear.

4) Turn the power to both Game Gear units ON.

GAME CONTROLS



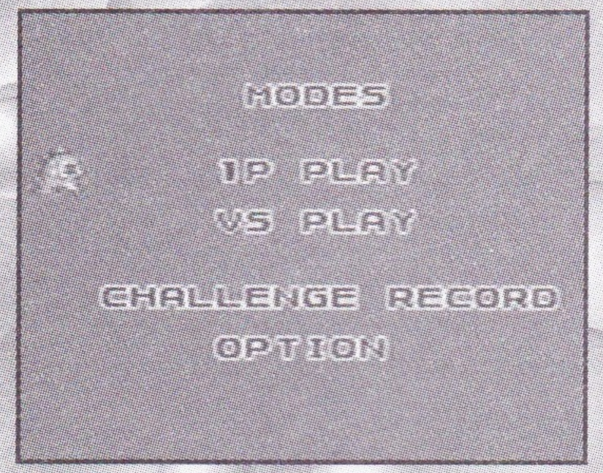
TO AIM BUBBLE LAUNCHER:
Press the D-Pad LEFT or RIGHT.

TO LAUNCH A BUBBLE:
Press Button 2.

TO MAKE A SELECTION ON THE OPTIONS SCREEN:
Use the D-Pad to select an option; press the D-Pad LEFT or RIGHT to toggle between the various choices under that option (see page 6).

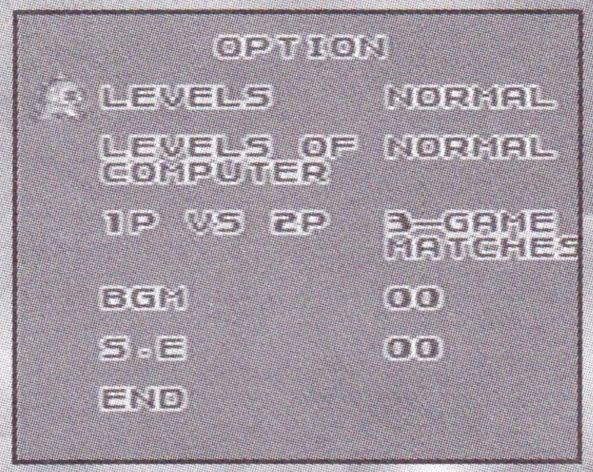
TO ENTER YOUR PASSWORD:
Use the D-Pad to select a symbol; press Button 2 to enter your symbol selection (see page 9).

MAIN GAME MENU



Here is where you choose which game mode you'd like to play. You can go bubble busting solo in 1 PLAYER MODE; against the computer or a friend in VS. PLAY; challenge the record; or adjust the game settings in the OPTIONS MENU. The following is a description of what you'll find in the OPTIONS MENU. Game modes are described beginning on page 7.

OPTIONS MENU



Because not all bubble blasters are the same, *Bust-A-Move* gives you the option of controlling the different variables of the game and customizing your own settings. Press the D-Pad UP or DOWN to select an option and press the D-Pad LEFT or RIGHT to toggle between the various selections. When you have set all your options, select "END" and press Start or Button 2.

LEVELS

The Levels option allows you to set the difficulty level for your own game. You can choose from Normal, Easy or Hard.

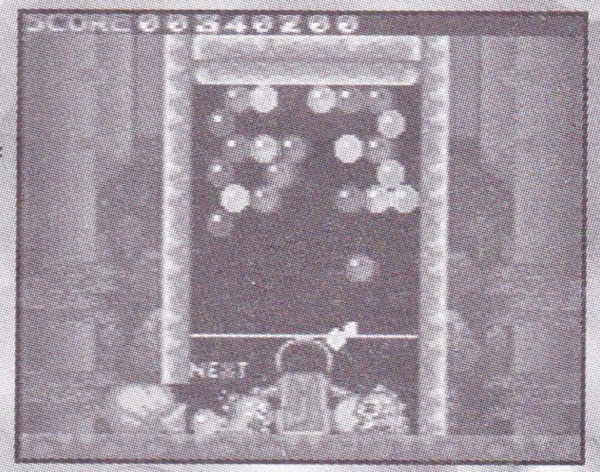
LEVEL OF COMPUTER

The Level of Computer option allows you to set the difficulty level (Normal, Weak or Strong) for your computer opponent. This way, you can set a handicap in VS. PLAY.

END

Choose this to begin play.

1PLAYER MODE



ONE PLAYER MODE (1P Play) is for the bubble shooter who is going solo. There are a total of 99 Rounds to shoot your way through. You can either start from the beginning, or enter a password to continue from a higher level you reached previously (see page 9).

CURRENT SCORE

The meter at the top of the screen keeps track of your score. The better your maneuvers, the more you'll score. Blast those bubbles and keep racking up the points!

BUBBLE LAUNCHER

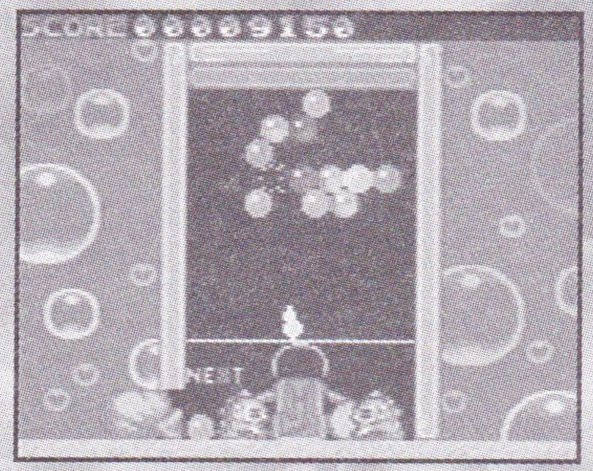
The Bubble Launcher blasts the bubbles to the top. The bubble that appears in the chamber is the one you will fire next.

BUBBLES

Not all the bubbles in *Bust-A-Move* are the same. There are eight colored bubbles and three special bubbles.

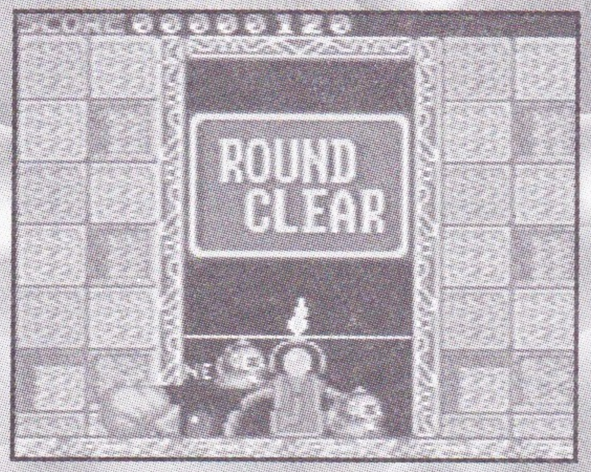
1P PLAY STEPS

DECIDE THE DIRECTION



Use the D-Pad to aim your bubble launcher in the direction you want to shoot. Be sure to line up your sights carefully!

SHOOT A BUBBLE



The goal is to shoot your colored bubble so that it touches a group of two or more bubbles of the same color. This causes that group to break. If you don't move fast enough, the "Hurry Up" signal appears, and you'll have five seconds to shoot. The faster you can clear the round, the higher your score will be, so don't dawdle!

FINISH A ROUND

Once you eliminate all the bubbles on the screen, the Round is clear.

WHEN IT'S ALL OVER

Even the best *Bust-A-Move* Bubble Manipulator is going to have rounds that are just too tough to beat. Don't worry, though! When the round is over you can choose to continue and practice your bubble busting skills—and beat the round once and for all!

CONTINUE

You'll have up to seven chances to continue, but those who use the fewest numbers of continues have a chance to see the best of three possible endings!

ENTERING YOUR PASSWORD

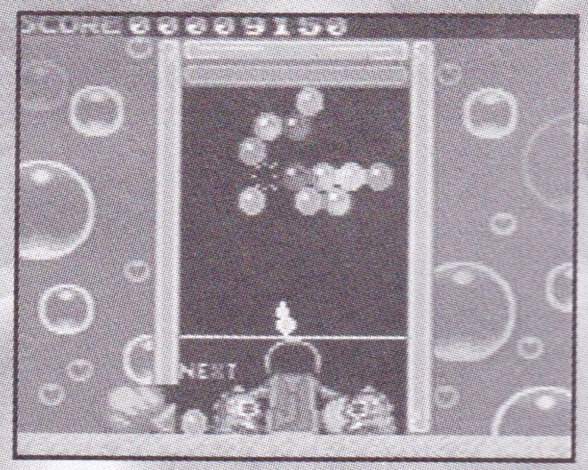


When it's time to take a break, write down the password shown on the Game Over Screen. That way, you may continue from the same level later.

Enter your password by selecting "Continue" under 1 PLAYER MODE. Use the D-Pad to position the cursor under a letter, number or symbol and press Button 2 (use Button 2 to enter all your selections here). To backspace, select the Left Arrow. To skip to the next space, select the Right Arrow. Select "END" to input your password and begin play.

VS. PLAY

VS. PLAY is the perfect way for one player to try his luck against a challenging computer-controlled opponent, or for two players to get together and test their bubble busting moves against each other. Either way, it's you against the ever-growing stack of bubbles!



BUBBLE GAUGE

Makes things difficult for your friend! Fill the Gauge by bursting a group of bubbles, then break another. The bubbles in the Gauge will go into Player 2's field!

SCORE

In a "best of" series, the score is kept at the bottom of the screen. The player that wins the majority of the total matches is the winner.

VS. PLAY STEPS

Select VS. PLAY from the MAIN GAME MENU, then choose to play against a computer-controlled opponent, or against a human player. The object is to eliminate all your bubbles before your opponent can. A player loses the match if his bubbles cross the line at the bottom of the screen. When the series is a draw, you'll play one last game to determine the outcome of the series. If the bonus game is a draw, then the series will end in a draw.

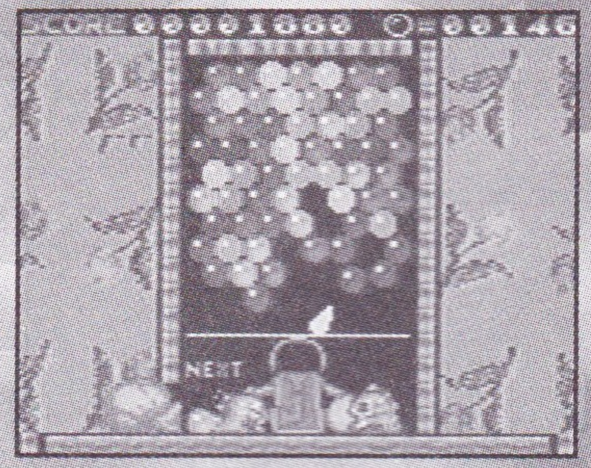
VS. PLAY — COMPUTER BATTLE

The rules of the VS. COMPUTER battle are the same as those in the VS. PLAY, except you can only play a series of three matches. This is a tough one as there are a total of 10 computer-controlled opponents to take on, and each is harder than the previous one.

VS. PLAY — 1P VS. 2P

The 1P Vs. 2P option allows you to determine the number of games played when taking on a human opponent in the 1P VS. 2P mode. You may choose a single game sudden-death match, or try a best of 3, 5 or 7 game series.

CHALLENGE RECORD



CHALLENGE RECORD Mode is a one-player mode that challenges you to beat the world's bubble busting record. If you're up for the challenge, get ready to *Bust-A-Move*!

CURRENT SCORE

Displays the current score for each player.

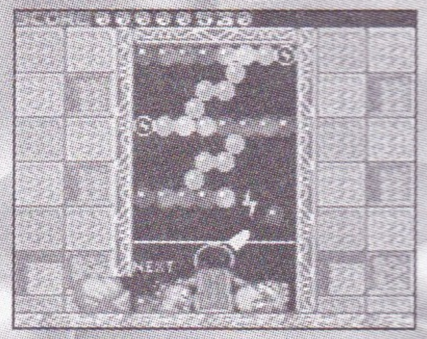
BUBBLES

This meter keeps track of the total number of bubbles you've broken.

The object of Challenge Record is to break as many bubbles as you can, while racking up large amounts of points. As soon as you bust bubbles, more appear. There is a bonus if you're able to clear all the bubbles from the screen, then you continue with a fresh screen full of bubbles. The game isn't over until you make a mistake. Your results are then displayed.

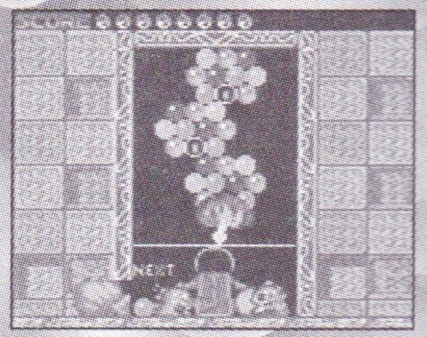
ITEMS

In addition to the eight colored bubbles, there are three special bubbles that will come in handy throughout the course of *Bust-A-Move*.



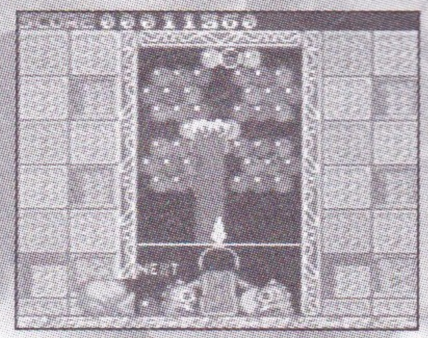
LIGHTNING BUBBLE

This bubble shoots lightning horizontally from where it lands and breaks the bubbles in its path.



FLAME BUBBLE

The Flame Bubble breaks all groups of bubbles that are the same color as the ones it touches.

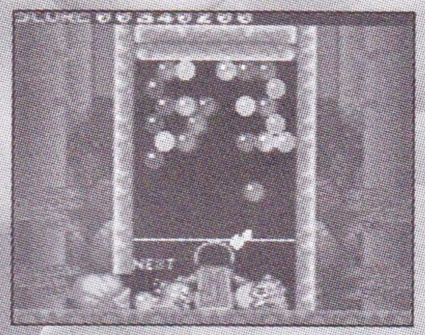


WATER BUBBLE

The Water Bubble breaks individual bubbles of the same color around the area in which it lands.

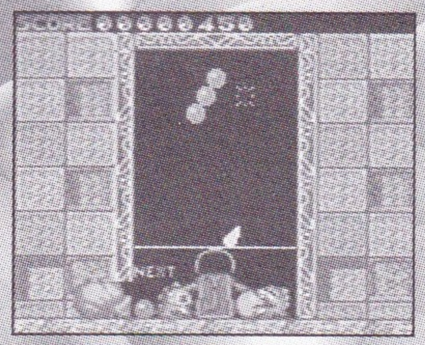
TIPS

When you become a *Bust-A-Move* expert, you'll start to develop your own tips, tricks and strategies, then bust out the bubbles with the best of them. Here are a couple helpful hints to get you started:



USE THE WALL

To send a bubble to a hard-to-reach spot, use the wall. Like in billiards, if you hit the right place, the bubble will bounce right over.



BREAK THE JOINT

All bubbles stick to the top bar. If you break a group that is sticking to the top bar, all the ones connected below will fall.

PASSWORD NOTES

PASSWORD NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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