
PlayStation
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PlayStation
EVERYONE
CONTENT RATED BY
ESRB
SCUS-94263
94263
BustAGroove
TM
Pure Dancing
Action Comes to the
PlayStation®!
989
STUDIOS

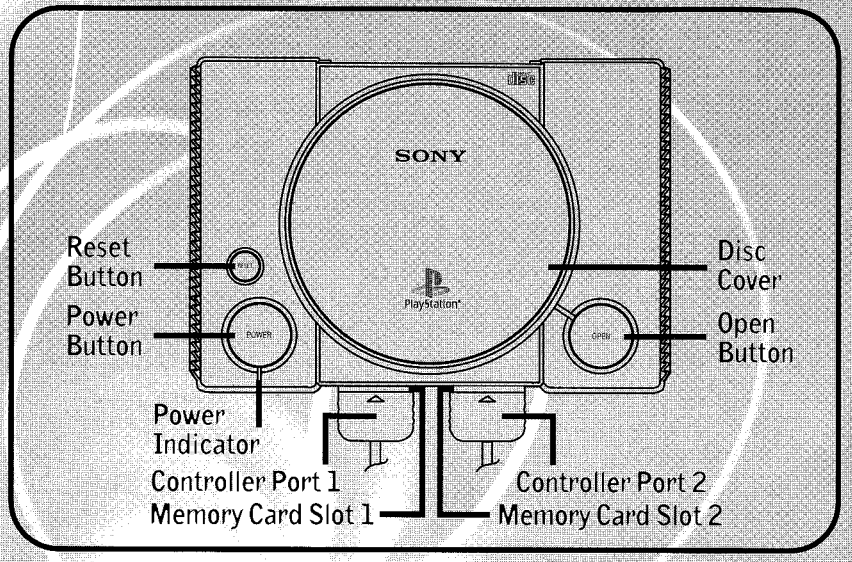
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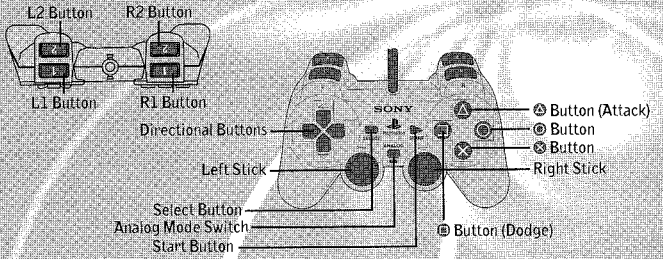
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PlayStation Game Console Set-Up



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Bust A Groove disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Using the Controller



Directional Buttons: ⬅, ➡, ⬆, ⬇
Use the directional buttons to press the indicated directions any time before the fourth beat. Press the indicated ✕ or ○ Button on the fourth beat to complete the move.

Note: For the first few moves, you will not be prompted to use a directional button, just the ✕ or ○ Button.

△ Button
Press on the fourth beat to attack an opponent. You have two attacks per round, and you cannot attack during solos.

○ Button
Press on the fourth beat if shown on the command line.

✕ Button
Press on the fourth beat if shown on the command line.

□ Button
Press on the fourth beat to dodge an opponent's attack. Dodges are unlimited, but you cannot dodge during solos.

START
Pauses action to RETRY GAME or QUIT.

L1, **L2**, **R1**, **R2** and SELECT Buttons
Not Used

What Is Bust A Groove?

An Addictive Competitive Dancing Game!

All ten characters in Bust-A-Groove house the "dance energy groove-tron," a mysterious jive power from outer space. As one of these characters, you must dance rhythmically to beat a series of enemy dancers who become progressively more challenging as you out-dance each competitor. Your goal is to become the №1 dancer in the universe and BUST-A-GROOVE!

Dancing Well is Everything!

You win or lose a dancing competition based on how well you dance. To dance well, you must maneuver the controller along with the beat of the rhythm. If you're in sync with the music, your character will get seriously funky and the camera will move in for a close up. The more camera time you get, the more your Enthusiasm Gauge increases and the more dynamic your overall performance. Dancers that attract the camera will win over the crowd and beat their opponents!

> **Note:** A green light will flash in time over the on-screen button press indicator. Watch it to help keep you on the beat!

Before the intro movie, you must choose whether to play the game in English or Spanish. If you choose Spanish, the commands and selection screens appear in Spanish, but vocal music will remain in English and Japanese.

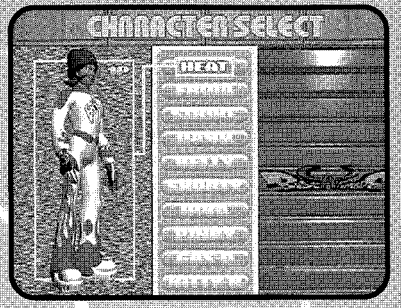
Game Mode Select



After the intro movie and Title Screen, you can choose between 1-Player Game, 2-Player Game, Practice, Options and Dance View at the Mode Select screen (see page 6 for complete mode descriptions). Press the ⬆ or ⬇ Directional Buttons to select the mode you want to play. The Character Selection screen that follows will differ depending on whether you are playing alone or with another person. You will need another controller if playing a 2-Player game. You cannot select Dance View until you have finished the game with at least one character on any difficulty setting. Only characters who have finished the game will be selectable in Dance View Mode.

Play Modes

1-Player Game



At the Mode Select screen, select 1-Player from the menu and press START or ⊗. At the Character Selection screen which follows, use the ↑ and ↓ Directional Buttons to choose your character, then press the START or ⊗ Button to begin the competition. You can press START + SELECT to exit to the main menu.

Note: To select a player's alternate outfit, hold down SELECT while pressing ⊗ to choose your character.

Getting Your Groove On!

The dance stage appears as the music begins. You will be prompted to enter dance commands once "GO!" disappears from the screen. Pressing the START Button during gameplay pauses the action, allowing you to restart the current match or quit the game. Once the music ends, the winner is judged. Win the dance and you face the next opponent. If you lose, you may continue.

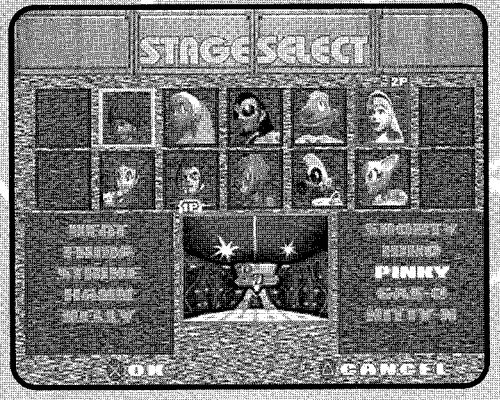
Continue?

If you lose a match, you can either re-challenge your opponent or return to the main menu. To resume play, press the START Button before the number on the screen counts down to zero. To skip through the numbers, press the ⊗ Button rapidly. You have an infinite number of continues.

2-Player Game

At the Mode Select screen, select 2-Player Game from the menu and press START or ⊗. Both players must select a character by using the Directional Buttons to move the cursor and the ⊗ Button to select. The player who chooses his/her selection first selects the stage. Select your stage by using the ↑ and ↓ Directional Buttons, then press the START or ⊗ Button. Gameplay does not start until both players have chosen a character and the stage has been selected.

Note: You can press START + SELECT to exit to the main menu.



Practice Mode

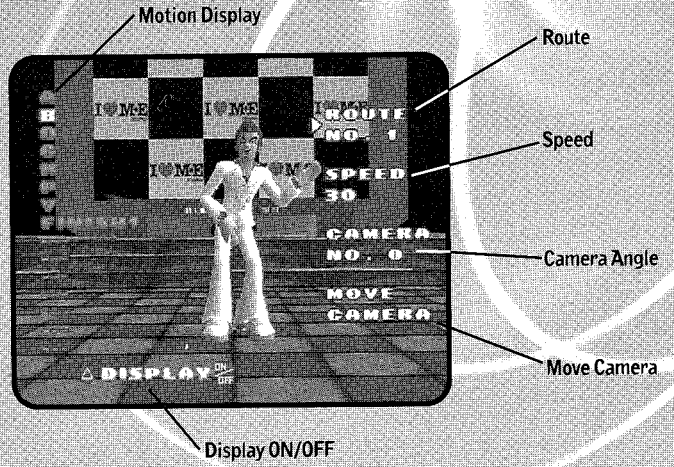
At the Mode Select screen, choose Practice from the menu and press START or ⊗. In Practice Mode, you can train yourself to be a smooth operator for when it matters most - during the real competition. Using the ⬆ and ⬇ Directional Buttons, select the character you want to practice with, then press the START or ⊗ Button. Your starting level is displayed in the center of the screen. Higher levels allow you to begin with more difficult moves. Select the number using the ⬅ and ➡ Directional Buttons and confirm with the ⊗ Button before "READY" disappears. Once the dance begins, play as you would in a normal game. The current level, points of the current dance and the remaining music time are displayed on the right side of the screen. On the left side, the green portion of the bar under the dance command displays the appropriate timing of entry on the fourth beat. For correct timing, press the indicated ⊗ or ◎ Button while the moving white bar is still in the green section. After pressing the button, an imprint is left to show you your timing. Aim for the middle of the green bar! If you successfully enter all shown dance combos at the current level, you will progress to the next level of moves.

> **Note:** You can do many moves from your current level without them appearing on screen, but you will not advance levels while using this dance method. Follow an entire given string of moves to produce a combo that advances your level.

Once the music ends, the practice is over and the results are displayed. To practice with the same character again, select RETRY. To quit practice, select QUIT. The RETRY and QUIT options are also available by pressing the START Button during Practice Mode.

Dance View Mode

At the Mode Select screen, choose Dance View from the menu and press START or ⊗. Dance View Mode lets you view and choreograph the dance moves of characters who have cleared a 1-Player game. You can view all dancer animations, including grooves from Fever Time, winning and losing poses and attack scenes. You can choreograph all of these animations and change your point of view freely.



Note: You cannot select Dance View when you first start the game. You must first pass the final stage of a 1-Player game on any difficulty setting. Be sure to save your game to a Memory Card once you have done this. For future play sessions, just load your saved game to go straight into Dance Mode.

Screen Features and Basic Instructions

Motion Display
Indicates the list of dance moves that are currently selected. Use the ⬆ and ⬇ Directional Buttons to move the cursor, and ⬅ and ➡ arrows to modify the contents of the dance move. The current dance move will be highlighted. Once a move is completed, the next move will be highlighted. By pressing the ⊗ Button, you can stop the current move and progress to the next one. When you reach the end of the list, the moves will repeat themselves from the beginning.

Display ON/OFF
You can turn off various displayed data by pressing the △ Button once. Press the △ Button again to turn it back on.

> **Note:** You cannot operate the cursor while the display is off, but you can still skip through moves by pressing the ⊗ Button.

Route
View a variety of previously set combos by changing the Route number. Move the cursor here and change the numbers using the ⬅ and ➡ Directional Buttons.

Speed
Sets the movement speed of the character. Use the ⬅ and ➡ Directional Buttons to set the speed between 4 and 60. The smaller the number, the faster the speed.

Camera Angle
Adjusts the camera angle. Select the previously set camera angle by using the ⬅ and ➡ Directional Buttons. As long as this number isn't modified, the same camera angle will be repeated. If you select **RANDOM**, different camera paths are chosen randomly.

Move Camera
Lets you control the camera angle on screen by yourself. Move the cursor here and press the ⊗ Button to control the camera. The camera can be moved using the ⬆, ⬇, ⬅ and ➡ Directional Buttons. Zoom out using the R1 Button and zoom in using the R2 Button. Press the ⊗ Button to return to the Dance View Menu screen.

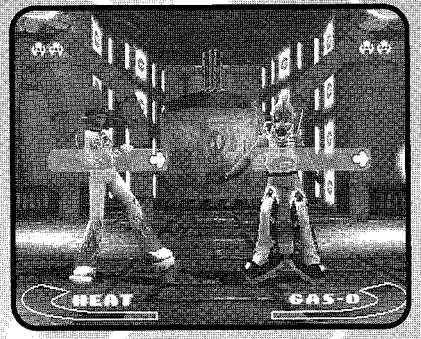
> **Note:** You can use the Display ON/OFF option here and still control the camera.



How to Bust A Groove

How well you dance determines whether you win or lose. The camera will focus on the dancer who is gettin' down the most during the game. The dancer who has a camera close up at the end of the match has won over the crowd and is declared the winner.

Basic Moves



In a 1-Player game, the green portion of the dance command will blink three times and then the red portion will blink once. Following this blinking light helps your timing by giving you a feel for when the fourth beat hits. For the first move, all you need to do is press the ◉ Button on the fourth beat. If done correctly, you will then be prompted to press the ⊗ Button on the fourth beat. Do this correctly and you will be prompted to use the directional buttons for better moves! If you miss the timing, you have to start over from the basic move and work your way back up to more difficult moves.

Note: Directional button presses do not have to be with the beat, just completed before the fourth beat.

Dancing Better and the Enthusiasm Gauge

While the green portion of the bar is blinking, hit the specified directional buttons as indicated. Read the buttons from left to right and enter them correctly any time before the fourth beat. On the fourth beat, you must press the indicated ⊗ or ◉ Button to complete the move.

As you advance, you will be given the choice of two different moves. If you choose the easier command displayed on top, the following commands will be comparatively easy. If you choose the more difficult command displayed on the bottom, an even harder command will be displayed next. (If you really want to see your character do some hard-core kickin' grooves, choose the harder moves and prepare to get FUNKY!) It is also possible to do moves that are not yet displayed on screen.

When you dance well, the Enthusiasm Gauge at the bottom of the screen will increase as you continue your rhythmic performance. When you miss a dance command or are attacked, the Gauge will decrease.



Combo Moves

When you successfully enter commands that appear in succession, you complete Combo moves. By continuing with Combos, you have a great chance of attracting the camera. When the camera focuses on your dancer for a close up, your Enthusiasm Gauge increases. The dance will continue if you enter commands other than those displayed, but you can only use certain moves at different stages of a dance. Mastering this element allows you to skip around through different dance moves at your will. You must experiment to find the moves that work for different portions of a song!

Hint: Moves to try may appear within the current dance combos displayed at any given point in a song.

Solo

During a song, there is a solo where each of the two dancers alternates performances. The solo allows dancers to show their techniques while increasing their Enthusiasm Gauge. It is also a chance for a dancer to win a come-from-behind victory. During a solo, the camera will focus on each of the dancers separately. It is possible to enter commands that are not on screen during a solo, but only certain commands are allowed.



How to Use and Avoid the Attack

By pressing the △ Button on the fourth beat, you can interfere with an opponent's dance. This is called an Attack. The character attacked will lose strength on his/her Enthusiasm Gauge. If your opponent uses an Attack, you can avoid it by pressing the □ Button on the fourth beat in the next command. When using or avoiding an Attack, note that the current command entry will still be available for your next move. In addition, the Remaining Number of Attacks indicators (the yellow faces at the top of the screen) are shadowed during solos, indicating that attacks cannot be used. This gives you a good chance for recovery!

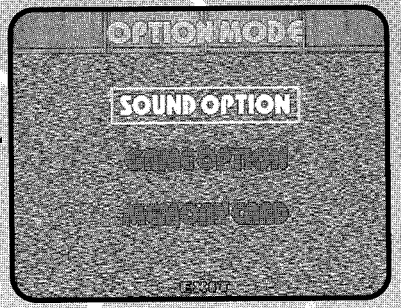
Convenient Controller and Fashion Hints

- You can return to the main menu by pressing SELECT + START when selecting characters in a 1 or 2-Player game.
- To choose a character's alternate outfit, hold down the SELECT Button while pressing the ⊗ Button to choose your character. This works in all modes.
- From any menu following a mode selection, you can return to the previous menu by pressing SELECT + START.



Options Menu

Use the ⬆ and ⬇ Directional Buttons to select the item you want to change then press the START or ⊗ Button. On each Option Screen, use the ⬆ and ⬇ Directional Buttons to move between items and the ⬅ and ➡ Directional Buttons to make your selection. You can adjust the following options:



Sound Option

To completely customize your dance experience, you can choose from the following: VOCAL or INSTRUMENTAL music, STEREO or MONO sound output, loudness of the background MUSIC and SOUND EFFECTS, and execution of SOUND TEST.

Game Option

You can choose between EASY, NORMAL and HARD levels to adjust the game's difficulty. You can also turn off the dance command display. If the Command Display is turned OFF, the dance commands will not appear during the game.

Memory Card

Load or save data using a Memory Card. Select LOAD or SAVE and press the START or ⊗ Button to select the appropriate menu. You will need one block of memory to save your game.

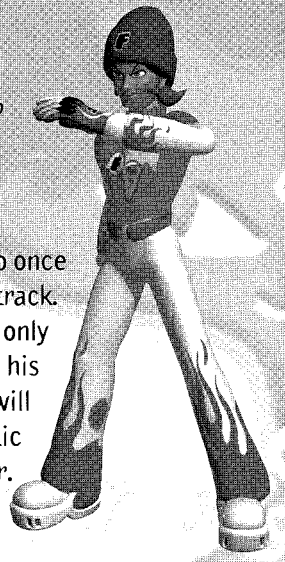
Note: This game does not automatically load saved data. You must always load your saved data by using the Memory Card screen.

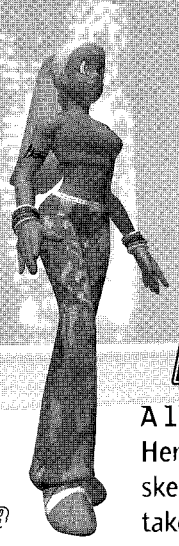


Who Are Those Cool Cats on the Floor?

Heat
(aka "Fireboy")

A 19-year old ex-racer who once crashed and burned on the track. His miraculous recovery is only slightly less amazing than his ability to handle blazes at will by using the intergalactic groove-tron power.





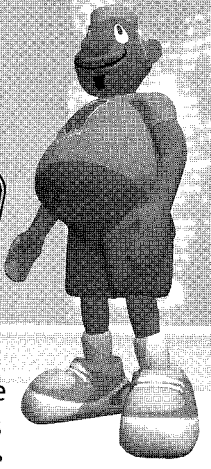
Frida

A 17-year old graphic artist who moonlights as a dancer. Her groove-tron is housed in the wild pictures she sketches. Rumor has it that her powerful drawings can take on a life of their own as she gets down.



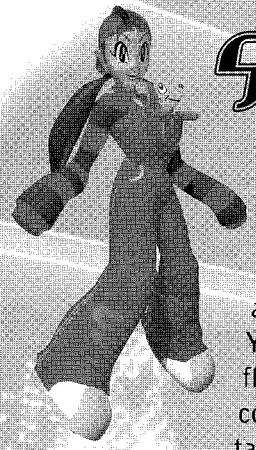
Strike
(aka "Notorious")

A 21-year old public enemy who is currently serving time in the state penitentiary. He has become a popular leader for the prisoners by forming the "Ball and Chain" dance team. His favorite cry is "FREEDOM."



Hamm
(aka "Fatman")

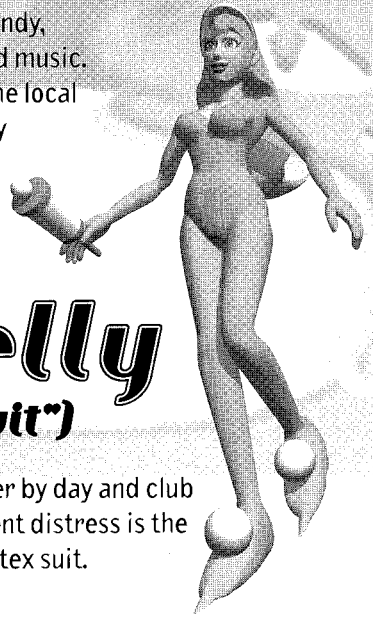
A 30-year old ex-dancer who became an employee in a hamburger shop so he can more easily snarf beef and junk food. He is thinking of using the groove-tron power to shed a few inches from his waistline.



Shorty

(aka "Cry Baby")

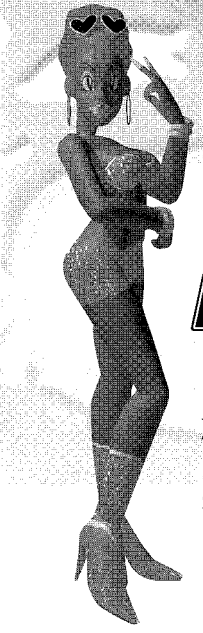
A 12-year old child of a DJ father and a supermodel mother. She loves candy, animals and outdated music. You may find her at the local flea market frantically collecting 8-track tapes.



Kelly

(aka "Baby Suit")

A 23-year old office worker by day and club partier by night. Her current distress is the loan for her newly made latex suit.



Gas-O

A 15-year old mad scientist who is conducting unknown gas experiments with the groove-tron power. His hobby is tinkering with dangerous chemicals in his secret underground laboratory.



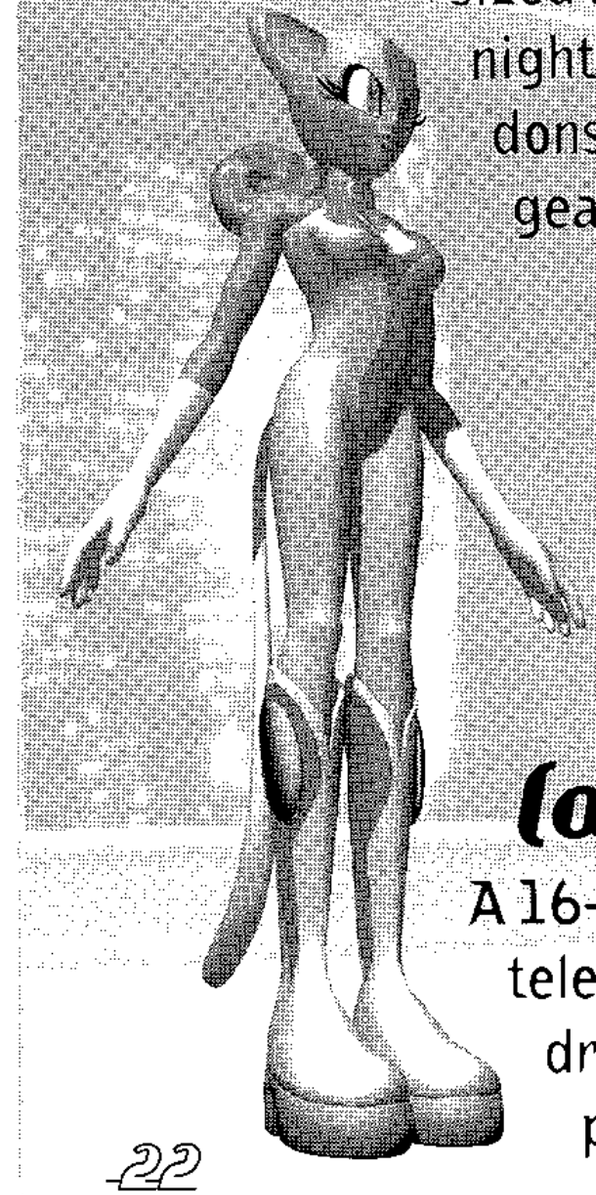
Pinky

(aka "Diamond")

A soul dancer whose age is unknown. She makes her living as a dancer and fortune-teller, but some believe she makes her money by more devious means.

Hiro
(aka "Dancing Hero")

A 20-year old Italian dancing hero living in Japan. During the week he squirrels himself away in his box-sized apartment. But when Saturday night hits, he gets the fever and dons some seriously fly disco gear for a night out on the town.



Kitty N.
(aka "Costume Play Soldier")

A 16-year old model who is secretly on break from a television program called "Litterbox Warriors 5." Her dream is to become a major idol using the groove-tron power.