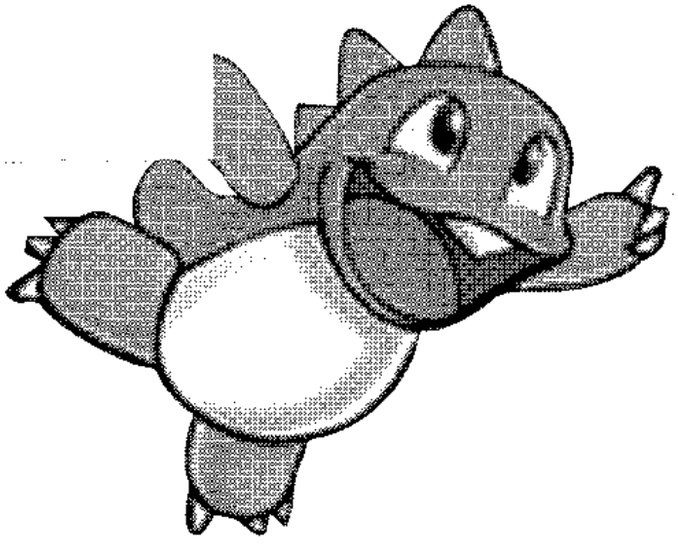

PlayStation
NTSC U/C
PlayStation
BUST-A-MOVE '99
2 PLAYER ACTION
Acclaim
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00725
#21161



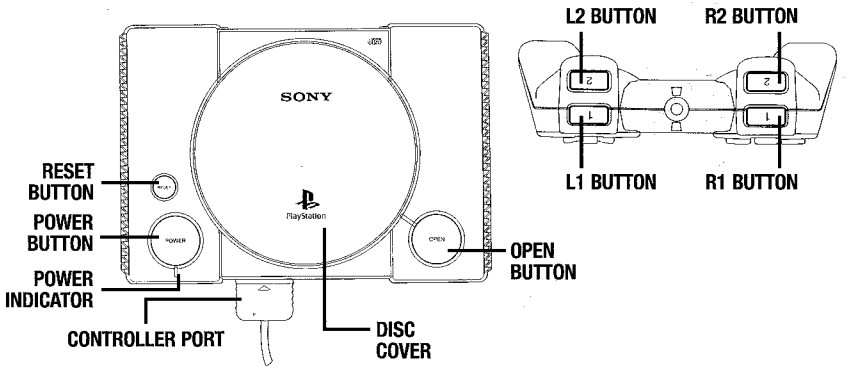
# CONTENTS


STARTING UP . . . . . 2
STORY . . . . . 2
DEFAULT CONTROLS . . . . . 3
STARTING OUT . . . . . 5
BASIC RULES . . . . . 7
GAME MODES . . . . . 9
Arcade Mode . . . . . 9
Puzzle . . . . . 10
Player Vs. Computer . . . . . 10
Player Vs. Player . . . . . 11
Challenge Mode . . . . . 12
Win Contest Mode . . . . . 12
Edit Mode . . . . . 13
SPECIAL BUBBLES . . . . . 16
THE CHARACTERS . . . . . 17
HINTS & TIPS . . . . . 19

# STARTING UP

1. Set up your PlayStation™ game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the Bust-A-Move '99 Disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start game.

***Note: Bust-A-Move '99 is for up to 2 players. If you wish to save your game, insert a Memory Card (sold separately) into Memory Card Slot 1.***

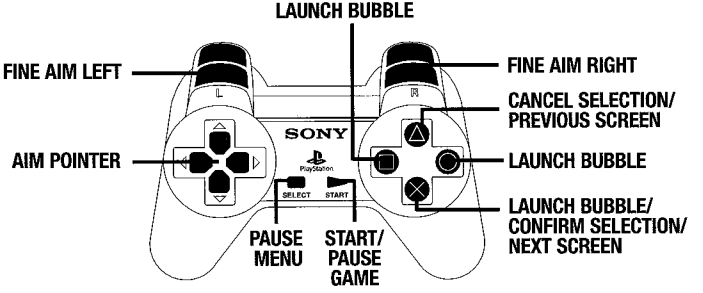



# THE STORY

One day...Bubble World's magical master of mischief, DUNK, cast a mysterious spell. And with a sudden flash of light, eight characters from eight other game worlds found themselves suddenly transported to Bubble World. It's up to you to send them home!!!

# DEFAULT CONTROLS

For one-player gameplay, connect your controller to port 1.




# GAMEPLAY FUNCTIONS

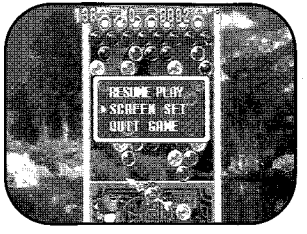
TITLE SCREEN/OPTIONS SCREEN/OTHERS

To reset to the title screen, HOLD the **L1, L2, R1** and **R2 BUTTONS** at the same time, and press the **SELECT BUTTON** then press the **START BUTTON**.

- Controller button configuration can be changed under Controller Configuration on the Options Screen.

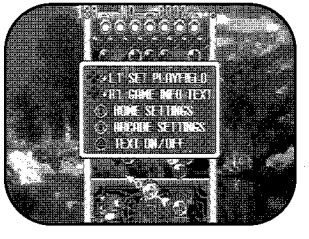
# MENUS

- ↑ or ↓ **DIRECTIONAL BUTTONS** to highlight item
- ← or → to toggle settings
- ✕ **BUTTON** to Confirm selection/advance
- △ **BUTTON** To Cancel selection/go back




# PAUSE MENU

Press the **START BUTTON** to pause the game. Press the **SELECT BUTTON** to view the pause options menu.




## Resume Game

Return to the game where you paused it.

## Screen Set

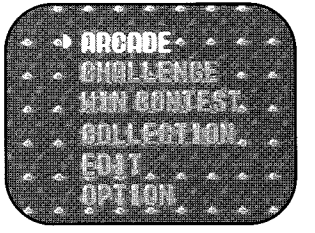
- Press **DIRECTIONAL BUTTON** + **L1 BUTTON** to adjust the screen display to suit your monitor
- Press **DIRECTIONAL BUTTON** + **R1 BUTTON** to toggle Game Info Text (score display) UP or DOWN
- Press the ○ **BUTTON** to use HOME SETTINGS (default settings)
- Press the □ **BUTTON** to use ARCADE SETTINGS (text is higher on screen)
- Press the △ **BUTTON** to toggle on-screen text ON or OFF

## Quit Game

To exit the game, highlight Quit Game and press the ✕ **BUTTON**.

***NOTE: The play instructions are based on the Type A control configuration (default).***

# STARTING OUT




At the title screen, press the **START BUTTON**. You will come to the Game Modes screen, where you can choose one of 5 game modes in Bust-A-Move '99, or set your Options. Press ↑ or ↓ on the **DIRECTIONAL BUTTON** to make your choice, then press the ✕ **BUTTON** to confirm it. We'll go into more detail on each mode a little later, but first let's check out the Options and go over some Basic Rules.

# ARCADE MODE

This mode offers you the arcade conversion of Bust-A-Move '99.

# CHALLENGE MODE

In this mode, you're given certain conditions for clearing each round. Your gameplay will be evaluated when you clear all stages.

# WIN CONTEST MODE

A one player contest against all the game characters, using different puzzles.

# COLLECTION MODE

A total of 1,025 rounds designed by Bust-A-Move players. Each round bears the name of the designer.

# EDIT MODE

Create and play your own puzzles! Save puzzles or load previously saved puzzles.

# OPTION MODE

- In this mode, the player can modify the selections described below.
- Use ⬆ or ⬇ on the **DIRECTIONAL BUTTON** to make your selection and ➡ or ⬅ on the **DIRECTIONAL BUTTON** to modify digits and other conditions such as difficulty level.
- For SE LOAD, use ➡ or ⬅ on the **DIRECTIONAL BUTTON** to make your selection and press the ⊗ **BUTTON** to execute your selection.

### Game Level
Choose from four difficulty levels (Easy/Normal/Hard/Very Hard)

### Match Point
Used to choose the number of rounds needed to win in Player Vs. Player games

### Handicap
Choose to play with the handicap ON to keep games close, or OFF for an honest match.

### Sound
Brings up a sub-menu that lets you make these choices:

*SOUND* Used to toggle between Mono and Stereo Sound.

*MUSIC VOLUME* Used to adjust the in-game music output level.

*SE VOLUME* Used to adjust the in-game sound effects output level.

*MUSIC TEST* For listening to the various tunes contained in the game.

*SE LOAD* Loads specific sound effects for each character featured in the game.

*SE TEST* For listening to the loaded sound effects.

*EXIT* Return to Options Menu

### Controller Config
Press ⬅ or ➡ to toggle among the four (A~D) pre-set control settings.

### Memory Card
Choose Data Load to load your saved puzzles from Edit mode, or Data Save to save them. (See Saving/Loading Data on page 15 for more details).

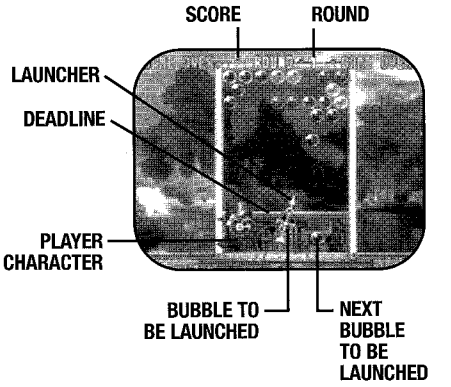
*EXIT* Returns to the GAME MODE selection screen.

# THE SCREEN

### Score
Current total score.

### Round
Current round number.

### Deadline
Your game's over once the bubbles on the playfield cross this line.




# BASIC RULES

Fire bubbles from your launcher and eliminate bubbles before they push past the DEADLINE.

### Eliminating Bubbles
Eliminate bubbles by connecting three or more of the same color.

### Dropping Bubbles
The more you drop at one time, the higher your score!

### Game Over
The game's over once the bubbles push past the DEADLINE.

**REMEMBER**
Aim the pointer by pressing the ◀ or ▶ **DIRECTIONAL BUTTONS.**
Launch Bubbles by pressing the ■, ✕ or ● **BUTTON.**

**AND DON'T FORGET**
**L1** shifts the pointer slightly left with each press.
**R1** shifts the pointer slightly right with each press.

# CONTINUE
During the Game Over sequence, if you push **START** while the countdown is being displayed, you can continue the current game.
***NOTE: You have unlimited Continues.***

# NAME ENTRY
You can record up to three letters if you achieve a high-ranking score. Just choose a letter by pressing ◀ or ▶ on the **DIRECTIONAL BUTTON**, and execute your selection by pressing the ✕ **BUTTON**.



# GAME MODES
## ARCADE MODE
Arcade mode offers three different games: Puzzle (1 Player), Player vs. Computer and Player vs. Player. That's a lot of bubble-busting fun! Select the desired mode of play by pressing either ◀ or ▶ on the **DIRECTIONAL BUTTON** and start the mode with the ✕ **BUTTON.**

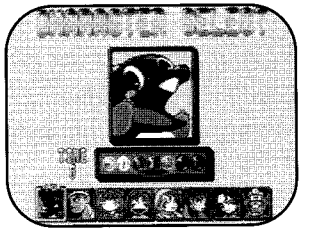
### Game Selection
*PUZZLE (ONE-PLAYER)* Clear a round by eliminating all the bubbles on the playfield.

*PLAYER VS. COMPUTER* Compete against the CPU-controlled characters.

*PLAYER VS. PLAYER* Compete against another player.

### Difficulty Level
- There are three levels of difficulty from which you can select from. Press either ◀ or ▶ on the **DIRECTIONAL BUTTON** and decide your selection with the ✕ **BUTTON.**

### Character Selection
- Press either ◀ or ▶ on the **DIRECTIONAL BUTTON** to select a character and decide your selection with the ✕ **BUTTON.**



***NOTE: When playing Puzzle/One-Player, character selection is conducted on the map screen by pressing up or down on the Directional Button.***

The game will start after you've selected a character and pressed the ✕ **BUTTON.**

## PUZZLE/ONE-PLAYER

*PRACTICE* Beginner level gameplay with bubble launcher guideline.

*NORMAL* Average level of difficulty.

*VER 2.5* Re-arranged rounds based on 'Bust-A-Move 2'.

RULES

- Eliminate all bubbles on the playfield to clear a round.
- The abilities of the various characters are not applied in this mode.
- You are offered a choice of routes for every 5 rounds that you clear.
- An ending sequence will be displayed if you clear the final zone.
- When an opponent character is displayed, you can only clear the zone in the following manner:
  - Keep eliminating bubbles from the playfield until the meter on the left side of the screen fully extends itself.
  - To clear a round, eliminate all bubbles on the playfield — after the meter reaches its maximum.

## PLAYER VS. COMPUTER

*PRACTICE* Beginner level that ends after three rounds of gameplay.

*NORMAL* Average level of difficulty.

*HARD* Above-average level of difficulty with several variations such as initial setup.

RULES

- Compete against CPU-controlled characters on a round-by-round basis.
- Eliminate as many bubbles as possible or drop bubbles (see page 7) into your opponent's playfield.
- You win when your opponent's bubbles push past the DEADLINE.
- When you win, you proceed to the next round and a new opponent.
- The game is over when you lose a round.
- An ending sequence will be displayed when you clear the last round.
- There's a different ending for each character.

## PLAYER VS. PLAYER

*PRACTICE* Compete with beginner level features such as the guideline.

*NORMAL* Average level of difficulty.

*VARIETY* Features difficult conditions starting with bubble setup and requires high level of gameplay.

RULES

***NOTE: Connect controllers to Controller Ports #1 and #2.***

- Head-to-Head competition against another player where the first player to clear the number of rounds designated in the OPTION MODE's MATCH POINT is declared the winner.
- Attack and win/lose conditions are the same as those described in Player vs. Computer.
- The game's over once a winner is declared.
- By choosing CONTINUE, you can carry on another match.

During ARCADE MODE gameplay, a second player can join in to compete by pressing the **START BUTTON** on the available controller in Port 2.

# CHALLENGE MODE

Challenge mode offers 5 different challenge stages, each with 5 rounds. Try your hand at each different challenge, then see how you did in the evaluation screen!

## STAGE MAP

- On the Character Selection Screen, choose a character by pressing right or left on the **DIRECTIONAL BUTTON** and decide your choice with the ⊗ **BUTTON**. The composition of the rounds will vary in accordance with the selected character.
- The Map will display the current stage to be played and the conditions for clearing that stage.

## BEGIN GAMEPLAY

- Each stage commences with a stipulated number of rounds. Clear the stage according to the conditions described in the Stage Map.

## STAGE EVALUATION

- After clearing the stipulated number of rounds in a stage, an evaluation screen will be displayed, followed by the next stage of the game.

## GRADE

When all stages are cleared, the player will be graded according to performance and technique.

## WIN CONTEST MODE

This mode is similiar to Player Vs. Computer, but offers different puzzles. Please see Player Vs. Computer for details on Rules, etc.

## COLLECTION MODE

Collection mode offers a vast collection of some of the best Bust-A-Move puzzles ever created. There are over 1,000 different puzzles from our top designers, so hunker down for a fun fest!

## ROUND SELECTION

- Select the round you wish to play in the manner described below.
- You can search for a screen by pressing ↑ or ↓ on the **DIRECTIONAL BUTTON**.
- By pressing ← or → on the **DIRECTIONAL BUTTON**, you can search for a screen by designer name. Selecting 'END' will return you to the title screen.
- After selecting the screen of your choice, press the ⊗ **BUTTON** to commence gameplay.

## OBJECTIVE

- To clear the round, eliminate all bubbles on the playfield. 1,025 rounds to choose from!! Clear 'em all!!

## CHOICES

- The following menu is displayed, after clearing a round.

*TRY AGAIN* Replay the current screen.

*NEXT STAGE* Play the next screen.

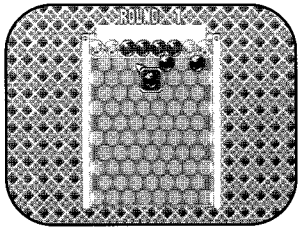
*RETURN TO MENU* Return to the Round Selection screen.

*EXIT* Return to main menu.

# EDIT MODE

When you select Edit Mode in the Mode Selection screen it will take you to the Edit Menu screen, where you can select **Puzzle Set Up** to create a puzzle or **Puzzle Play** to play your created puzzle(s).

## PUZZLE SET UP



Here you will be able to place bubbles on the field at your discretion, enabling you to construct an original screen. In total, you can save up to twenty-five (25) original screens.

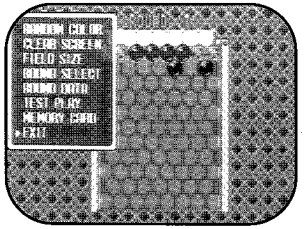
### How to Make a Puzzle Screen

1. Choose "Puzzle Setup" and finalize the selection.
2. Move the cursor with the **DIRECTIONAL BUTTON** to finalize positioning of the bubbles.
3. Toggle bubble types by pressing the **L1** or **R1 BUTTON** Fine Aim controls (the R bubble will randomly select the bubble color).
4. Set the bubbles by pressing the ⊗ **BUTTON**. Delete bubbles by placing the cursor over the bubble and pressing the △ **BUTTON**.

You cannot test play on a screen comprised of only a Star Bubble and a Block Bubble, or on a screen in which there are no bubbles touching the ceiling. (In the event that such a screen appears in "To Play," the game will summarily conclude.)

### The Edit Menu

When you press the ▢ **BUTTON** while on the Puzzle Setup screen, the Edit Menu window opens. You can change settings in Edit.




*RANDOM COLOR* You can set random color. You can choose the color of a displayed bubble via the **ON/OFF BUTTON** (you cannot choose OFF for all colors).

*CLEAR SCREEN* This will delete all the bubbles that are placed in the field.

*FIELD SIZE* When you select field size and finalize your selection, the field size will change from wide to normal, or vice-versa.

*ROUND SELECT* You select the rounds to be constructed.

### Round Data

*DATA COPY* Copies edited data to the designated round.

*DATA EXCHANGE* Replaces data with the designated round's edited data.

### Test Play

Select Test Play to play a test round using the puzzle you are currently editing. You can return to the Edit screen when you clear or lose the round.

### Memory Card

*LOAD* Loads saved Edit Data (1st~25th screens).

*SAVE* Saves data (1st~25th screens) that has been edited.

*EXIT* Return to Menu Screen.

### Saving/Loading Data

Only Edit Mode maps can be saved. You must have a Memory Card to save Edit Mode data. Select Memory Card on the Edit Menu.

Press ↑ or ↓ to select SAVE or LOAD, then press the ⊗ **BUTTON**. You will be prompted to confirm your choice (Are you sure you wish to SAVE/LOAD? YES or NO). Highlight YES or NO and press the ⊗ **BUTTON**.

# PUZZLE PLAY

You can play the course you constructed. Basic rules are the same as in a Puzzle Game. There are five courses, 1~5, and five rounds per course. Once you clear an entire course, you are taken to the Course Transfer screen and transferred to the next course. Upon completing the 5TH course, the game concludes. Unless you make all 25 screens in advance, the game will conclude at the time all self-made courses have been beaten.

# SPECIAL BUBBLES

The bubbles described below have special properties.

### STAR BUBBLE

Contact with a bubble will eliminate all bubbles of the same color.

### RAINBOW BUBBLE

When in contact with an eliminated bubble, it will adopt the color of that bubble.

### BLOCK BUBBLE

Although blocks can't be eliminated, you can still clear a round whether they're on the playfield or not.

### METAL BUBBLE

Once launched, it will continue eliminating bubbles until it comes in contact with either a wall or Block Bubble.

### BUBLOCK BUBBLE

Similar to Block Bubbles, a Bublock can be removed by eliminating all the surrounding bubbles in contact with it.

***NOTE: You cannot clear a round if a Bublock is still on the playfield.***

# THE CHARACTERS

Depending on the opposing character, bubble-attack combinations will vary.



### BUBBLOON

A well-balanced character that attacks with a random combination of eight colors.



### PRETTIO

A very persistent character that guarantees a pretty steady game.



### TWINKLE

Not very strong on the defensive side. But beware this character's rainbow bubble-attack! Twinkle's tough when the pace of the game gets frantic.



**MUSASHI**
A strong and steady character that executes attack combinations from the top and bottom of the screen.



**MARINA**
An unpredictable character that attacks with a combination of red, yellow and blue bubbles.



**LUNA**
The longer a battle's drawn out, the tougher this character gets.



**SSB**
Mixes block bubbles in his attack combinations. A vicious character that leaves little room for counter-attacks.



**JACK**
With an attack combination that includes Block and Star Bubbles, this is probably the most powerful character.

# 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 playing an opponent (Human or CPU), make sure to set up your shots immediately. This means hanging a few bubbles off of two like colored bubbles so that you'll be able to send "blocking" bubbles over to your opponent after you've dropped your bundle!