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PlayStation

empire INTERACTIVE

PlayStation

NTSC | U/C

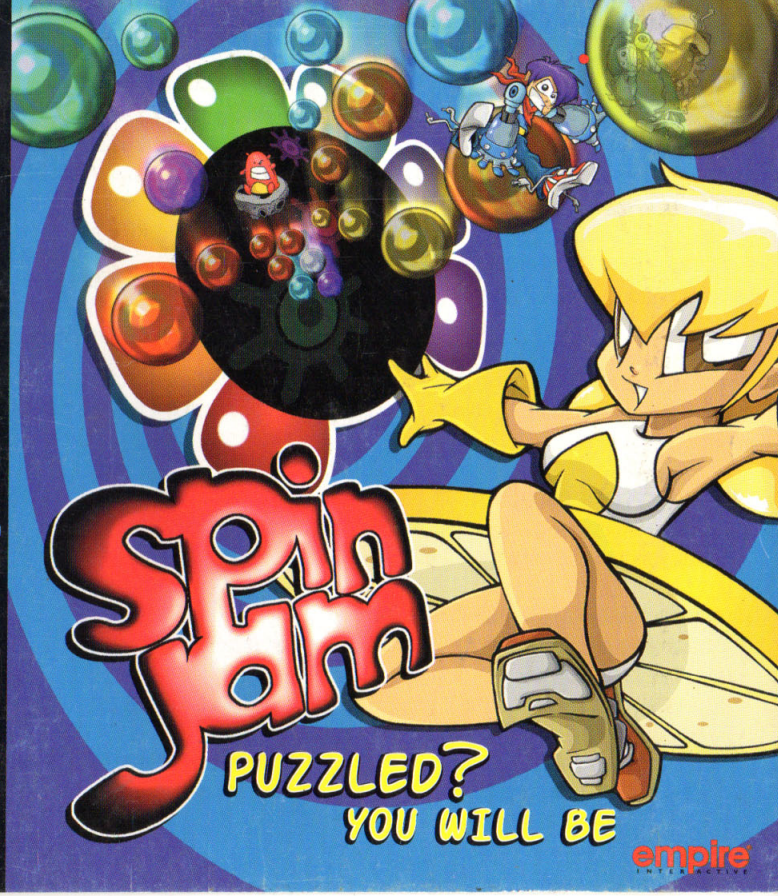
PlayStation

EVERYONE

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CONTENT RATED BY ESRB

SLUS-01250
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empire INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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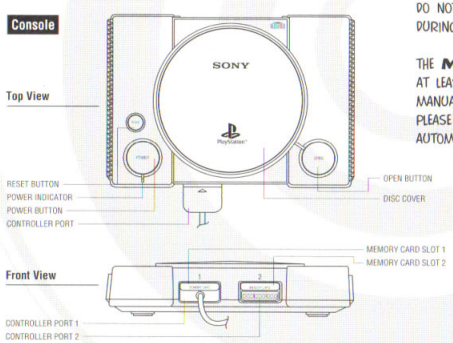
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spin jam

GETTING STARTED

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 SPIN JAM DISC AND CLOSE THE DISC COVER. INSERT GAME CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO START A GAME.

Console



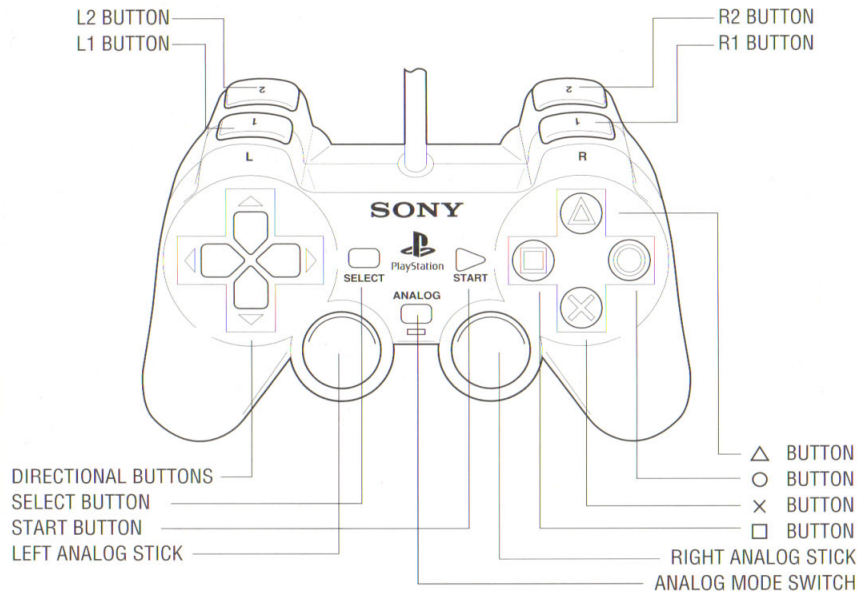
THE MEMORY CARD

IF YOU WISH TO AUTOSAVE GAME DATA - PLEASE ENSURE THAT A **MEMORY CARD** IS INSERTED BEFORE BOOT-UP. IT WILL NOT BE POSSIBLE TO AUTOSAVE/AUTOLOAD IF A **MEMORY CARD** IS INSERTED AFTER BOOT-UP.

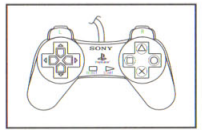
IF USING A **MEMORY CARD**, IT MUST CORRESPOND WITH THE CONTROLLER PORT YOU ARE USING (EG. IF YOUR CONTROLLER IS INSERTED IN CONTROLLER PORT 1, THE **MEMORY CARD** MUST BE INSERTED IN **MEMORY CARD** SLOT 1).
DO NOT ADD OR REMOVE A **MEMORY CARD** DURING PLAY.

THE **MEMORY CARD** YOU USE MUST BE FORMATTED WITH AT LEAST ONE FREE BLOCK. SEE THE 'AUTOSAVE' SECTION OF THIS MANUAL FOR FURTHER DETAILS.
PLEASE NOTE THAT **MEMORY CARD** OPERATIONS ARE HANDLED AUTOMATICALLY IN 'SPIN JAM'.

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

GAME CONTROLS

LEFT AND **RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO SPIN THE CENTRAL SPINDLE TO LEFT AND RIGHT.

✕ BUTTON FIRES BUBBLES FROM THE LAUNCHER. HOLD THIS BUTTON DOWN TO USE THE 'BLITZ' WHEN THE POWER BAR IS FULL. TO USE THE LEFT ANALOG STICK, SWITCH TO ANALOG MODE BY PRESSING THE ANALOG MODE SWITCH, (**LED** WILL LIGHT UP RED).

START BUTTON WILL PAUSE THE GAME

MOUSE

MOVE THE MOUSE TO THE **LEFT** TO ROTATE THE SPINDLE LEFT.
MOVE THE MOUSE TO THE **RIGHT** TO ROTATE THE SPINDLE RIGHT.
LEFT MOUSE BUTTON FIRES BUBBLES FROM THE LAUNCHER.
HOLD THIS DOWN TO USE THE 'BLITZ' WHEN THE POWER BAR IS FULL. **RIGHT** MOUSE BUTTON PAUSES THE GAME.

INTRODUCTION

WELCOME TO 'SPIN JAM' - A BUBBLE BURSTING, PETAL POPPING, SPINDLE SPINNING PUZZLER!

WITH THREE TYPES OF GAMEPLAY AND A CAST OF CRAZY CHARACTERS THERE'S NO END TO THE COLORFUL CONUNDRUMS AND ENIGMATIC ENTERTAINMENT THAT YOU'LL HAVE!

PIT YOUR WITS AGAINST THE INCREASINGLY FIENDISH LEVELS OF THE ARCADE GAME, CHALLENGE A FRIEND TO THE FAST AND FURIOUS ACTION OF THE BATTLE GAME OR TRAVEL THROUGH THE WACKY WORLDS OF THE 'SPIN JAM' UNIVERSE AND BECOME ITS CHAMPION IN THE STORY GAME.

WHAT ARE YOU WAITING FOR ... LET'S SPIN THE DISC AND GET JAMMING!

START SCREEN

THERE ARE FIVE CHOICES HERE -

- OPTIONS - SELECT GAME AND CONTROL OPTIONS
- STORY - BATTLE GAME FOR 1 PLAYER
- VS BATTLE GAME - 2 PLAYER GAME (REQUIRES 2 X CONTROLLERS)
- ARCADE GAME - SINGLE PLAYER GAME
- GALLERY - SEE HOW MUCH OF EACH 'SPIN JAM' CHARACTER YOU HAVE REVEALED.

USE THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO ROTATE THE OPTION YOU REQUIRE TO THE TOP OF THE SCREEN WHERE IT WILL BE HIGHLIGHTED. TO SELECT IT ONCE IT IS AT THE TOP OF THE SCREEN PRESS THE ✕ BUTTON.

TO RETURN TO THE START SCREEN PRESS THE △ BUTTON.

OPTIONS

USE THE **UP/DOWN** DIRECTIONAL BUTTONS TO HIGHLIGHT THE OPTION, THEN ADJUST THE SETTING USING THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK.

MUSIC VOLUME	- SET THE MUSIC VOLUME.
SFX VOLUME	- SET THE VOLUME FOR SOUND EFFECTS.
VIBRATION ON/OFF	- FOR USE WITH ANALOG CONTROLLER (**DUALSHOCK**)..
CENTRE SCREEN	- USE THE DIRECTIONAL CONTROLS ON THE CONTROLLER TO CENTER THE SCREEN.

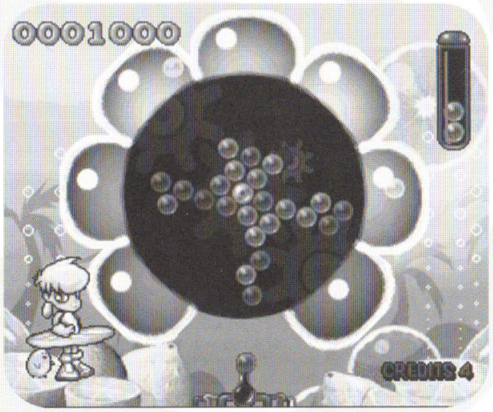
TO RETURN TO THE START SCREEN PRESS THE △ BUTTON.

CONTROLS

FIRE BUBBLES FROM THE LAUNCHER TOWARDS THE SPINDLE BY PRESSING THE ✕ BUTTON. IF YOU DO NOT SHOOT A NEW BUBBLE WITHIN APPROX. 5 SECONDS THEN THE LAUNCHER WILL AUTOMATICALLY FIRE.
USE THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO ROTATE THE SPINDLE IN ORDER TO HELP YOU GET THE FIRED BUBBLES IN THE DESIRED LOCATION - BOTH TO CAUSE EXPLOSIONS AND TO ENSURE THAT BUBBLES SHOOT OFF IN THE REQUIRED DIRECTION.
BUBBLES WILL ALSO RANDOMLY ENTER THE SPINDLE AREA FROM THE EDGES OF THE SCREEN. PLAY THE ARCADE GAME IN TUTORIAL MODE TO SEE EXACTLY HOW BUBBLES AND EXPLOSIONS FUNCTION.

THE GAME SCREEN AND GENERAL GAME PLAY

THE BEAUTY OF 'SPIN JAM' IS IT'S COMPULSIVE SIMPLICITY
- THE GAME REVOLVES AROUND FIRING COLORED BUBBLES FROM THE LAUNCHER AND ROTATING THE SPINDLE IN ORDER TO GET THREE OF THE SAME COLOR ADJACENT. THIS WILL CAUSE EXPLOSIONS WHICH SHOOT BUBBLES TOWARDS THE PETALS. FILL A PETAL WITH THE SAME COLORED BUBBLES AND IT WILL POP.
WHEN ALL PETALS HAVE POPPED THE LEVEL IS COMPLETE!



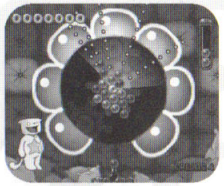
THE LAUNCHING TUBE AND POWER BAR

PRESS THE ✕ BUTTON TO FIRE BUBBLES FROM THE LAUNCHER TOWARDS THE SPINDLE. FORTHCOMING BUBBLES WILL BE SHOWN IN THE LAUNCHER TUBE (TOP RIGHT OF THE SCREEN) ALLOWING YOU TO
PLAN AHEAD.

POWER BAR

THE POWER BAR IS AROUND THE LAUNCHING TUBE. SCORING POINTS FILLS THE POWER BAR. WHEN THE POWER BAR IS FULL THE LAUNCHER WILL PULSE SLIGHTLY, INDICATING THAT A 'BLITZ' IS NOW AVAILABLE.

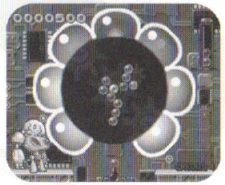
EXPLOSIONS AND PETALS



WHEN THREE BUBBLES OF THE SAME COLOR ARE ADJACENT ON THE SPINDLE THEY WILL START TO PULSE, CAUSING BUBBLES ON THE OPPOSITE SIDE OF THE SPINDLE TO JITTER. BUBBLES PULSE FOR APPROX. 3 SECONDS BEFORE EXPLODING. THIS EXPLOSION WILL SHOOT THE JITTERING BUBBLES OFF THE SPINDLE AND TOWARDS THE PETALS. BUBBLES HITTING A PETAL OF THE SAME COLOR WILL REMAIN IN IT (OR BURST IT). BUBBLES THAT MISS A PETAL OF THE SAME COLOR WILL GRADUALLY RETURN TO THE SPINDLE. TO COMPLETE A LEVEL YOU NEED TO BURST ALL THE PETALS. TO BURST A PETAL YOU NEED TO FILL IT WITH TWO OR MORE BUBBLES OF THE SAME COLOR (THE HIGHER THE LEVEL THE MORE BUBBLES ARE REQUIRED TO BURST A PETAL). PETALS THAT REQUIRE ONLY ONE MORE BUBBLE TO BURST WILL PULSE SLIGHTLY.
A PETAL THAT HAS POPPED WILL CONTINUE TO ACCEPT BUBBLES OF THE SAME COLOR.

RAINBOW PETALS

SOME LEVELS HAVE ONE OR MORE OF THESE MULTI COLORED PETALS. BUBBLES OF ANY COLOR MAY FILL AND BURST A RAINBOW PETAL.



CLEAR AND GREY PETALS

SOME LEVELS HAVE ONE OR MORE CLEAR OR GREY PETALS. THESE PETALS WILL NOT ACCEPT ANY BUBBLES AND CAN NEVER BE BURST. TO COMPLETE A LEVEL THAT INCLUDES THESE YOU ONLY HAVE TO BURST ALL THE COLORED PETALS.

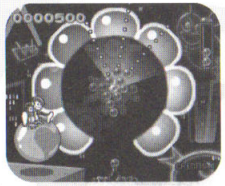
POISONOUS BUBBLES AND LOSING THE GAME

BEWARE HOWEVER! A BUBBLE OUTSIDE THE PLAY AREA THAT IS ATTACHED TO THE SPINDLE WILL BECOME POISONOUS. GRADUALLY THIS POISON WILL SPREAD THROUGH OTHER ADJACENT BUBBLES, HEADING TOWARDS THE SPINDLE.



IF THE POISON REACHES THE SPINDLE THE GAME IS OVER. YOU CAN PREVENT THE POISON SPREADING BY SETTING UP AN EXPLOSION THAT BLOWS THE INFECTED BUBBLES OFF THE SPINDLE. ALTERNATIVELY,
IF THE POWER BAR IS FULL YOU CAN SUMMON A 'BLITZ' TO CLEAR THE SPINDLE.

TUTORIAL MODE



TO HELP YOU IN YOUR ATTEMPT TO MASTER THE 'SPIN JAM' WORLD A TUTORIAL MODE IS INCLUDED. TUTORIAL MODE IS AUTOMATICALLY ON FOR THE FIRST TEN LEVELS OF THE ARCADE GAME. THE PULSING LINES SHOW YOU WHICH BUBBLES WILL BE FIRED OFF THE SPINDLE BY AN EXPLOSION AND IN WHICH DIRECTION THEY WILL BE PROPELLED. THE HIGHLIGHTED ARC SHOWS THE AREA OF THE SPINDLE THAT WILL BE AFFECTED BY A FORTHCOMING EXPLOSION. ANY BUBBLES IN THIS AREA WILL BE FIRED OFF THE SPINDLE.

TUTORIAL MODE WILL BRIEFLY REACTIVATE IF YOU USE A CREDIT TO RESTART THE GAME AT A LEVEL THAT HAS JUST DEFEATED YOU.

ARCADE GAME

THIS IS THE STANDARD SINGLE PLAYER GAME. THE OBJECTIVE IS TO BOTH AMASS THE HIGHEST SCORE AND COMPLETE THE FINAL LEVEL (LEVEL 100). AFTER SELECTING ARCADE GAME FROM THE STARTSCREEN, DECIDE WHICH CHARACTER YOU WILL PLAY. USE THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO ROTATE THROUGH THE CHARACTERS. SELECT A CHARACTER BY PRESSING THE ✕ BUTTON. TO RETURN TO THE START SCREEN PRESS THE △ BUTTON.

THE ARCADE BLITZ

WHEN YOU HAVE A FULL POWER BAR YOU MAY LAUNCH A 'BLITZ'. THIS UNLEASHES A RAIN OF 'BOMBS' THAT WILL DESTROY ANY BUBBLES THAT THEY HIT. USING A 'BLITZ' REQUIRES CAREFUL TIMING AS IT TAKES SEVERAL SECONDS TO ACTIVATE. TO LAUNCH A 'BLITZ' HOLD DOWN THE ✕ BUTTON. THIS CAUSES THE POWER BAR TO GRADUALLY DRAIN. WHEN THE POWER BAR IS EMPTY THE 'BLITZ' WILL START. WARNING! IF YOU RELEASE THE ✕ BUTTON BEFORE THE POWER BAR IS COMPLETELY DRAINED THE BLITZ WILL NOT START. THE POWER BAR REMAINS AT THE LEVEL IT WAS WHEN THE ✕ BUTTON WAS RELEASED AND YOU WILL NEED TO SCORE MORE POINTS TO REFILL THE POWER BAR. UNTIL THE POWER BAR IS ONCE MORE COMPLETELY FULL A 'BLITZ' CANNOT BE LAUNCHED.

COMPLETING A LEVEL

WHEN ALL THE COLORED PETALS HAVE BEEN POPPED THE LEVEL IS COMPLETE. BEWARE! UNUSED BUBBLES THAT ARE STILL ATTACHED TO THE SPINDLE WILL CARRY ONTO THE NEXT LEVEL. IF A POISONOUS BUBBLE REACHES THE CENTER OF THE SPINDLE YOU HAVE LOST!

INCREASING DIFFICULTY

AS YOU SUCCESSFULLY COMPLETE LEVELS 'SPIN JAM' GETS PROGRESSIVELY HARDER. ON HIGHER LEVELS -
-IT TAKES MORE BUBBLES TO BURST A PETAL.
-MORE BUBBLES ENTER RANDOMLY FROM THE EDGE OF THE SCREEN.
-ON SOME LEVELS THE PETALS MIGHT ROTATE.
-BAD (AND DANGEROUS!) SPECIAL BUBBLES APPEAR.

HOWEVER, AS THE LEVELS INCREASE IN DIFFICULTY, SPECIAL 'GOOD' BUBBLES WILL APPEAR TO HELP YOU.

CREDITS IN THE ARCADE GAME

WHEN YOU START 'SPIN JAM' YOU BEGIN WITH 5 CREDITS. IF YOU LOSE A LEVEL AND HAVE CREDITS REMAINING YOU MAY USE ONE TO RESTART AT THE LEVEL WHICH JUST DEFEATED YOU. RESTARTING WITH A CREDIT WILL SWITCH ON TUTORIAL MODE TO HELP YOU MASTER THE LEVEL THAT HAS JUST BEATEN YOU.

- IF YOUR SCORE QUALIFIES FOR THE HIGH SCORE TABLE YOU WILL HAVE THE OPPORTUNITY TO RECORD THIS BEFORE RESTARTING.
- IF YOU RESTART USING A CREDIT YOUR SCORE WILL BE RESET TO ZERO.
- IF YOU RUN OUT OF CREDITS BEFORE COMPLETING LEVEL 100 THE GAME IS OVER.
- IF YOU DO NOT WISH TO RESTART AT THE LEVEL WHERE YOU HAVE JUST BEEN DEFEATED YOU MAY EITHER GO BACK TO THE BEGINNING OR REVERT TO AN AUTOSAVED GAME.

AUTO SAVING AND RESTARTING

IF YOU ARE PLAYING WITH A **MEMORY CARD** INSERTED, THE GAME WILL CHECK TO SEE IF IT SHOULD AUTOSAVE AT EVERY TENTH LEVEL (LEVEL 10, 20, 30, ETC.). IF THIS IS THE FIRST TIME YOU HAVE COMPLETED THE LEVEL WITH THE CURRENT CHARACTER THEN YOUR POSITION WILL BE SAVED. IF YOU HAVE COMPLETED THIS LEVEL BEFORE WITH THE SAME CHARACTER THE POSITION WILL BE SAVED IF YOU HAVE MORE CREDITS REMAINING THAN ON YOUR PREVIOUS ATTEMPT.
REVEALED CHARACTERS AND WORLDS WILL ALSO BE SAVED AS WILL THE HIGH SCORE TABLE. YOUR CURRENT SCORE WILL NOT BE SAVED. IF YOU HAVE LESS CREDITS REMAINING THEN YOUR POSITION WILL NOT BE SAVED. YOU MAY HAVE MULTIPLE GAME POSITIONS SAVED - ONE FOR EACH 'SPIN JAM' CHARACTER.
SEE PAGE 2 FOR ADVICE ON USING **MEMORY CARD**.

SCORING

THE OBJECTIVE OF EVERY 'SPIN JAM' PLAYER IS SURELY TO TOP THE HIGH SCORE CHART!
POINTS ARE SCORED FOR THE FOLLOWING -

-COMPLETING A LEVEL.
-PLACING BUBBLES IN PETALS.
-CAUSING EXPLOSIONS.

THE HIGH SCORE TABLE

WHEN YOU RUN OUT OF CREDITS (OR QUIT) AND YOU HAVE ONE OF THE TOP TEN SCORES YOU WILL BE TAKEN TO THE HIGH SCORE SCREEN AND PROMPTED TO ADD YOUR NAME TO THE 'HALL OF FAME'. ROTATE THROUGH THE LETTERS USING THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK, AND USE THE ✕ BUTTON TO MAKE YOUR SELECTION.

THE GALLERY

YOUR 'SPIN JAM' CHARACTER IS HIDDEN IN THE GALLERY. EVERY TENTH LEVEL YOU SUCCESSFULLY COMPLETE WILL REVEAL A SECTION OF THEIR PICTURE. SELECT GALLERY TO SEE WHICH CHARACTERS YOU HAVE REVEALED SO FAR. USE THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO SCROLL THROUGH THE CHARACTERS. PRESS THE ✕ BUTTON FOR A FULL SCREEN PICTURE SHOWING HOW MUCH OF THE SELECTED CHARACTERS PORTRAIT HAS BEEN REVEALED.

BATTLE GAME



THIS IS THE TWO PLAYER GAME. ALTHOUGH PLAYED IN A SIMILAR FASHION TO THE ARCADE GAME YOUR AIM IS TO DEFEAT YOUR OPPONENT RATHER THAN ACHIEVE A HIGH SCORE. YOUR OPPONENT IS DEFEATED WHEN A POISONOUS BUBBLE REACHES THE CENTER OF HIS SPINDLE. PLEASE NOTE THAT THIS OPTION CAN ONLY BE SELECTED IF YOU HAVE A CONTROLLER IN CONTROLLER PORT 1 AND A CONTROLLER IN CONTROLLER PORT 2.
BOTH PLAYERS MUST SELECT A CHARACTER. EACH PLAYER USES THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO CYCLE THROUGH THE CHARACTERS. BOTH PLAYERS MAY SELECT THE SAME CHARACTER. BOTH PLAYERS MUST PRESS THE ✕ BUTTON IN ORDER TO CONFIRM THEIR CHARACTER CHOICE.

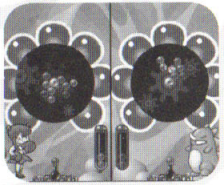
SELECT WORLD AND BATTLEGROUND



IF EITHER PLAYER IS UNHAPPY WITH THEIR CHOICE OF CHARACTER, PRESS THE △ BUTTON BEFORE SELECTING THE GAME WORLD IN ORDER TO RETURN TO THE CHARACTER SELECTION SCREEN.
INITIALLY THERE ARE 2 WORLDS TO CHOOSE FROM. IF YOU ARE SUCCESSFUL IN THE ARCADE GAME YOU MAY REVEAL ADDITIONAL HIDDEN WORLDS. ONLY 'PLAYER 1' MAY SELECT A WORLD AND BATTLEGROUND. USE THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK TO CYCLE THROUGH THE WORLDS. PRESS THE ✕ BUTTON TO SELECT THE WORLD IN WHICH YOU WANT TO FIGHT. ONCE THE WORLD HAS BEEN CHOSEN YOU WILL BE OFFERED A PETAL LAYOUT FOR THE BATTLE. CYCLE THROUGH THE PETAL LAYOUTS USING THE **LEFT/RIGHT** DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK. WHEN HAPPY WITH THE PETAL LAYOUT PRESS THE ✕ BUTTON TO START THE BATTLE.

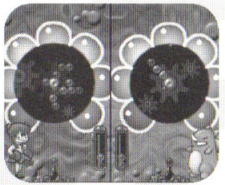
OBJECTIVE

THE FIRST PERSON WITH A POISONOUS BUBBLE ADJACENT TO HIS SPINDLE LOSES. YOUR AIM IS TO KEEP YOUR SPINDLE AS HEALTHY AS POSSIBLE WHILST INCREASING YOUR OPPONENTS DIFFICULTIES BY SENDING HIM BUBBLES.



BATTLE GAMEPLAY

THE 2 PLAYER GAME FEATURES 2 SPINDLES AND BUBBLE LAUNCHERS. EACH PLAYER CONTROLS HIS OWN LAUNCHER AND SPINDLE.
IN THE BATTLE GAME YOU MUST BOTH DEFEND AND ATTACK. DEFEND YOUR SPINDLE BY PREVENTING A POISONOUS BUBBLE FROM REACHING THE CENTER. ATTACK YOUR OPPONENT BY SENDING HIM ADDITIONAL BUBBLES TO DEAL WITH. EVERY TIME YOU GET A BUBBLE OF THE CORRECT COLOR INTO ONE OF YOUR PETALS THERE IS A CHANCE ADDITIONAL BUBBLES WILL HEAD TOWARDS YOUR OPPONENT'S SPINDLE.



SETTING UP MULTIPLE EXPLOSIONS AND BURSTING SEVERAL PETALS IN A SHORT PERIOD OF TIME WILL SEND EVEN MORE BUBBLES (INCLUDING DANGEROUS SPECIAL TYPES) TO YOUR OPPONENT.
THE PETALS IN THE BATTLE GAME FUNCTION EXACTLY AS THEY DO IN THE ARCADE GAME.
THE LAUNCHING TUBE AND POWER BAR FUNCTIONS EXACTLY AS IN THE ARCADE GAME.

THE 'BLITZ' IN THE BATTLE GAME

ALTHOUGH THE 'BLITZ' IS ACTIVATED IN THE SAME WAY AS IN THE ARCADE GAME, ITS EFFECTS ARE VERY DIFFERENT.
A SUCCESSFUL BLITZ WILL TEMPORARILY TURN ALL YOUR OPPONENTS' PETALS CLEAR. THIS PREVENTS YOUR ENEMY FROM FIRING BUBBLES INTO PETALS, GIVING YOU A BREATHER WHILST ADDING TO YOUR OPPONENTS DIFFICULTIES.

STORY GAME

THE 'SPIN JAM' UNIVERSE IS IN PERIL FROM THE EVIL MOOLAMB! TO FOIL HIS PLAN YOU MUST BECOME THE 'SPIN JAM' CHAMPION AND DEFEAT HIM IN HEAD TO HEAD COMBAT. YOU WILL HAVE TO JOURNEY THROUGH THE 'SPIN JAM' WORLDS MEETING AND DEFEATING THE OTHER CHARACTERS IN ORDER TO EARN THE RIGHT TO CHALLENGE THE MIGHTY MOOLAMB. THE STORY GAME IS THE ONE PLAYER VERSION OF THE BATTLE GAME. IT IS PLAYED IN AN IDENTICAL FASHION EXCEPT IT IS THE PLAYER VS. THE CONSOLE.

FIRST YOU MUST SELECT THE CHARACTER YOU WISH TO PLAY IN YOUR ATTEMPT TO SAVE THE 'SPIN JAM' UNIVERSE. THE METHOD IS THE SAME IS IN THE ARCADE GAME. HAVING CHOSEN YOUR CHARACTER YOU WILL BE TRANSPORTED TO A MAP OF THE 'SPIN JAM' UNIVERSE AND WILL FACE YOUR FIRST CHALLENGE. IF YOU SUCCEED YOU WILL JOURNEY FURTHER INTO THE UNIVERSE AND MEET ANOTHER OPPONENT.

PRESS THE ✕ BUTTON TO SKIP THE UNIVERSE MAP.
PRESS THE ✕ BUTTON TO SKIP THE ANIMATIONS AT THE START OF EACH CHALLENGE.

IF YOU LOSE A CHALLENGE YOU WILL HAVE TO START YOUR QUEST AGAIN FROM THE BEGINNING.
YOUR OBJECTIVE IS TO BATTLE YOUR WAY THROUGH TO MOOLAMBS PLANET AND DEFEAT HIM IN SINGLE COMBAT.

THE CAST OF CHARACTERS

GILLY
A PORGY PURPLE-SAURUS FROM THE LAVA FLOWS OF A LOST JURASSIC WORLD.



POPPY
A LOLLY LOVER, SHE WEARS HER BOXING GLOVES TO STOP HER FROM EATING HER WORLDS SUPPLY.



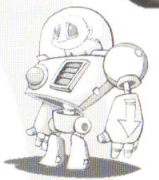
WIGSEY
THIS ROCKET LIMBED BOY IS THE ORIGINAL SPACE HOPPER.



AQUALAD
AT HOME WITH THE FISHES.



BABYBOT
A KINDERGARTEN CYBER SPROG.



LEMON DROP
BITTER, BUT ONLY SLIGHTLY TWISTED.



NIPS
A FUZZY FELT FELINE ADORED BY THE GIRLS.



BOOGER
THE CHOPPER EARED DAYGLO BUNNY.



THERE ARE ADDITIONAL CHARACTERS HIDDEN IN THE 'SPIN JAM' UNIVERSE FOR YOU TO DISCOVER.

MEMORY CARD
IF YOU HAVE A MEMORY CARD INSERTED IT WILL SAVE DETAILS OF ANY HIDDEN CHARACTERS YOU REVEALED WHILST PLAYING THE STORY GAME.

APPENDIX - SPECIAL BUBBLES

BOMB BUBBLE
DESTROYS BUBBLES IT COMES INTO CONTACT WITH (INCLUDING POISONOUS AND INDESTRUCTIBLE BUBBLES).



MISSILE BUBBLE
FIRE IN A STRAIGHT LINE, DESTROYING ALL BUBBLES IT COMES INTO CONTACT WITH (INCLUDING POISONOUS AND INDESTRUCTIBLE BUBBLES).



MULTI COLORED BUBBLE
BECOMES THE COLOR OF THE BUBBLE IT IS ATTACHED TO.



BUBBLE CHANGER
CHANGES THE COLOR OF THE BUBBLE THAT IT ATTACHES TO. IT WILL ALWAYS CHANGE BUBBLES TO THE SAME COLOR AS ONE OF THE PETALS IN THE LEVEL.



BONUS BUBBLE
WHEN FIRED INTO A PETAL MULTIPLIES THE POINTS SCORED AND THE NUMBER OF BUBBLES THAT ARE SUBSEQUENTLY FIRED INTO THE PETAL (MAKING IT EASIER TO POP).



REVERSE BUBBLE
SWAPS THE CONTROLS AROUND FOR A SHORT TIME (SO THAT THE LEFT DIRECTIONAL BUTTON WILL ROTATE THE SPINDLE TO THE RIGHT AND VICE VERSA!).



FREEZE BUBBLE
SLOWS SPINDLE ROTATION DOWN FOR 5 SECONDS.



RANDOMIZER BUBBLE
RANDOMIZES THE BUBBLE COLORS ON THE SPINDLE.



INDESTRUCTIBLE BUBBLE
INDESTRUCTIBLE BUBBLE WHICH BLOCKS UP THE SPINDLE. HOWEVER, POISONOUS BUBBLES CANNOT INFECT THEM.



GRENADE BUBBLE
ONCE ATTACHED TO THE SPINDLE IT WILL START TO 'COUNT DOWN'. WHEN THE TIMER REACHES ZERO IT WILL EXPLODE INTO A MASS OF BUBBLES.



DEATH BUBBLE
TURNS BUBBLES IT CONTACTS POISONOUS. AFTER INFECTING ADJACENT BUBBLES THE DEATH BUBBLE TURNS INTO AN INDESTRUCTIBLE BUBBLE.



GAME CREDITS

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NOTES



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