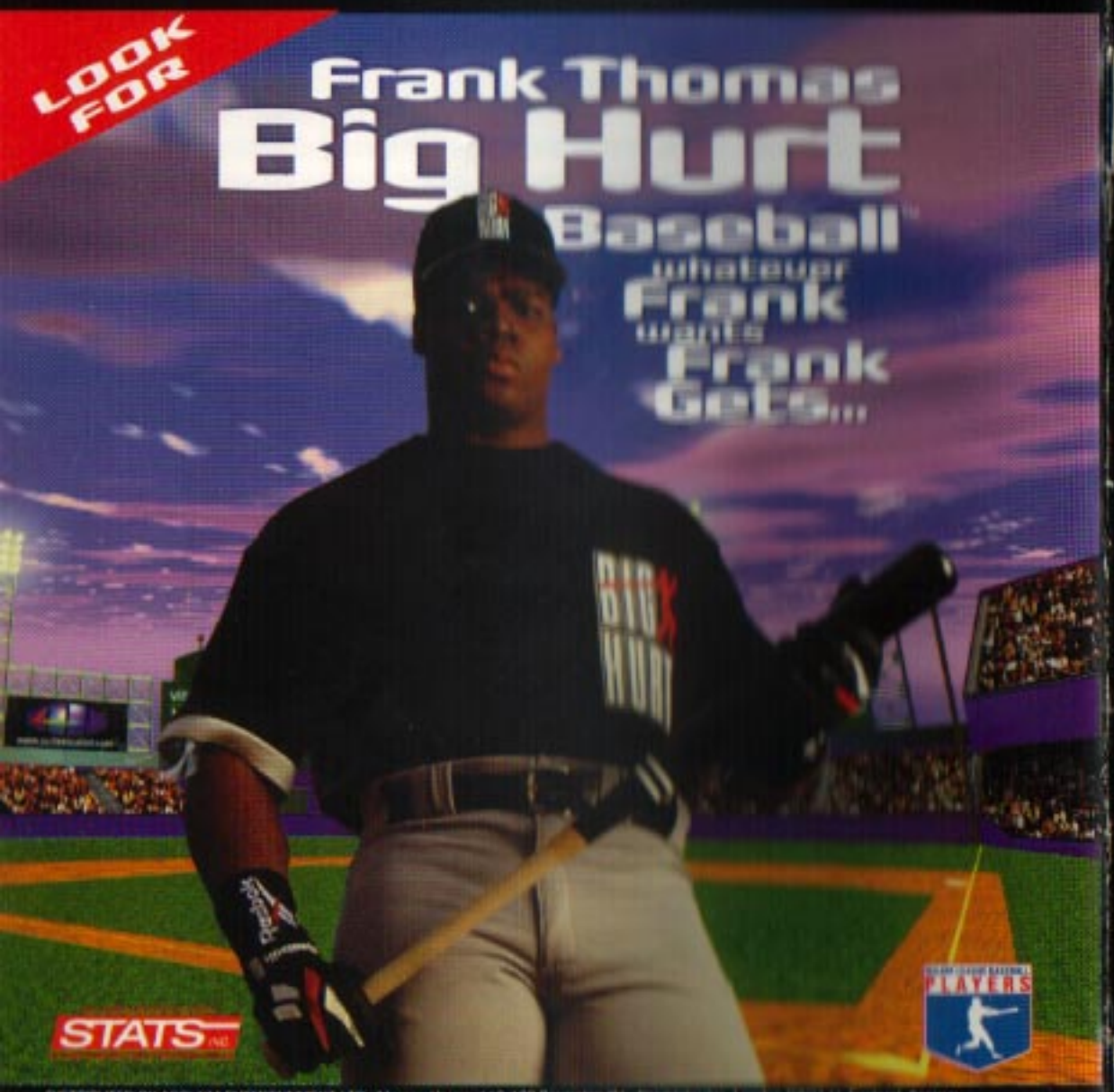
SEGA SATURN™

LOOK FOR



DISTRIBUTED BY ACCLAIM ENTERTAINMENT LTD., Maxtau House, 112-120 Brompton Rd., Knightsbridge, London SW3 1JJ, England. Acclaim Entertainment, GmbH, Fürstenfelder Strasse 9/4, D-80331 München, Deutschland. DISTRIBUÉ PAR ACCLAIM ENTERTAINMENT S.A., 13/14 Rond Point des Champs Elysees, 75008 Paris, France. DISTRIBUIDO POR ARCADIA SOFTWARE, S.A., Paseo de la Castellana, 52-8 Planta, 28046, Madrid, España. DISTRIBUTED BY: ROADSHOW ENTERTAINMENT, The Merlin Centre, 235 Pyrmont Street, Pyrmont, NSW 2009, Australia. DISTRIBUTED BY: Scanbox Danmark A/S, Hstriemarken 3, 3520 Farum, Denmark. Tel: 45 44990000 DISTRIBUTED BY: Halifax S.R.L. Via G Latua 15 / 3, 20147 Milan, Italy

Acclaim

Security Program © SEGA 1994 ALL RIGHTS RESERVED UNAUTHORIZED COPYING, REPRODUCTION, RENTAL, PUBLIC PERFORMANCE OR BROADCAST OF THIS GAME IS A VIOLATION OF APPLICABLE LAWS.

This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

PATENTS: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada Nos. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999.

* 82066

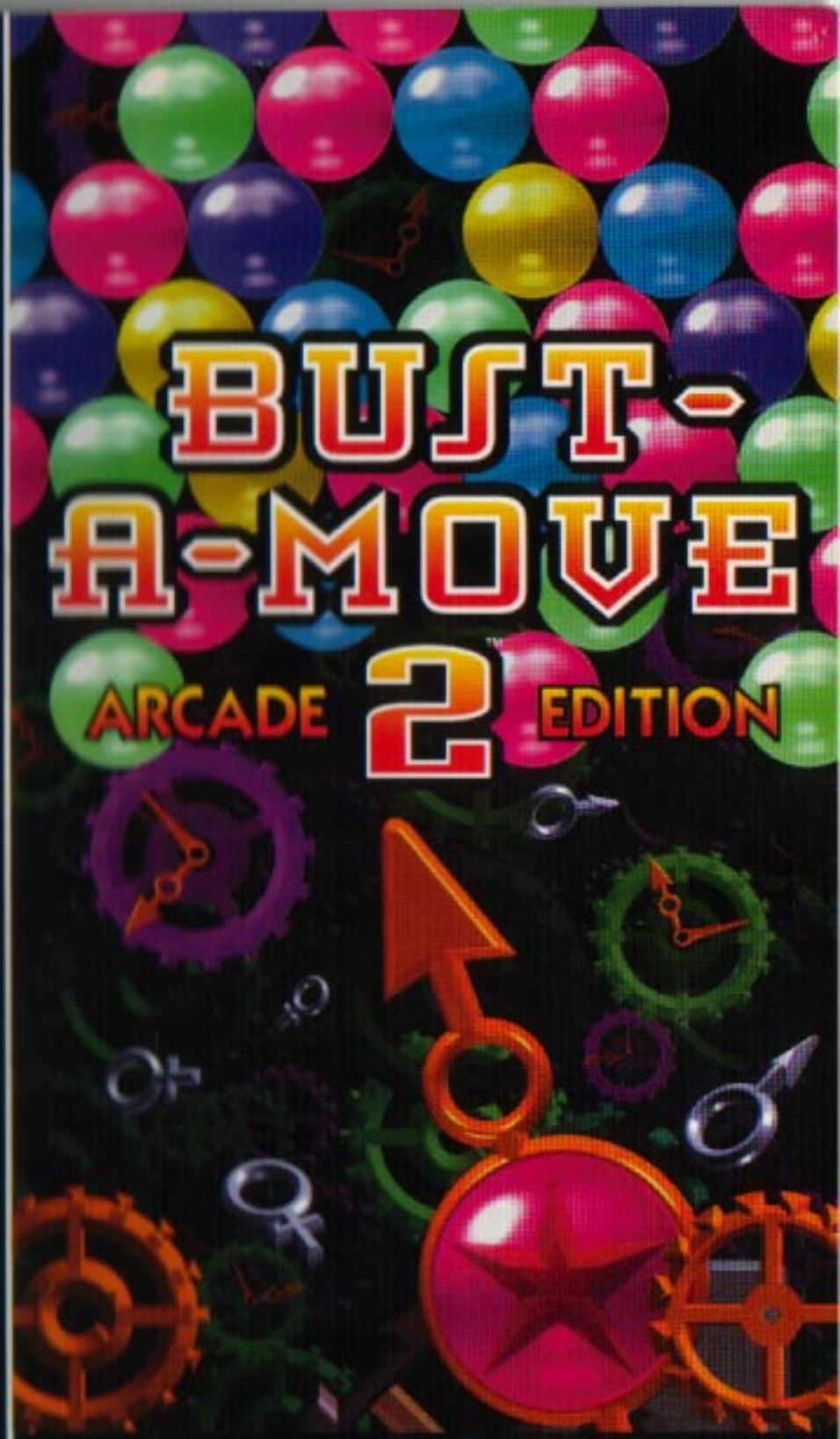
SEGA and SEGA SATURN are trademarks of SEGA ENTERPRISES, Ltd.

SEGA™

SATURN™

SEGA SATURN

BUST-A-MOVE 2 ARCADE EDITION™



TAITO®

Acclaim®

INSTRUCTION MANUAL

COMPACT disc

This game is licensed by Sega Enterprises, Ltd. for play on the SEGA SATURN™ System

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad(s).

Note:Bust A Move 2™: Arcade Edition is for one or two players.

2. Place the Bust A Move 2™: Arcade Edition disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™ The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)



4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

BASIC RULES

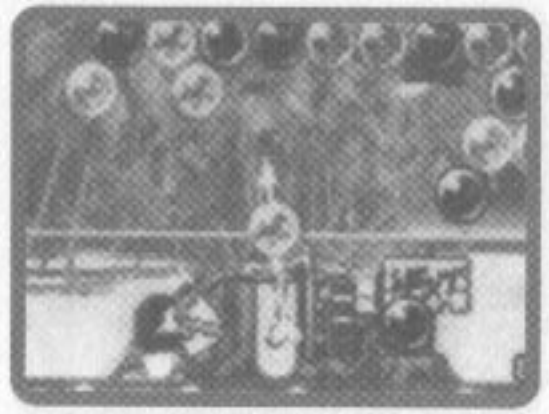
Aim bubbles with the D-PAD, and fire them with the A, B, or C BUTTONS*.

(*You can alter these button settings in the OPTION Screen.)

OBJECT OF THE GAME:

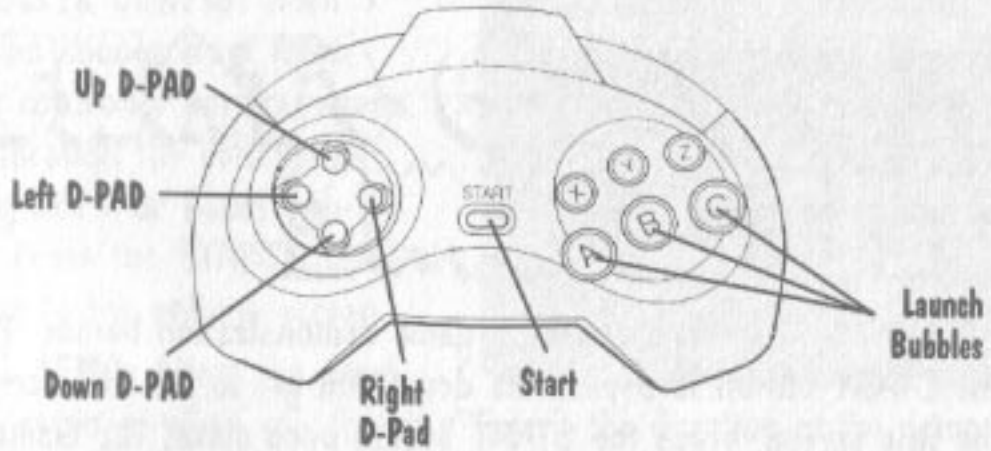
• The idea is to burst colored bubbles by linking any three bubbles of the same color.

• 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.

CONTROLS



Left D-PAD: move aiming Arrow to the left.

Right D-PAD: move aiming Arrow to the right.

Up D-PAD: move aiming Arrow upwards.

Down D-PAD: move aiming Arrow horizontally to the right or left, corresponding to the Arrow's current direction.

START: Starts/ Pauses/ Resumes a game.

B BUTTON: When the game is paused, you can use the B BUTTON to CANCEL a window or QUIT a game.

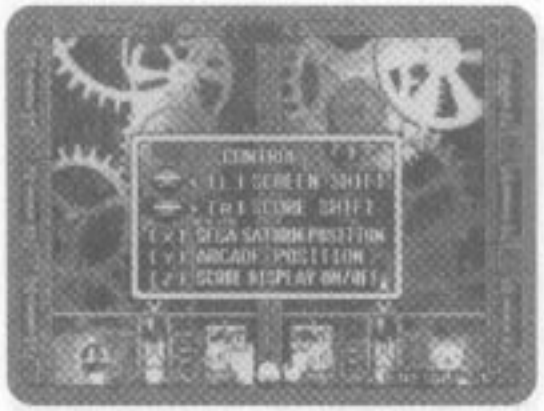
DEFAULT CONTROLS

A, B or C BUTTON- Launch the Bubble.

A or C BUTTON- Finalize Selections.

B BUTTON- Cancel Selection.

LEFT SHIFT: will finely tune aim to the left. When game is paused, Left Shift + UP or DOWN will adjust the screen layout slightly upwards or downwards.



RIGHT SHIFT: will finely tune aim to the right. When game is paused, Right Shift + UP or DOWN will adjust the layout for the Score etc. upwards or downwards.

Z BUTTON: Toggles score display ON or OFF.

L/R SHIFT BUTTONS (Together): When game is paused, displays screen positioning commands.

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: Bust A Move2, Bust-A-Move2X or 2 brings you to the Game Select screen, where you choose what kind of game you'd like to play. But first you'll 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.)

MATCH POINT: Set the number of games needed to win a match when two players are competing.

HANDICAP: Turn Handicap ON/OFF while playing in the Two Player mode

MUSIC VOLUME: Adjust the music volume level heard during play.

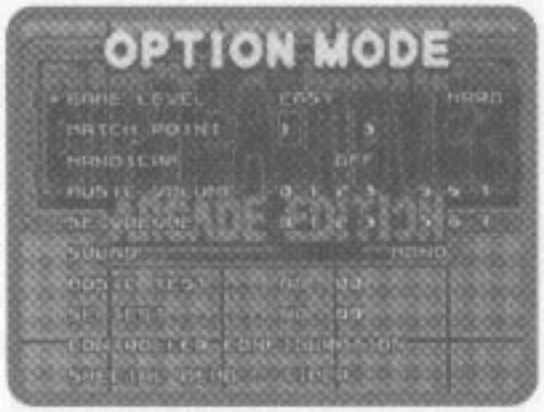
SE VOLUME: Adjust sound effects volume level.

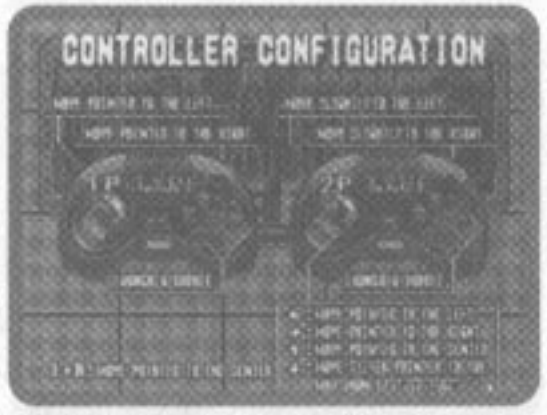
SOUND: Select either stereo or monaural sound output.

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

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

CONTROLLER CONFIG: Each player can choose from three pre-set controller configurations. Toggle through the settings by pressing LEFT or RIGHT on the D-Pad. Press the START BUTTON to return to the options screen.





SPECIAL DEMO: Alters the demo screen's settings. When you choose, "Timer", the duration of the demo will be automatically set by the in-built clock housed in the main frame.

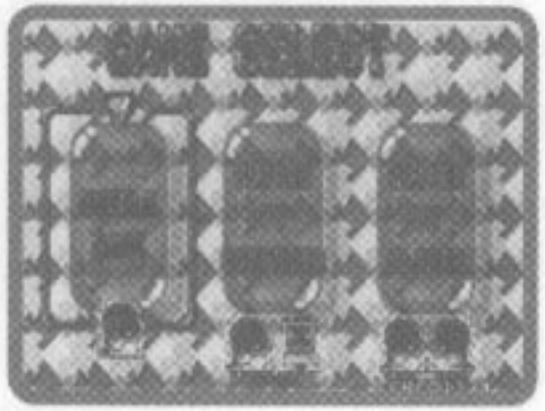
EXIT: Returns you to the Title Screen.

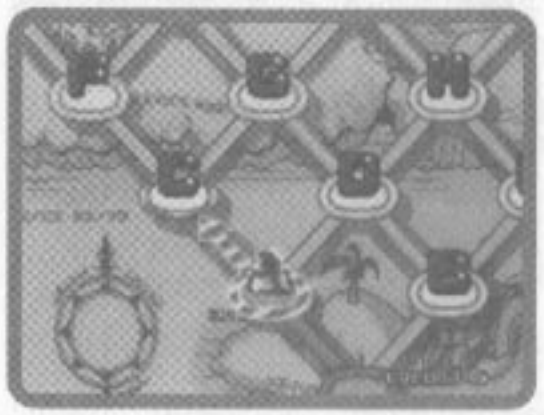
EDIT MODE

When you choose the Edit Mode in the Game Select screen, it will take you to the Edit screen, where you can create your own great bubble puzzles--up to 30 of them!

GAME MODES

Bust-A-Move2X and Bust-A-Move2 offer different screens/maps for twice the challenge! Just when you think you've got the game mastered, there's a whole nother one! Check out Puzzle Game, Player Vs.Computer and Player Vs. Player modes--is there such a thing as too much fun?



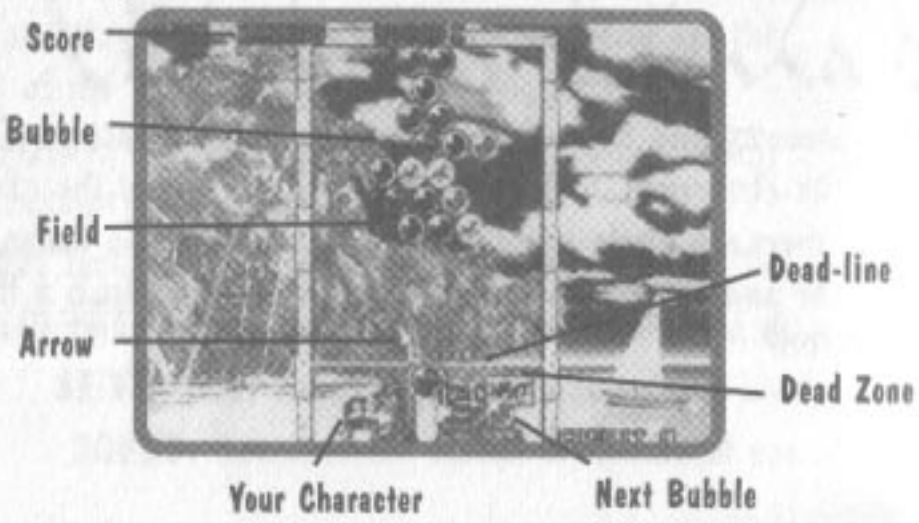


PUZZLE GAME

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, you will be taken to the Level Select Screen. After choosing the difficulty level, you will find yourself on the Course Selection Screen.

- Each lettered course consists of five screens. Master all five and you go on to the next set of five.
- Choose your course with the D-PAD, then press the A BUTTON.
- When you have finished the last round, you have completed the game. Good luck!

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.



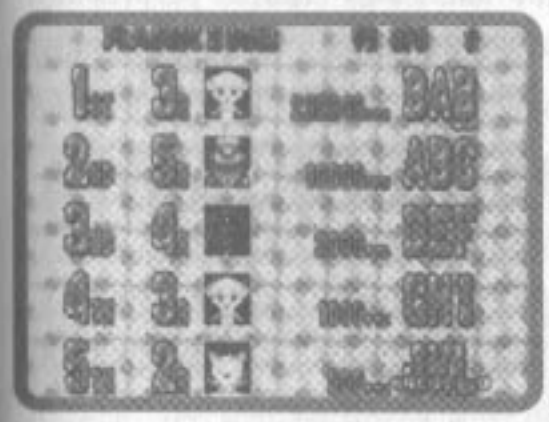
SPECIAL BUBBLES

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 color it first touches. For example, if it strikes a red bubble first, all the red 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 Puzzle Game or Player Vs. Computer game is among the best scores, you can choose and enter up to three characters. Press LEFT or RIGHT on the D-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 pulsor guides ON.
- Normal and Hard: Normal and Hard levels feature 12 screens in total.

RULES FOR ONE PLAYER VS COMPUTER

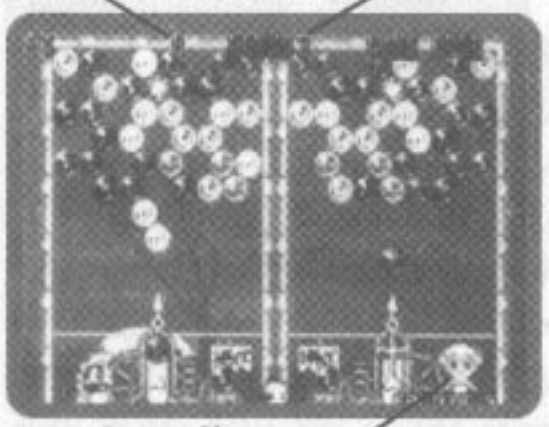
This is a Do-Or-Die scenario. When you defeat one computer opponent, the next challenger will appear. If you are defeated, the game is over. Bust enough bubbles at the same time and you can dump them on your opponent's side—the ultimate move!



BUSTING IN

A second player can bust in to join a 1 player game that's underway by pressing the Start Button on the controller that is not in play. The player who wins the game can resume playing the previous game.

SPECIAL BUBBLE: Star Bubble.



PLAYER VS PLAYER

When you select Player Vs. Player, you will be taken to the Level Select Screen. After choosing the game level, the game will start. The player who wins the number of games set at the OPTION Screen will be the champion. As in Player Vs. Computer, you can jettison bubbles into your opponent's field.

Practice: Practice against a live opponent, using the aiming pulsor.

Normal: This level is the default—it's tough, but not too tough

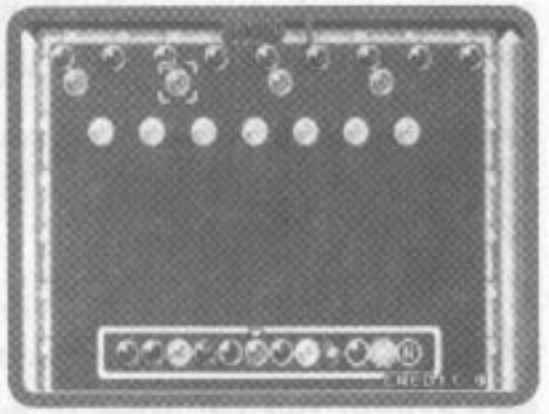
Variety: Try this level for an awesome strategic challenge!

EDIT MODE

When you select Edit Mode in the Game Selection screen it will take you to the edit menu screen. Choose Make A Map to create a new map or edit an old one. To play a previously saved map (or series of maps), select Play.

PLAYING THE SCREEN YOU MADE:

Basic rules are the same as in a Puzzle Game. There are six courses, A-F, with five rounds per course. Once you clear an entire course, you are taken to the Course Selection screen and transferred to the next course. Upon completing the F-course, the game concludes. Unless you make all thirty screens in advance, the game will conclude at the time all self-made courses have been beaten.



HOW TO MAKE A PUZZLE SCREEN:

Place bubbles on the field wherever you like to create an original screen. Try writing words with bubbles, making wild patterns-let your imagination run wild! In total, you can save up to thirty (30) original screens.

1. Choose Make A Map and finalize the selection.
2. Move the cursor with the D-Pad to position the bubbles.
3. Choose bubble types from the toolbox using the L/R Shift Button. (The R bubble will make the color of the bubbles random)
4. Press the A or C Button to set the bubbles; you can delete them with the B Button.

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

EDIT MODE OPTIONS:

When you press the Start Button in the Make A Map screen, the Edit options window appears. To select or deselect an option, press the A or C BUTTON. Toggle settings with the D-PAD. If you make a mistake or wish to return to the option window without completing an option function, press the B BUTTON.

ROUND SELECT: Select the rounds to be constructed.

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).

FIELD SIZE: When you select field size and finalize your selection, press the A or C Button to toggle between wide and narrow fields.

MAP CLEAR: This will delete all the bubbles that are placed in the field.

DATA COPY: Use this to Copy map data from one round to another.

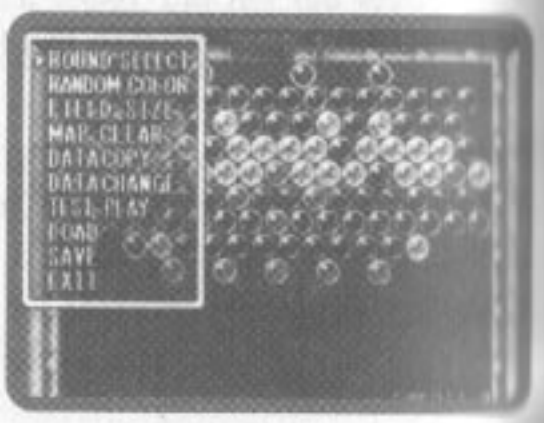
DATA EXCHANGE: Exchange map data with the designated round's edited data.

TEST PLAY: You can test play a round while editing (the one that is currently being shown). If you clear the round or lose the round you will return to the Edit screen. To return to the Edit screen during test play, press the X Button.

LOAD: Loads saved Edit Data (1st-30th screens).

SAVE: Saves data (1st-30th screens) that has been edited.

EXIT: Return to Menu Screen.



ACCLAIM warrants to the original purchaser of this ACCLAIM product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software is sold "as is", without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from the use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Customer Service Centre. Replacement of the cartridge, free of charge to the original purchaser is the full extent of our liability, please mail to

ACCLAIM® DISTRIBUTED BY ACCLAIM ENTERTAINMENT LTD.,
Moreau House, 112-120 Brompton Rd., Knightsbridge, London SW3 1JJ, England.

Please allow 28 days from despatch for return of your cartridge.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void of the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATED, ACCLAIM™ ENTERTAINMENT LTD, ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broadcasting and public performances are prohibited without express written permission of ACCLAIM.

SEGA and SEGA SATURN are trademarks of Sega Enterprises, Ltd.

TAITO is a registered trademark of TAITO CORPORATION. BUST-A-MOVE 2™ is a trademark of TAITO CORPORATION. © TAITO CORPORATION 1996. All rights reserved. Acclaim is a division of Acclaim Entertainment ® & © 1996 Acclaim Entertainment. All rights reserved.

This product is exempt from classification under U.K. Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.