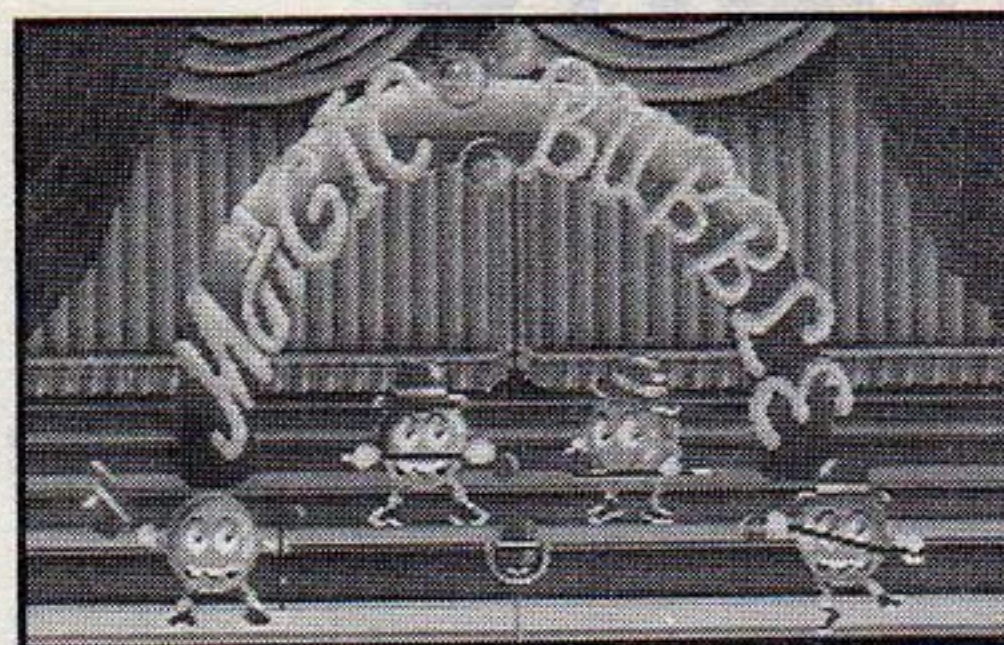


MAGIC BUZZ

MANUAL



THE STORY

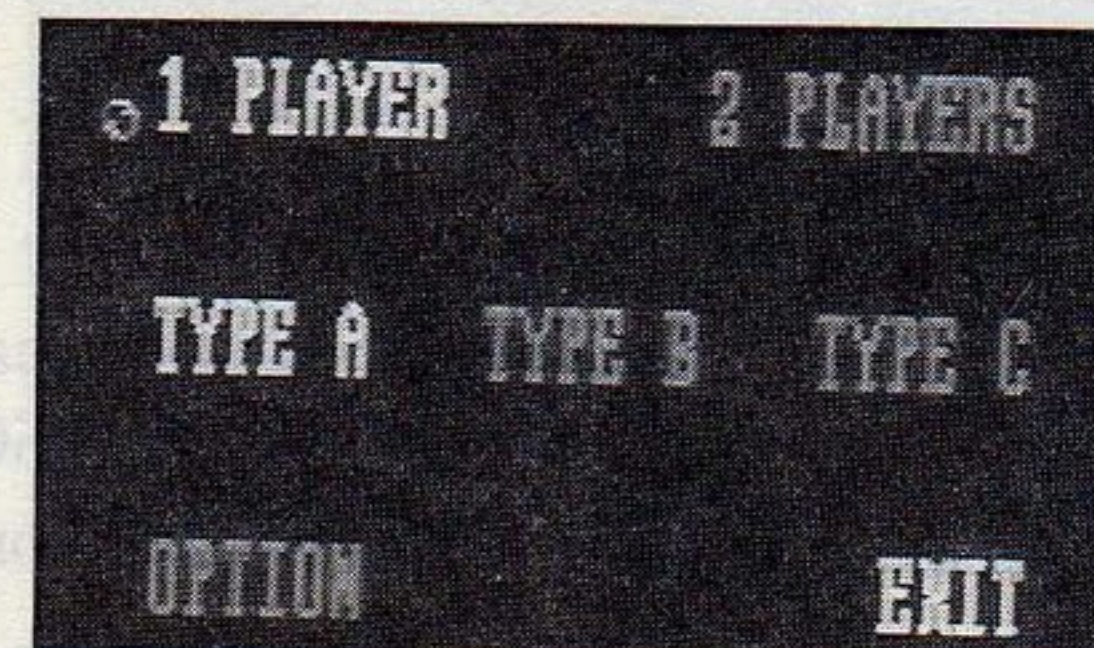


A HISTORICAL NAUFRAGUE, LIVING
IN THE MYSTERIOUS UNDERSEA,
COULD MAKE A LOT OF COLORFUL
BUBBLES IN ORDER TO SUPPLY
OXYGEN FOR VARIOUS CREATURES.
THE NAUGHTY BUBBLES WILL NOT

The crisis of the century is taking place at the bottom of the deep, mysterious ocean. Mischievous bubbles of five bright colors, controlled by the powers of an evil goddess, refuse to gather together in groups of four or more of the same color in order to release the precious oxygen needed by the creatures at the bottom of the sea.

Luckily, a cool, quick and clever little Magic Bubble has arrived on the scene. Use his wisdom and skill to bring the mischievous colored bubbles under control. Are you skillfull enough to solve this crisis?

OPTIONS

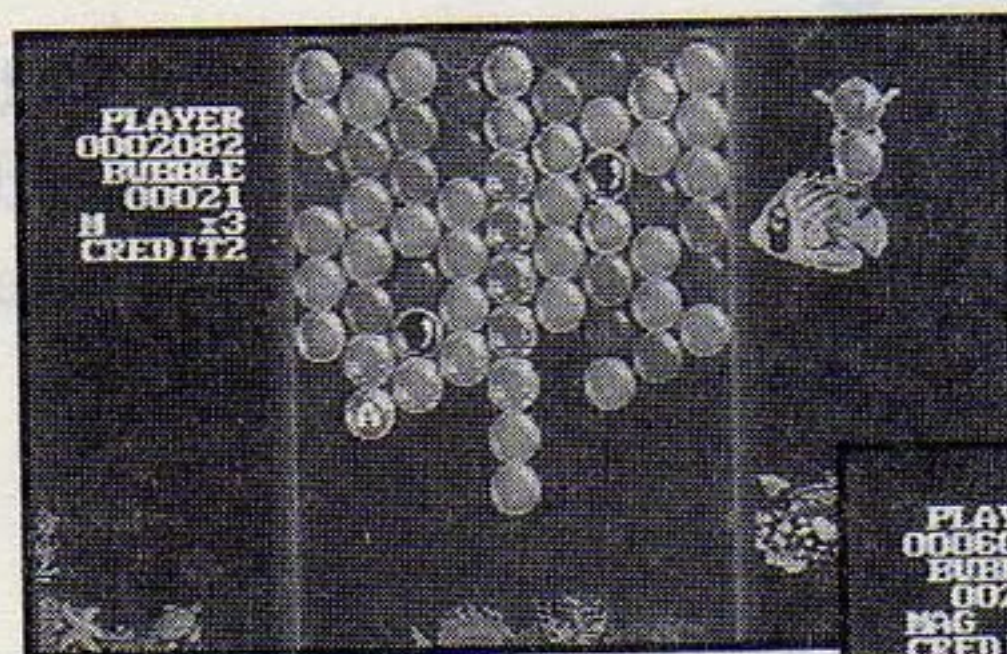


1. Level : Shows game level, which can be set at any of four levels : Easy, Normal, Hard or Hardest. Players can set the game level depending upon their own skill.
2. Control : Screen shows which type of game has been selected. Player can choose type A, B or C by pressing the appropriate button on the remote control unit.
3. Music : Selected player can choose to enjoy any one of the game's many catchy tunes.
4. Sound Effects : Sound effects test. Different sound effects can be heard by selecting different codes.
5. Exit : Exit this screen, enter selection screen.

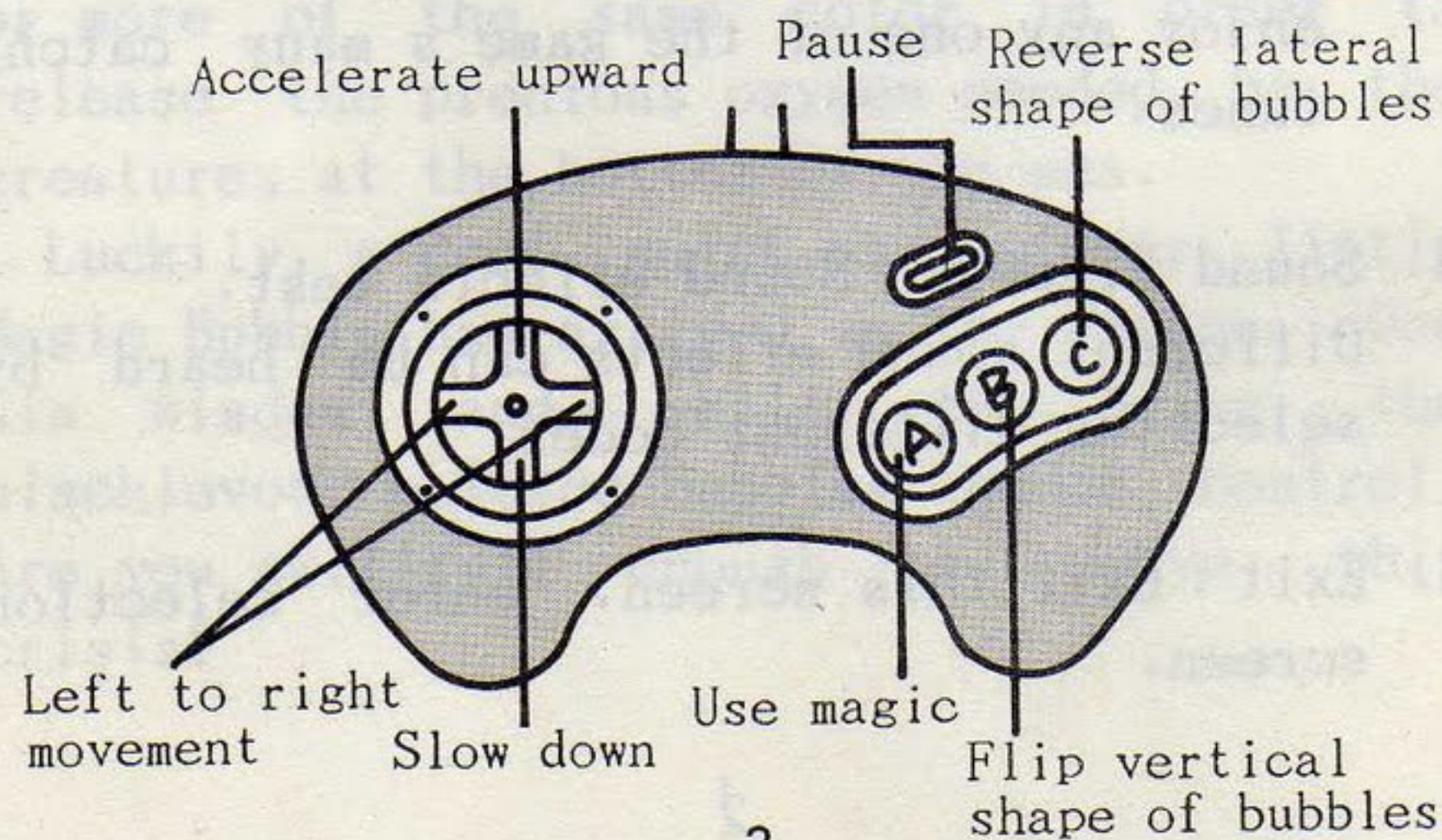
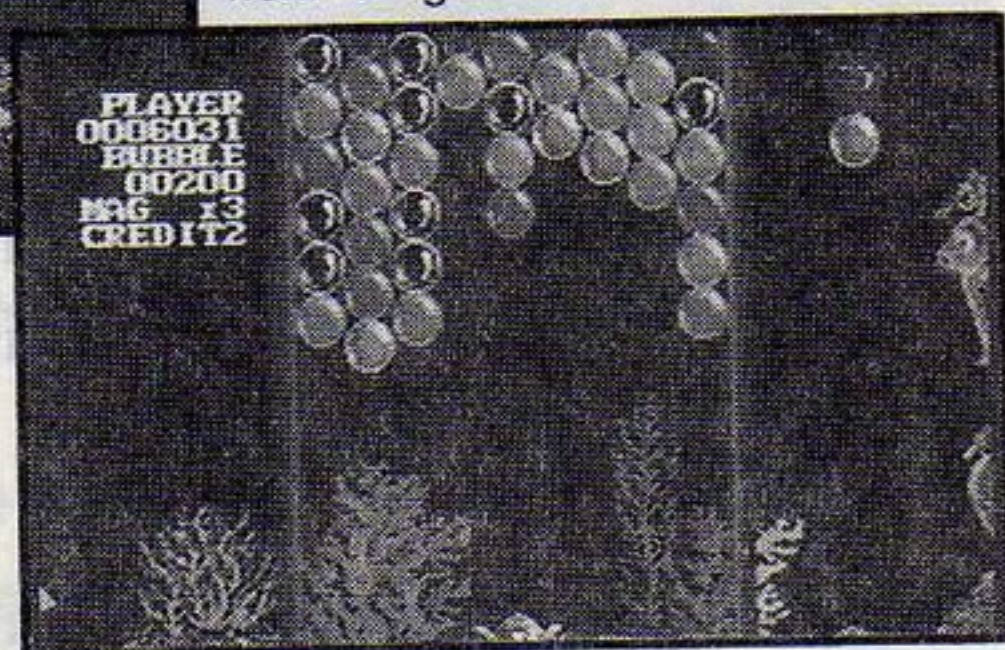
OPERATION

1. Type A

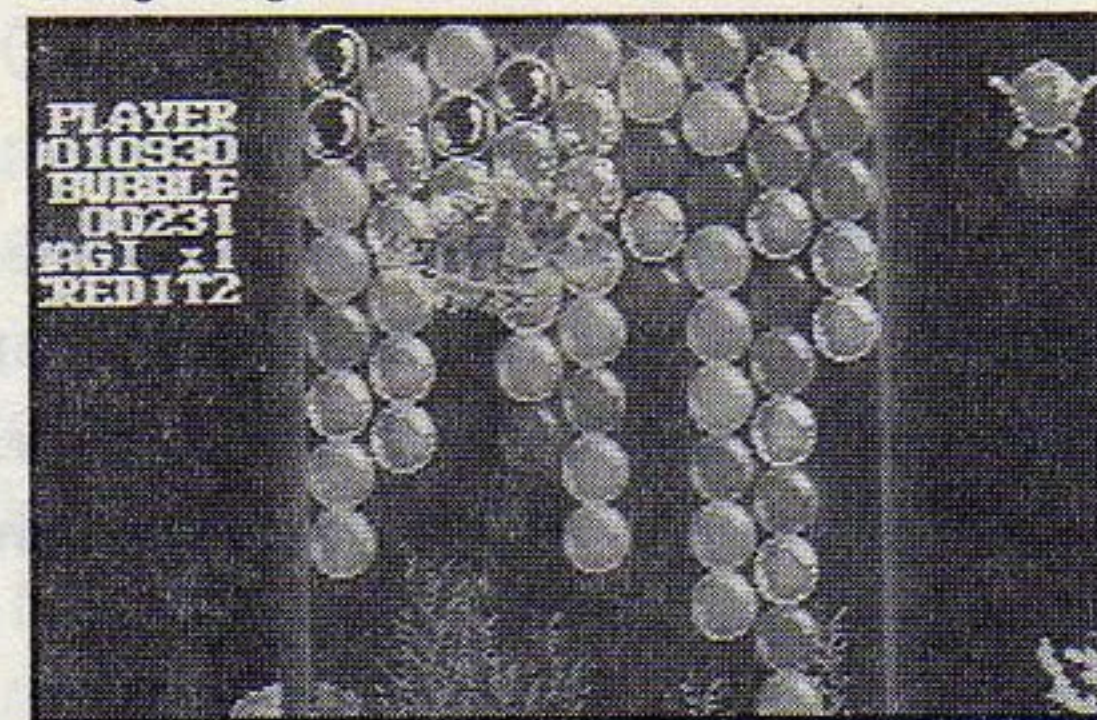
The most basic game rules: just get four or more bubbles of the same color together in one group and they pop and disappear. With every 200 bubbles popped (150 for two players competing) players move on to the next stage.



200 bubbles popped-move on to next stage.



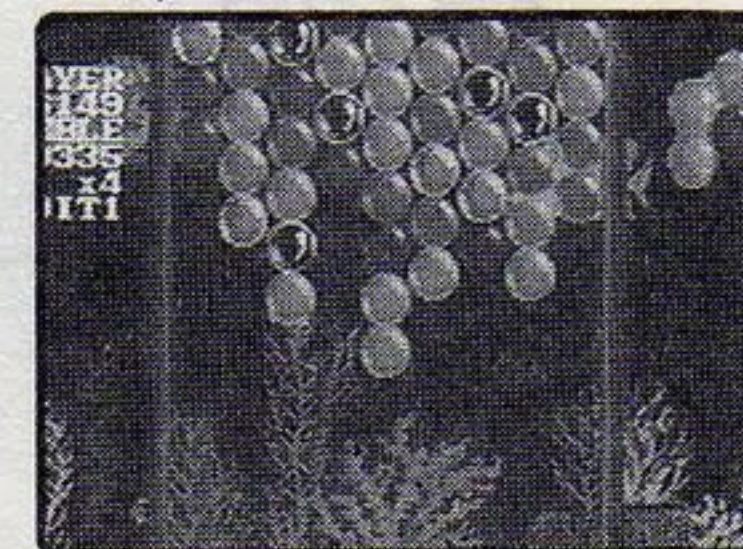
Using Magic



When a player uses magic, he gets help from a fish swimming around in the background waters, who comes to pop all the air bubbles on the screen. Each player has three spells worth of magic at the beginning of the game. Players have a chance to accumulate additional spells while playing by collecting lettered bubbles. For each complete set of lettered bubbles spelling out the word "MAGIC" collected players receive an additional magic spell. If you're a real expert, you can accumulate up to nine spells worth of magic, and can then earn an additional credit. But watch out; after each new credit your magic will be reduced back to three spells.

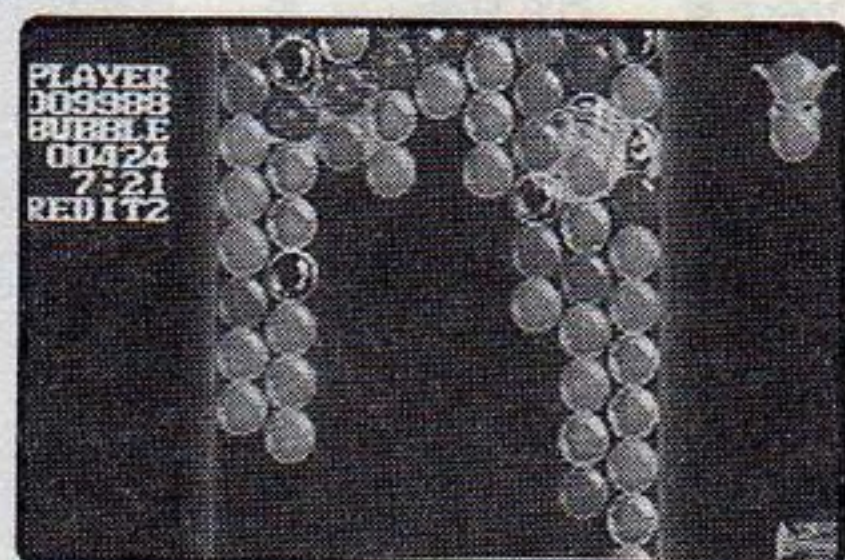
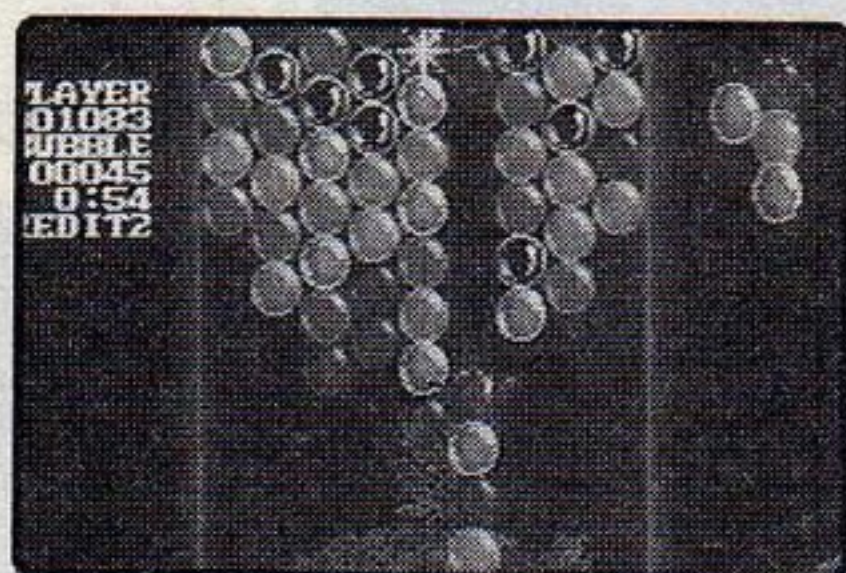


Newly collected letter "M"

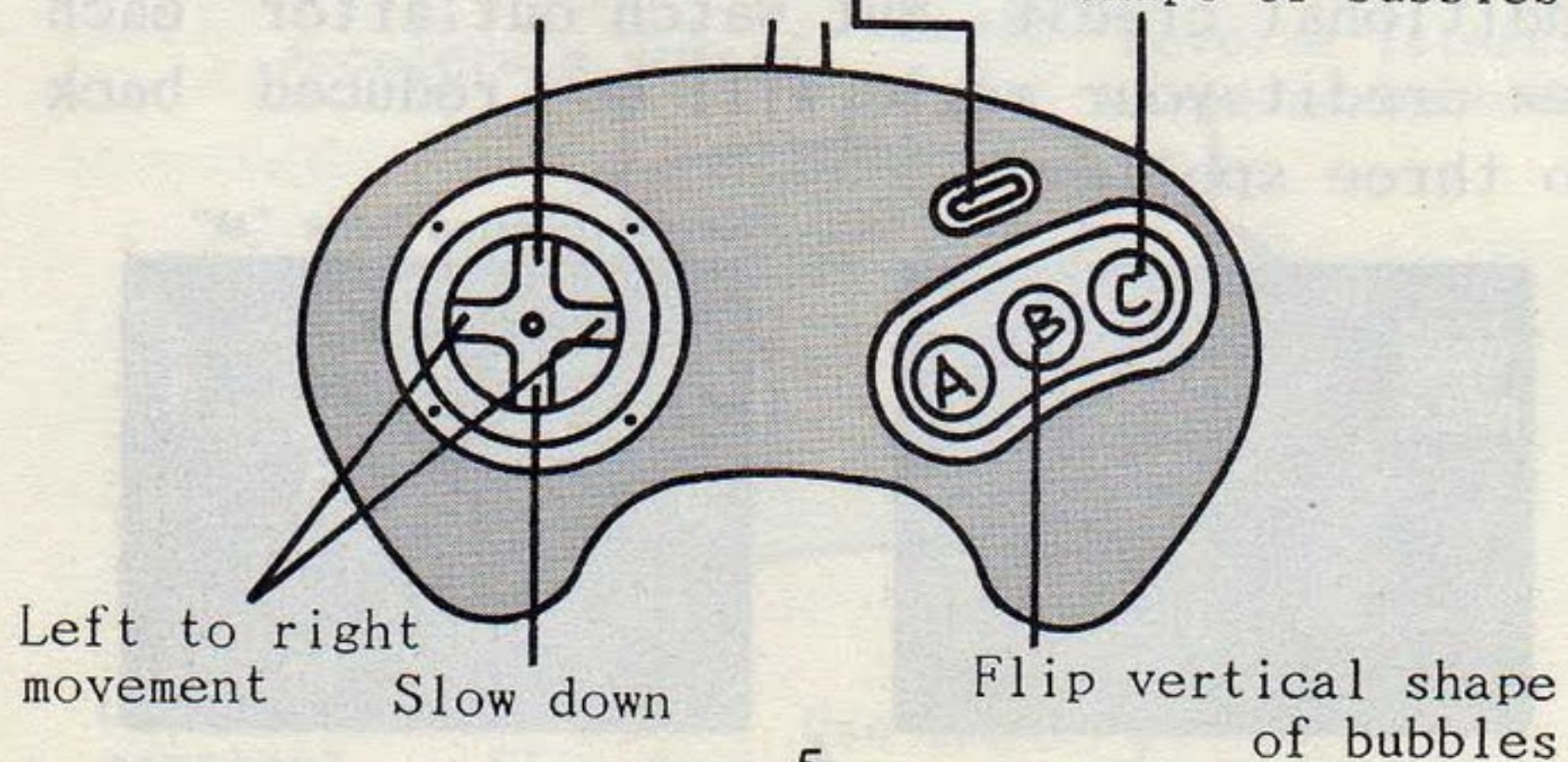


2. TYPE B

In the very top row of bubbles is one sparkling bubble. The player must eliminate this sparkling bubble within 9 minutes 59 seconds in order to move on to the next level.



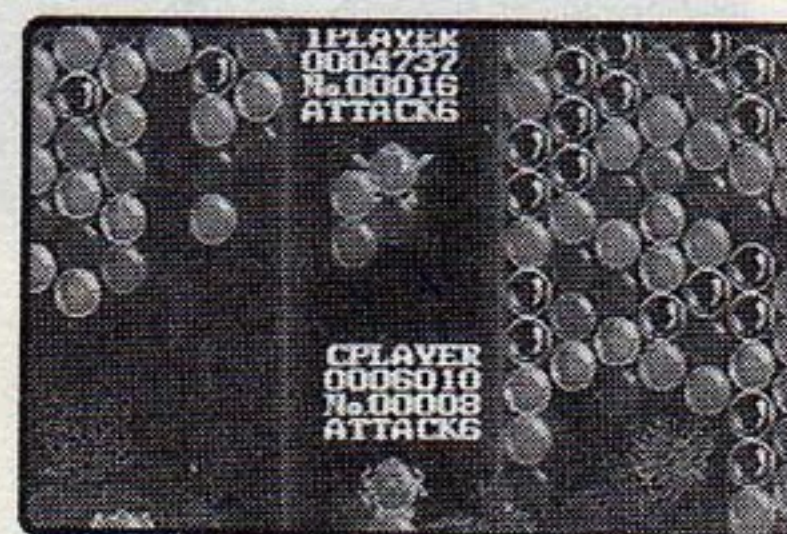
Accelerate upward Pause Reverse lateral shape of bubbles



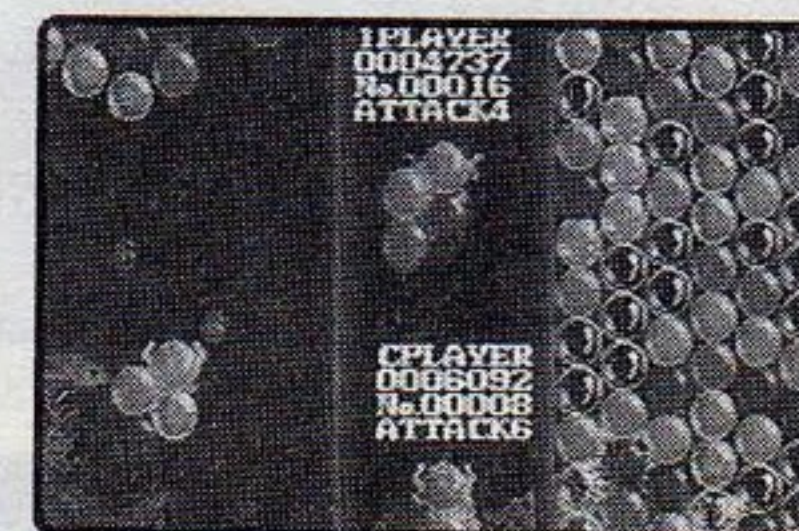
5

3. TYPE C

A competitive-style, best three out of five game. A player receives one attack point for every 20 bubbles he eliminates. Each player may accumulate up to nine attack points. For each attack point used, the attacking player moves the top two rows of bubbles from his screen to the screen of the opposing player. The thundering battle continues until one of the players falls in defeat.

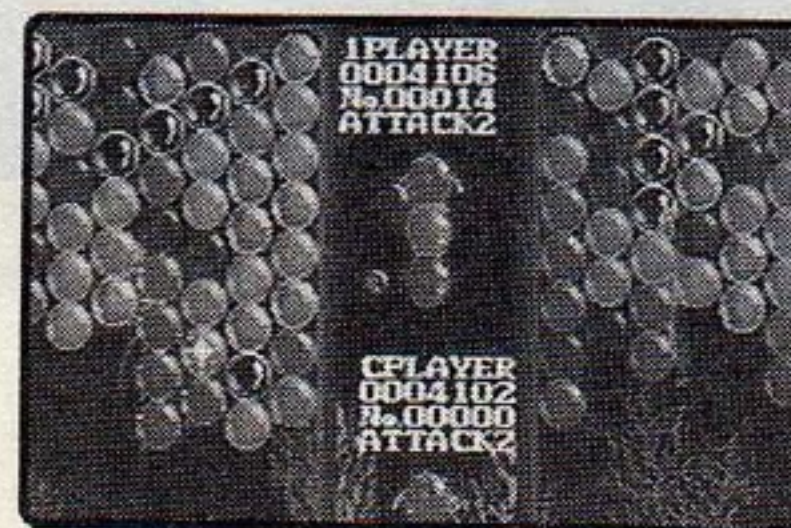


Before attack

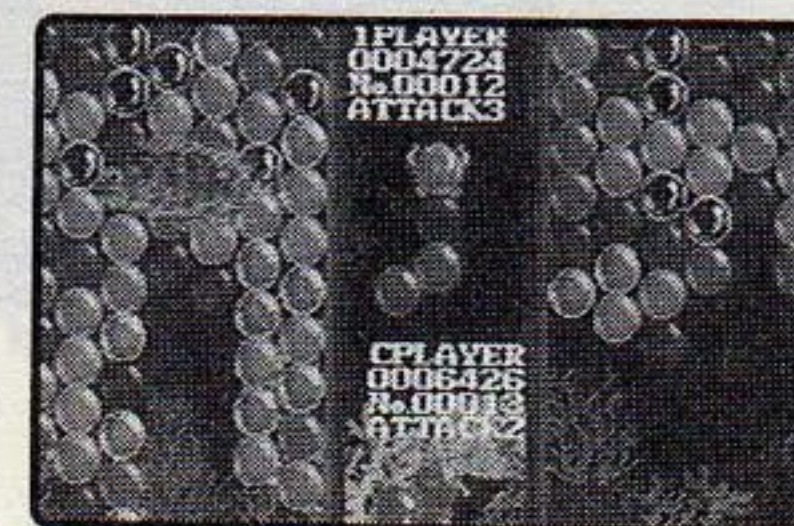


After two consecutive attacks

A player needs to bide his time until a sparkling bubble appears on the screen. If the sparkling bubble is popped within the allotted time, the player will get magical help and all of his air bubbles will be eliminated, giving a great advantage over his opponent.

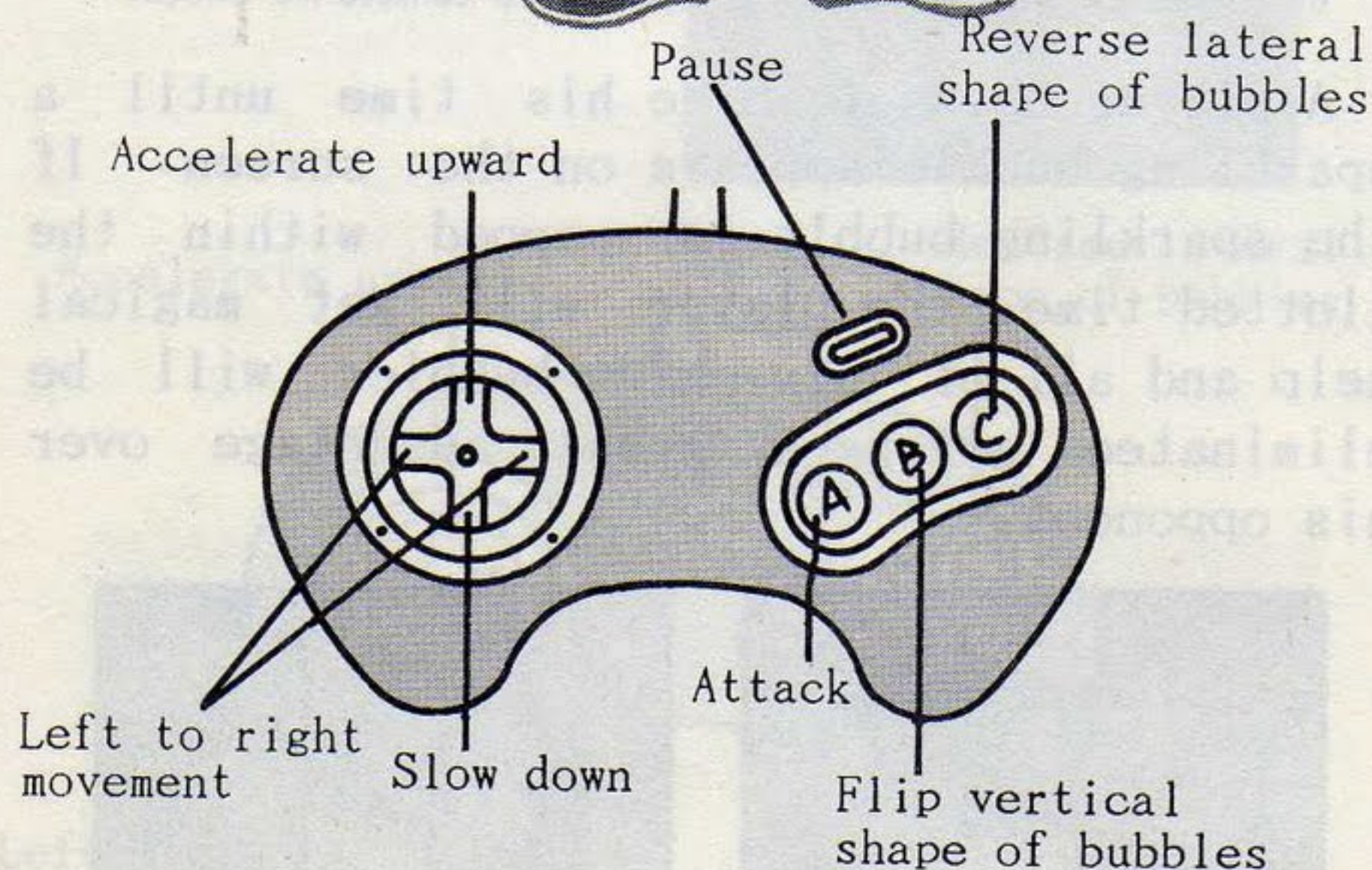
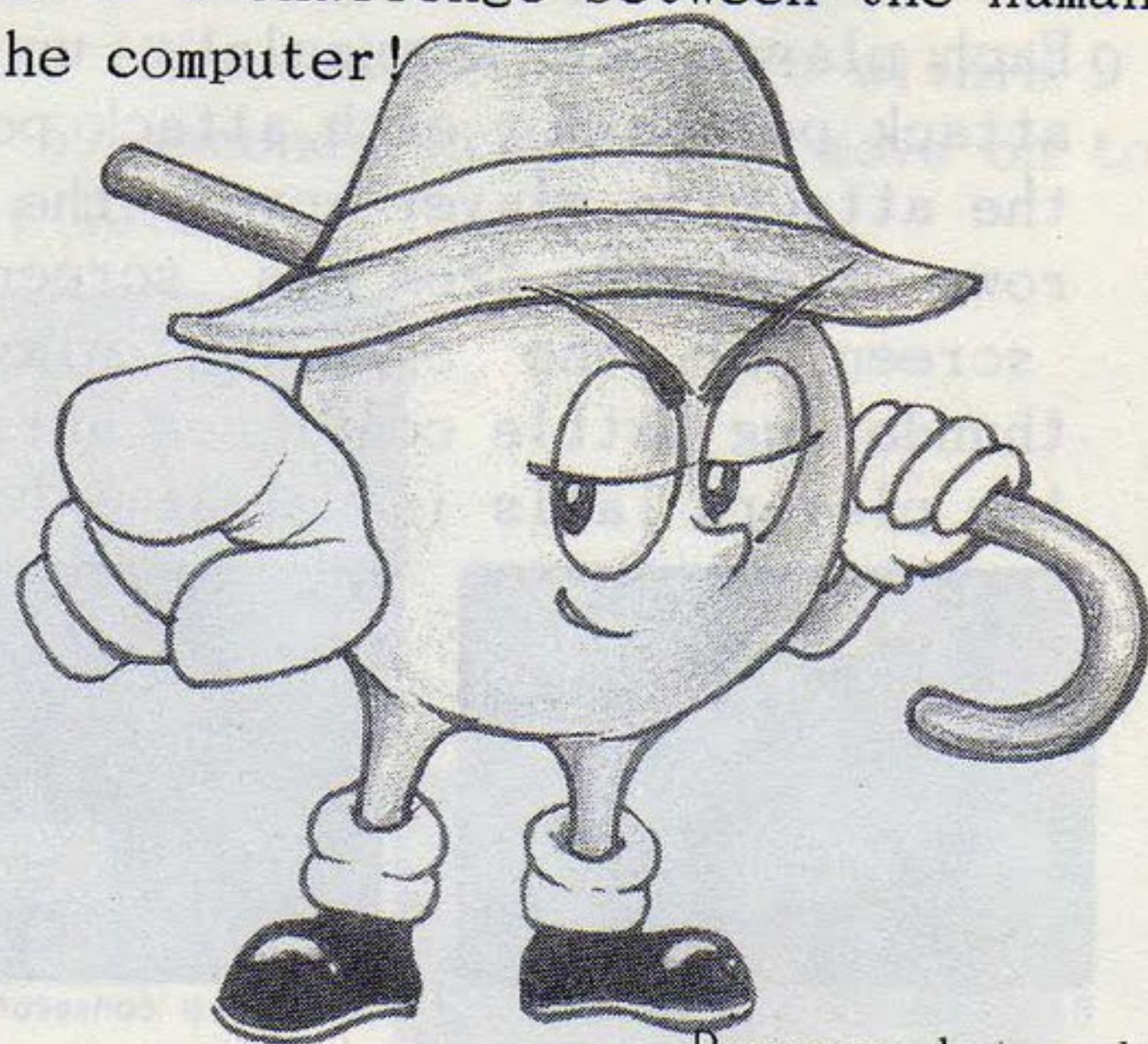


Sparkling bubble appears



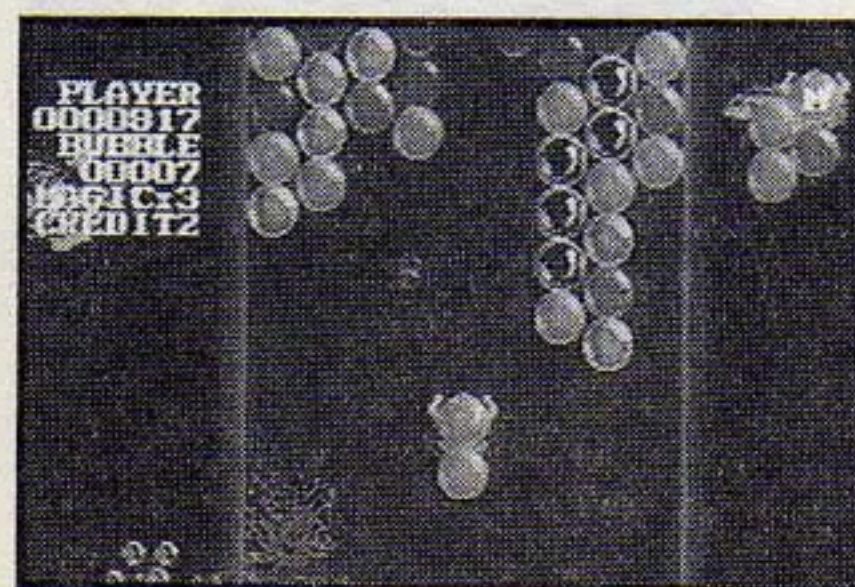
6 Win magical help

Two-player competition is a dog-eat-dog fight to the finish; single-player competition is a challenge between the human mind and the computer!

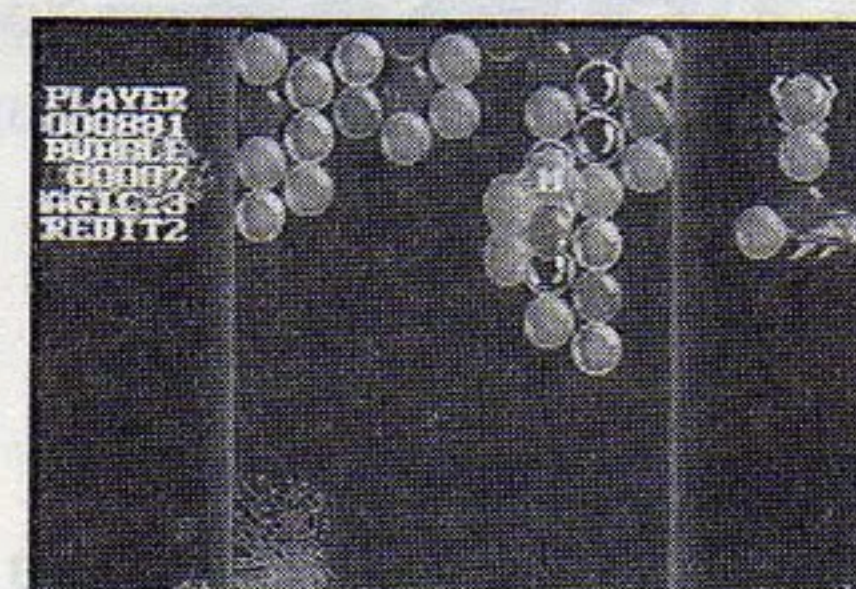


THE MYSTERIOUS AIR BUBBLES

Everyone hates the appearance of air bubbles, but during the game you can use the tricky methods of the colored bubbles to slip them over the air bubbles into the same space.

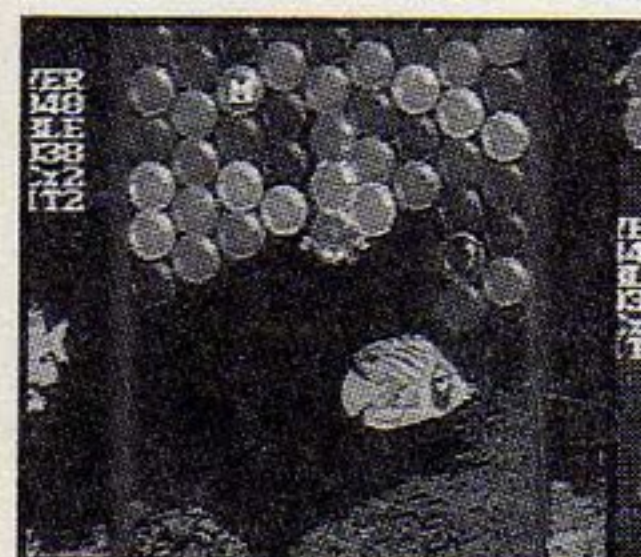


Air bubbles

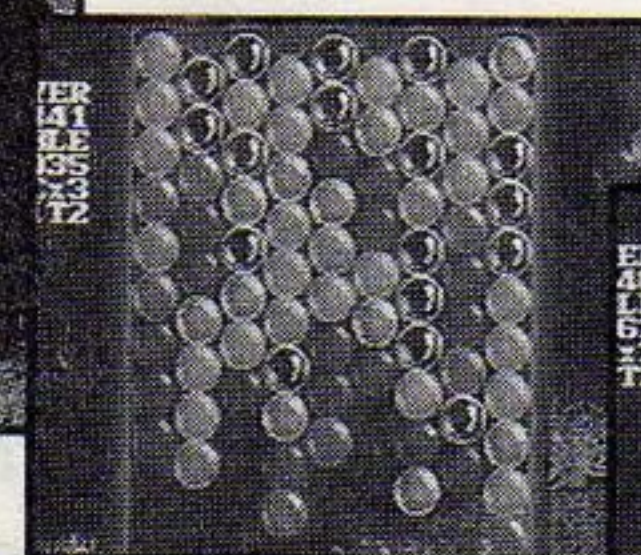


Covering up the air bubbles

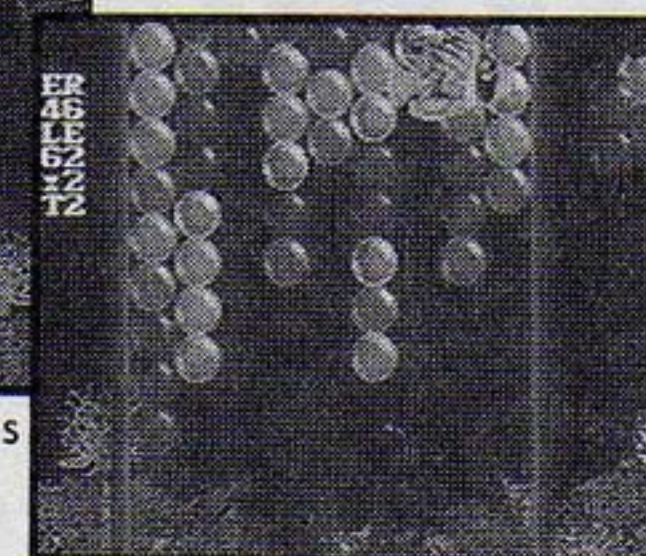
You can plan ahead for when to use magic. When there are air bubbles trapped in the top rows, use magic in a pinch to get the most from each use.



Top row has no air bubbles



Top row has air bubbles



Putting magic to good use

SCOREBOARD

1. TYPE A-Single Player

```

PLAYER
0010930
BUBBLE
00231
MAGIC x1
CREDIT 2
    
```

- Score
- Bubbles eliminated
- Number of magic spells
- Number of credits

Two Players

```

1PLAYER
0000836
B. 00018
MAGIC x2
CREDIT 2
    
```

- Player Number
- Score
- Bubbles eliminated
- Number of magic spells
- Number of credits

2. TYPE B-Single Player

```

PLAYER
0001083
BUBBLE
00045
0:54
CREDIT 2
    
```

- Score
- Bubbles eliminated
- Time expired
- Number of credits

Two Players

```

2PLAYER
0000000
B. 00000
0:13
CREDIT 2
    
```

- Player Number
- Score
- Bubbles eliminated
- Time expired
- Number of credits

3. TYPE C

```

1PLAYER
0000836
B. 00018
MAGIC x2
CREDIT 2
    
```

- Computer or player
- Score
- Bubbles eliminated (not over 20)
- Number of attack points (earn one new attack point for every 20 bubbles eliminated)

BONUS STAGES

1. Collecting Credits

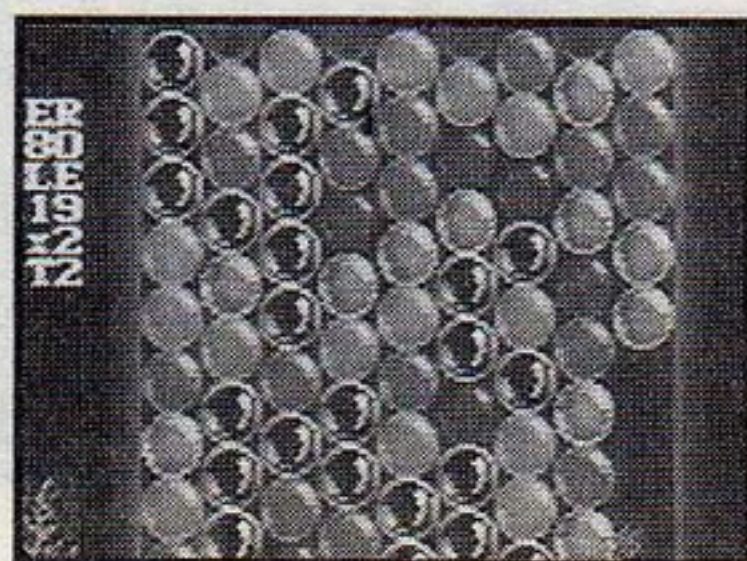
For type A and type B games, players receive an additional credit for each 30,000 points earned, up to a total of nine credits.

2. Time Bonus

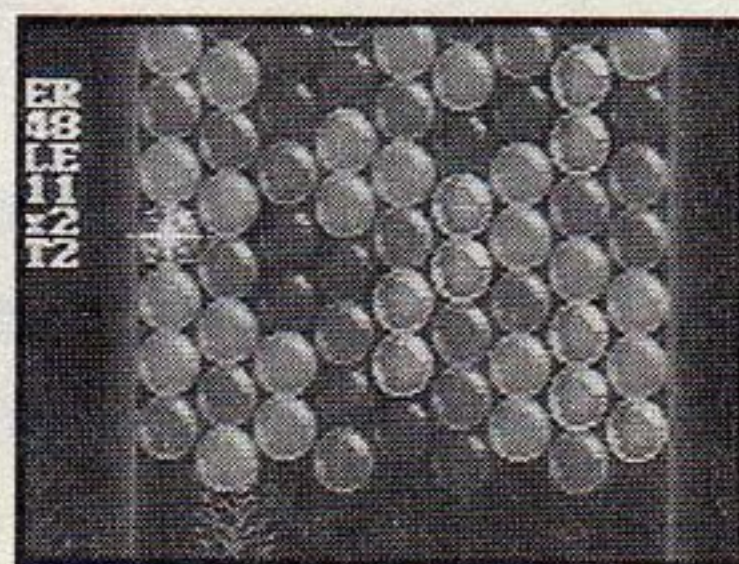
For type B, if the player succeeds in moving to the next stage within three minutes, he will receive a time bonus. The time bonus is three minutes for each second under three minutes in which the player completed the previous stage.

3. Bonus Stage

Single players playing type A who are skillfull enough to take advantage of the many opportunities to collect sparkling bubbles may move on to the Bonus Stage. Upon entering the Bonus Stage, a player must try his luck by pressing the "C" key on the remote control unit within 10 seconds in order to see how many extra minutes he will receive.

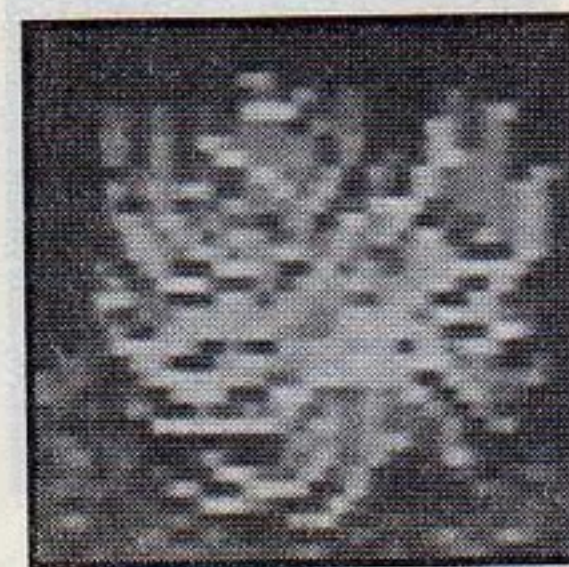


11



DESCRIPTION OF BACKGROUND

Background 1 : Sea anemones and bright tropical fish



Background 2 : Coral and Sea Horses



Background 3 : Hermit Crabs and Sea Turtles

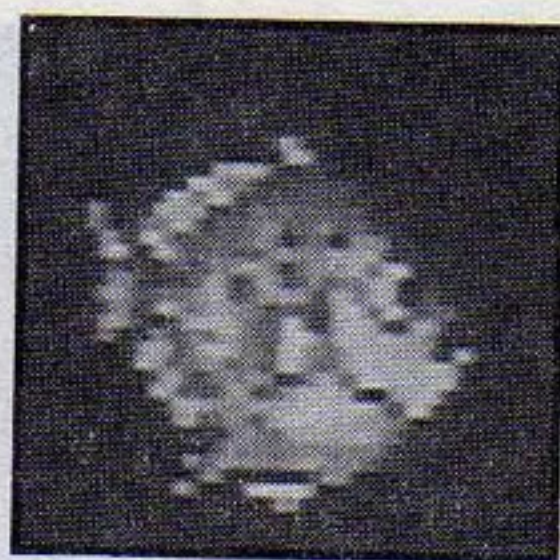
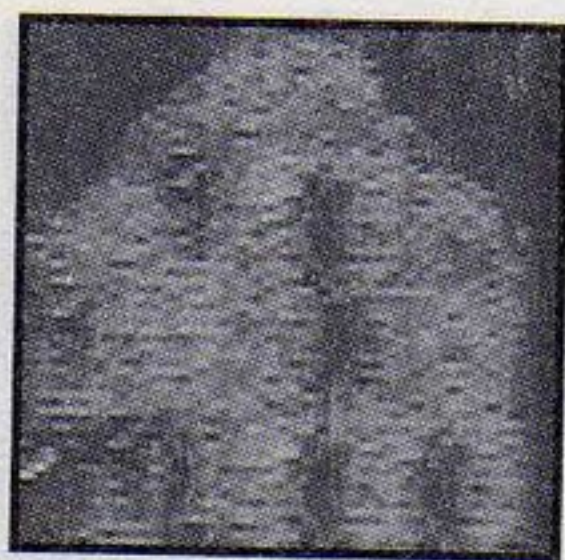


12

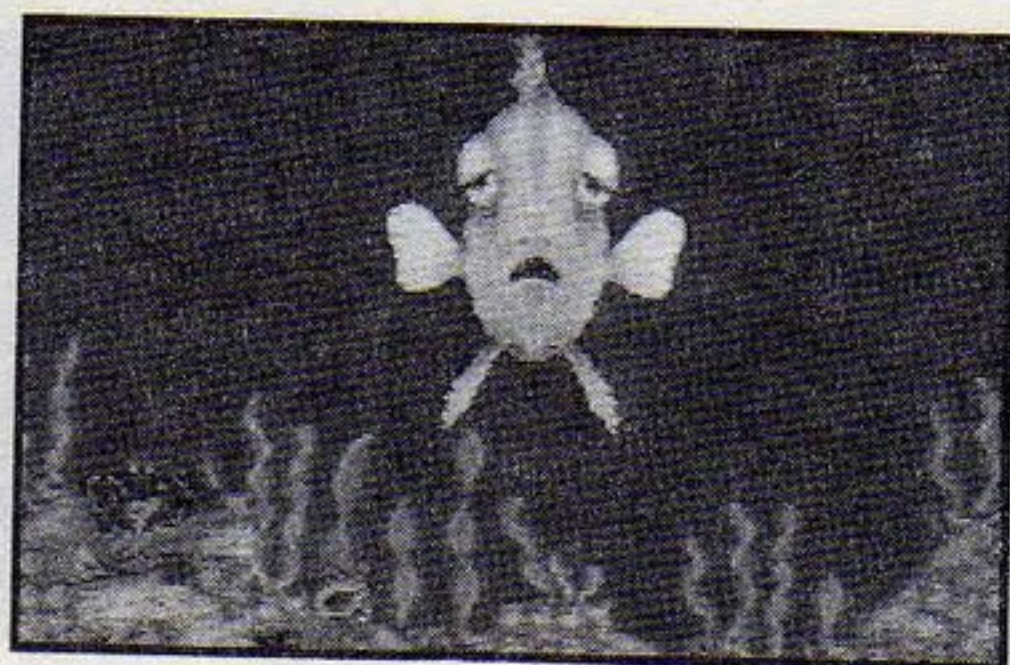
Background 4 : Starfish and unusual fish



Background 5 : Seaweed and round fish



Background 6 : Sleeping fish



CAUTION

This cartridge is a delicate electronic product and the following warnings should be followed during use :

1. Check Whether Current is On or Off : Make sure the game console ON/OFF switch is switched to the OFF position when removing this cartridge from the console. If the switch is ON at the time of removal, malfunction may result.
2. This Cartridge is Very Delicate : This cartridge should not be carelessly dropped, bumped, or kicked, and must not be taken apart.
3. Do Not Touch the Connection Surface of this Cartridge : Careless touching of the connection surface or immersion in water can easily cause malfunction of this cartridge.
4. Store in a Proper Place : Do not subject this cartridge to excessive cold or heat. Do not expose to direct sunlight. Do not store near a heater or expose to excessive humidity.
5. Do Not Use Chemical Fluids for Cleaning : Never use chemical cleansing fluids, alcohol-based cleaners, or other detergents containing hydro-carbon compounds to clean this product.
6. When Playing : To protect your eyes, when playing for extended periods of time, make an effort to sit a reasonable distance from the television screen. Rest 10 minutes for each hour of continuous play.
7. Those who suffer from excessive sensitivity to light should not play this game.

MEMO

CAUTION

This cartridge is a delicate electronic product and the following warnings should be followed during use:

1. Do not touch the connection points of this cartridge unless you are instructed to do so. Touching the connection points can cause damage to the cartridge.

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