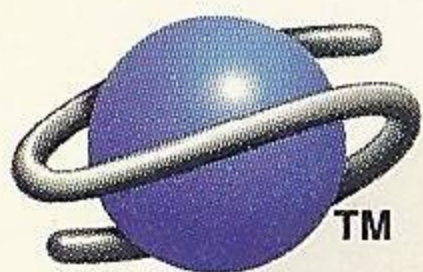


SEGA™

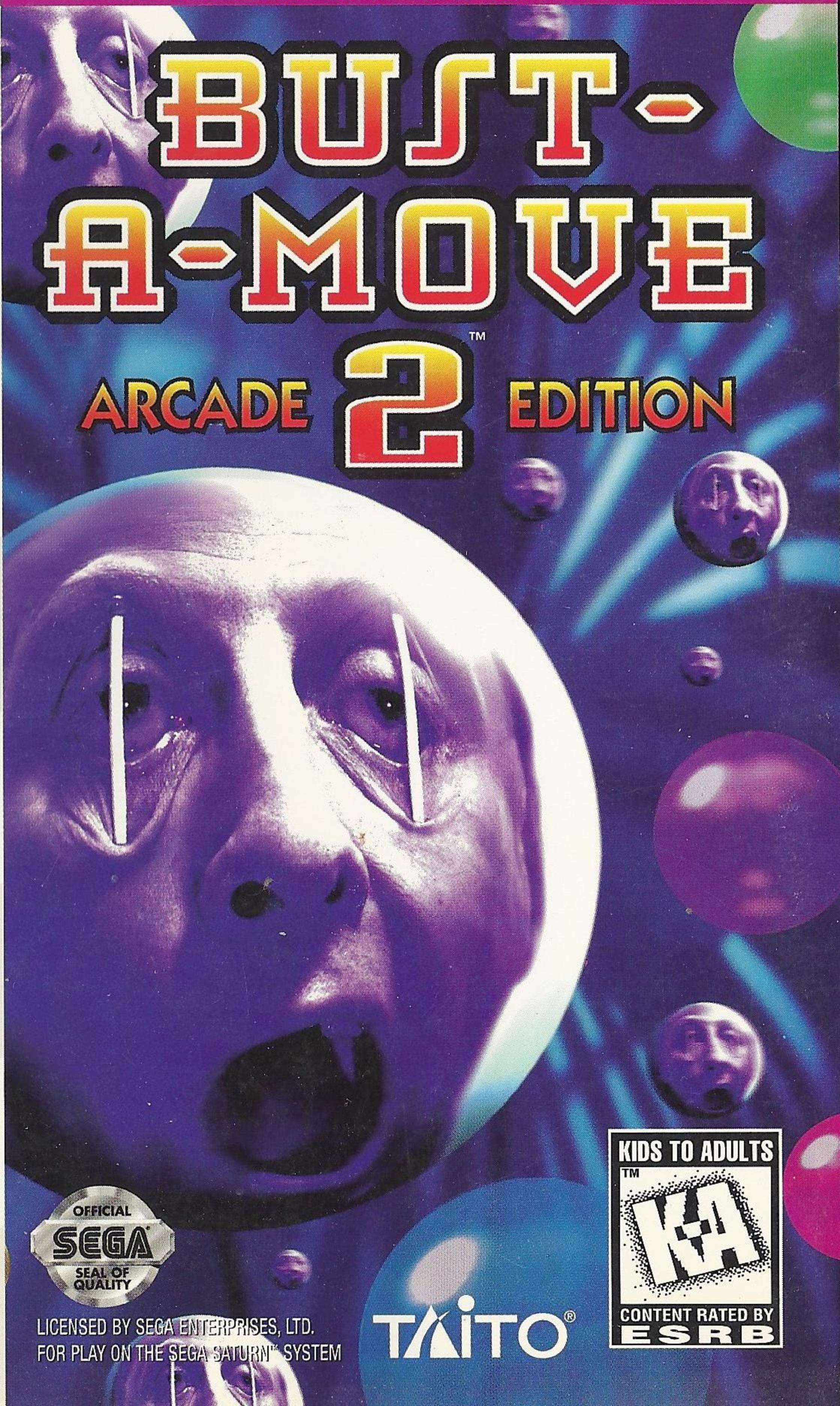
AKKlaim®
entertainment, inc.



SO ADDICTIVE... IT SHOULD BE ILLEGAL!

BUST- A-MOVE

ARCADE **2**™ EDITION



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

TAITO®



SEGA SATURN™

T-8132H



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- 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 recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

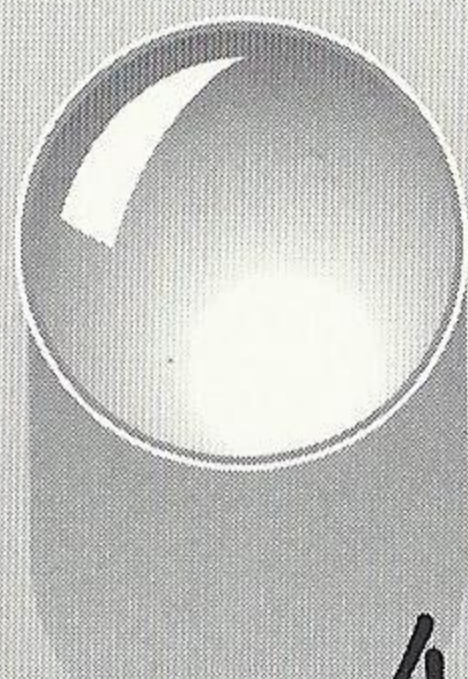
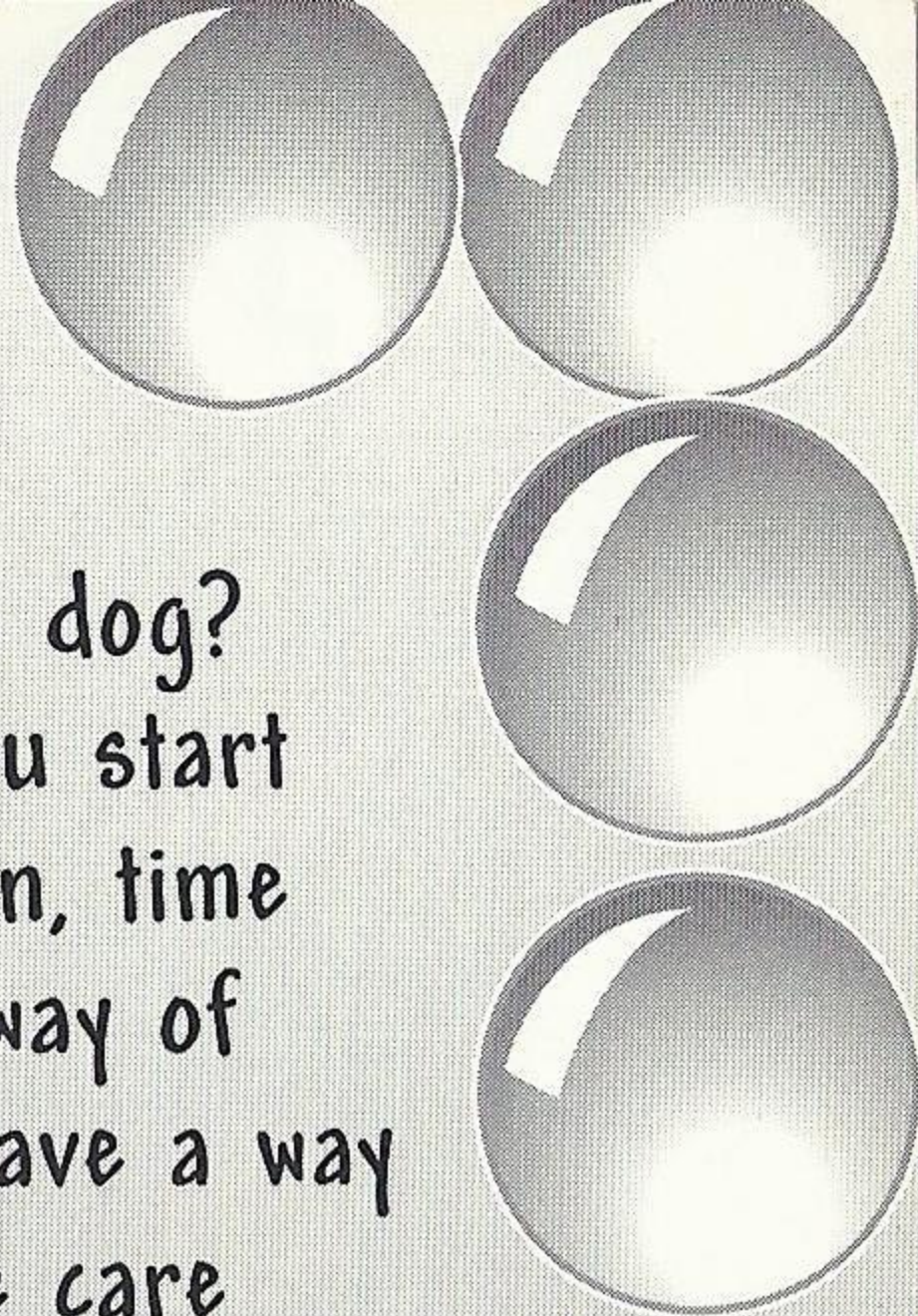
WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

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 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.

Welcome to Bust-A-Move 2™: Arcade Edition, the insanely fun bubble-busting puzzle game. Before we begin, have you done your homework? Fed the dog? Talked to your family? Because once you start playing Bust-A-Move 2™ Arcade Edition, time has a way of vanishing, chores have a way of being neglected, and your loved ones have a way of fading into the background.. So take care of business, then let's get down to the fun stuff! And don't forget to eat!

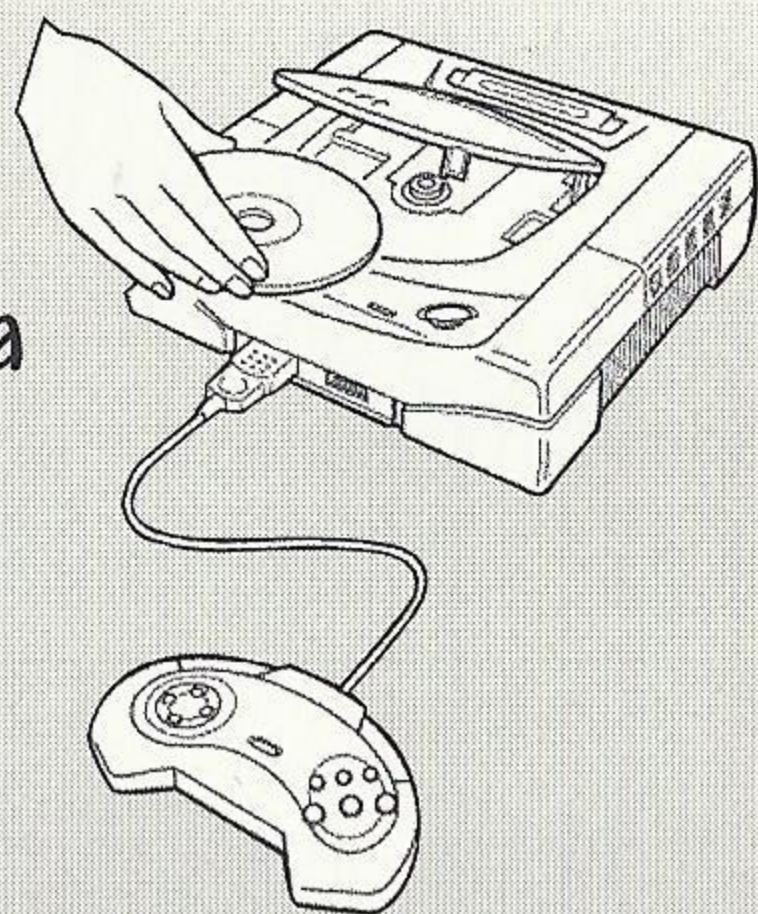


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Basic Rules	4
Starting the Game	6
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Game Modes	9
One Player	12
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STARTING UP

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.)

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

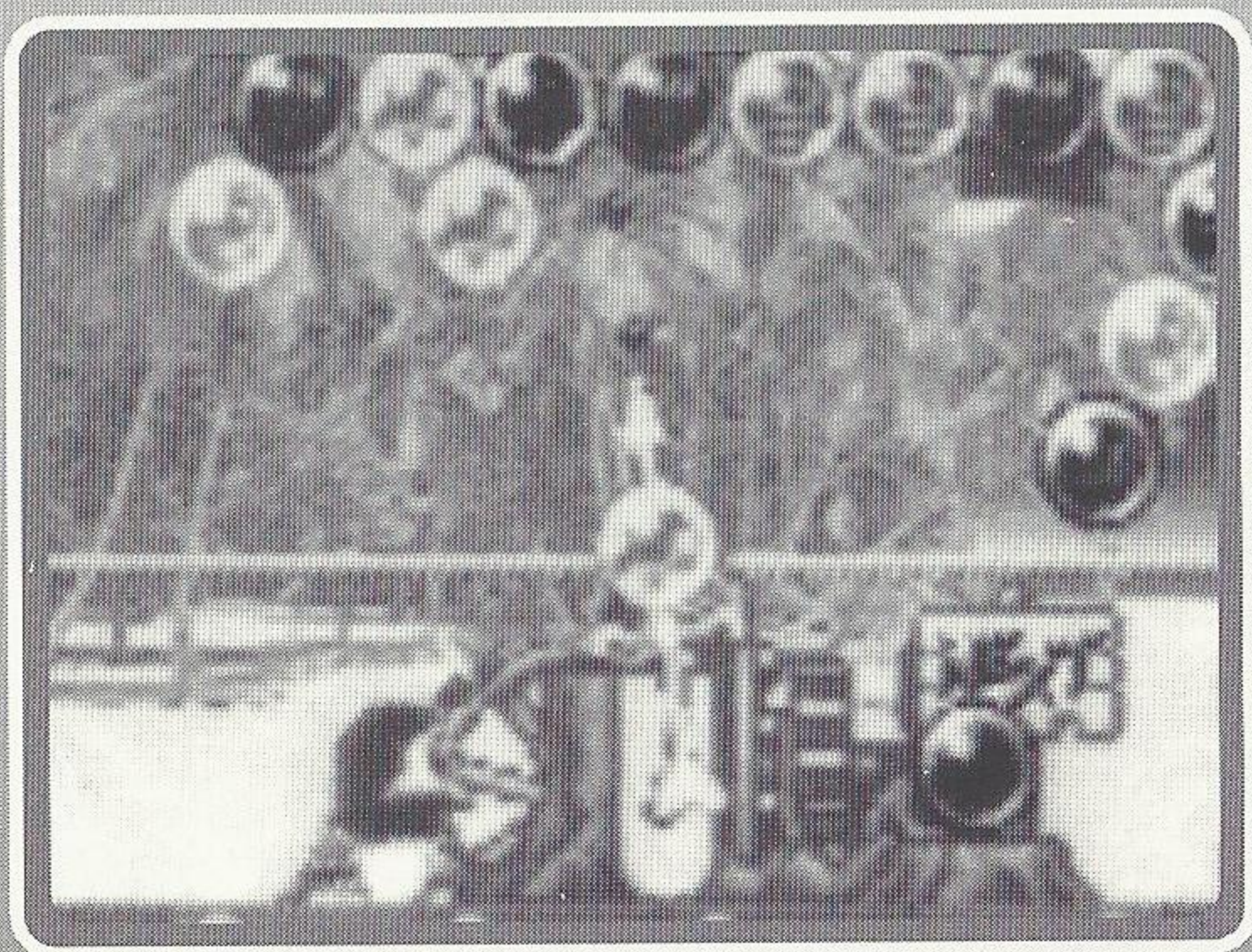
Aim bubbles with the D-PAD, and fire them with the A, B, or C BUTTONS*.

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

Pretty simple, eh? So simple that you're free to concentrate on playing instead of learning a bunch of rules and controls. Heck, you don't even need to look at the rest of this manual. But I'd appreciate it if you did. Keep me in good with the boss, y'know?

OBJECT OF THE GAME:

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



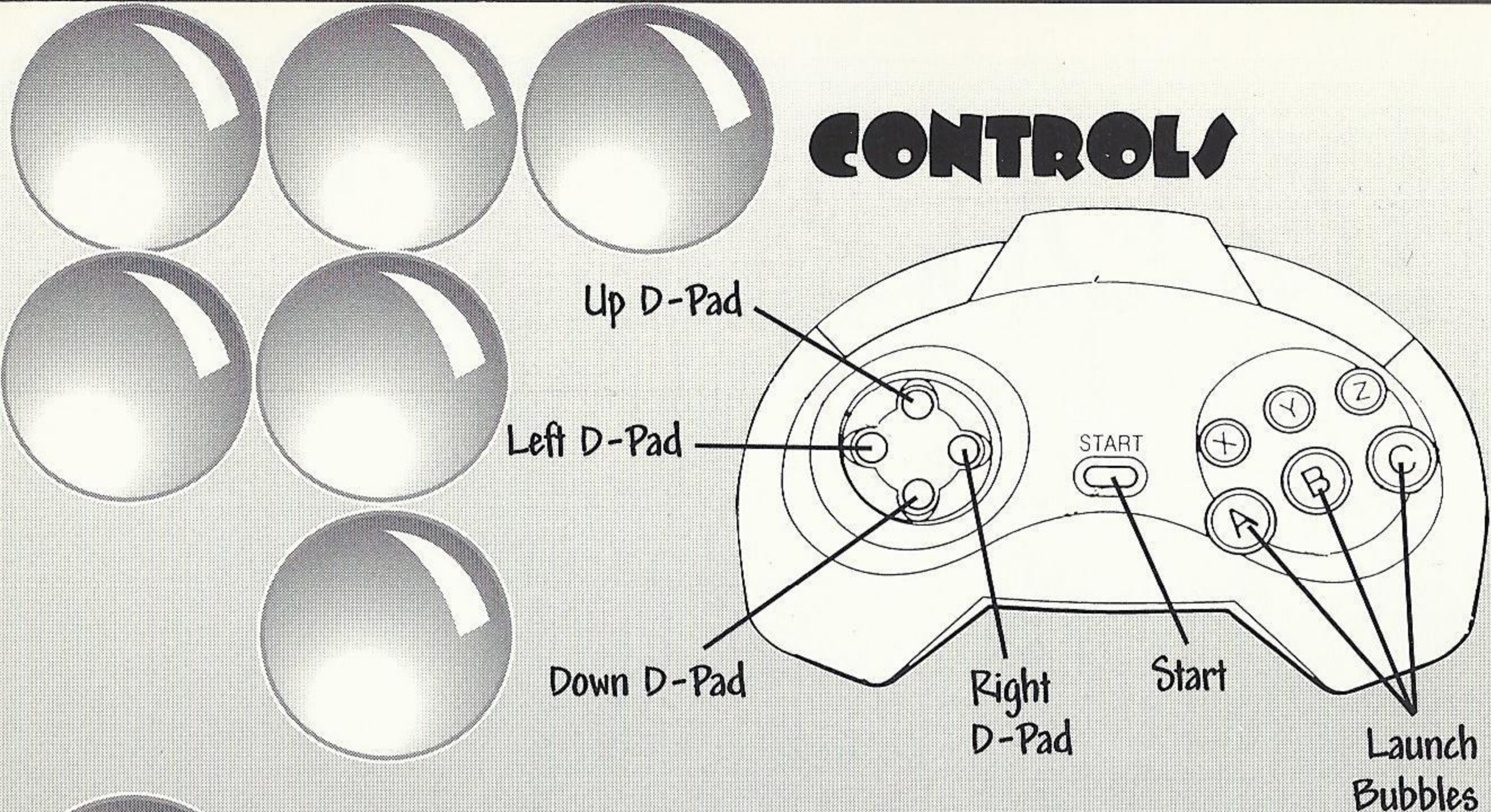
- The game is over once a bubble gets crowded over the bottom line.

- 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. Only a lot of practice will hone your aim, end your shame and assure your fame!

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.

DEFAULT CONTROLS

A, B or C BUTTON Launch the Bubble

A or C BUTTON Finalize Selections

B BUTTON Cancel Selection

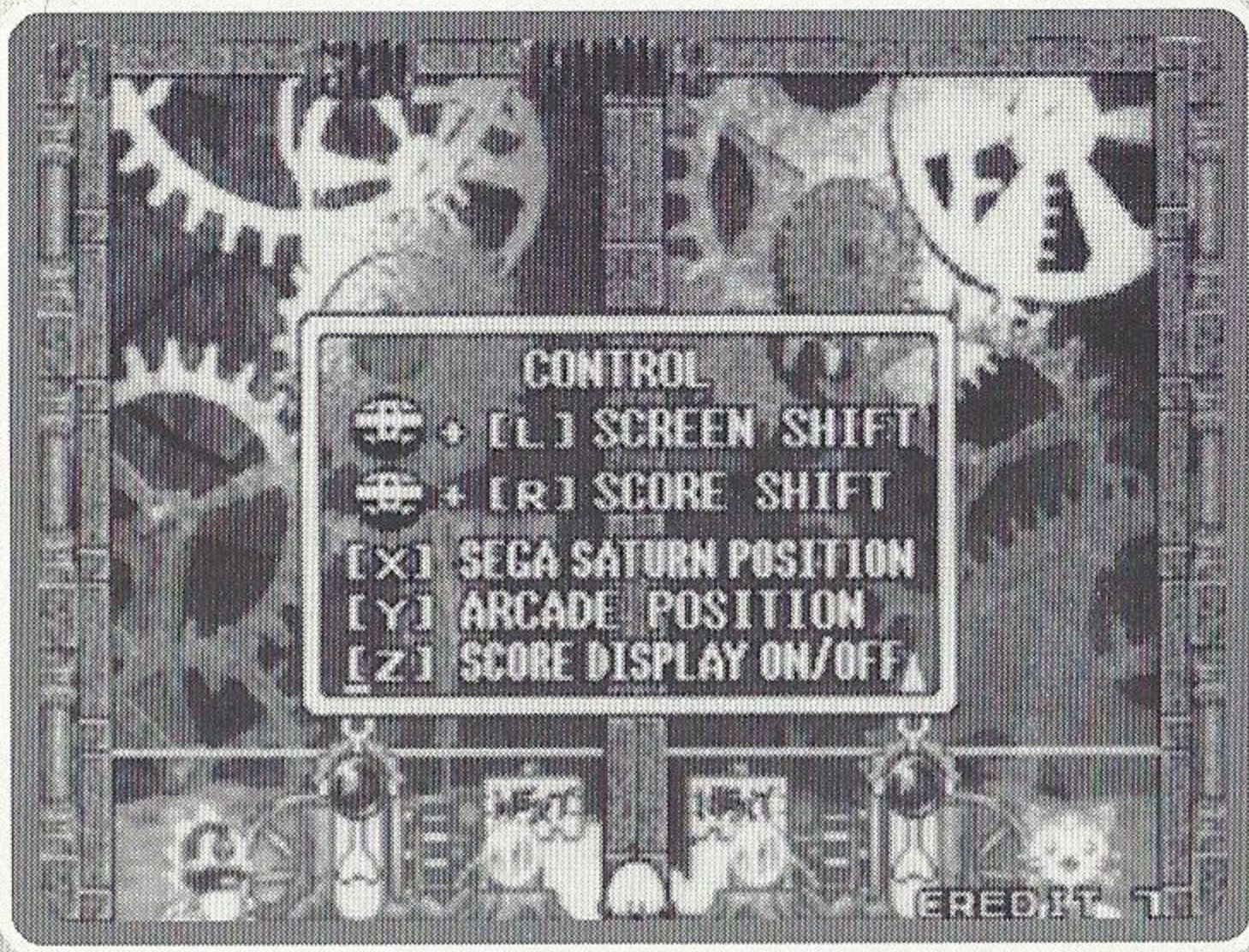
Left Shift: will finely tune aim to the left. When game is paused, Left Shift + UP or DOWN will adjust the screen layout slightly upwards or downwards.

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.

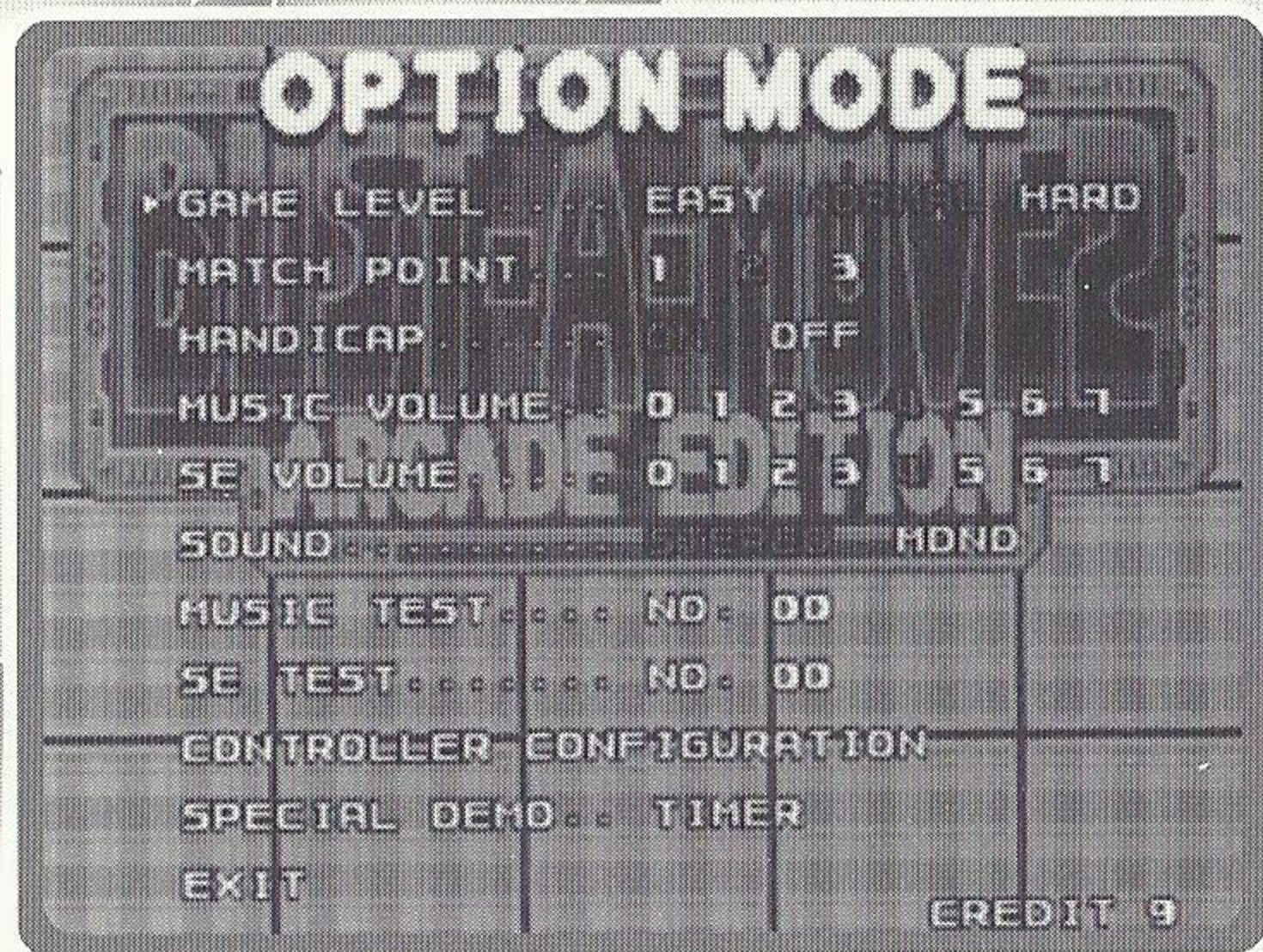
L/R Shift BUTTONS (together): When game is paused, displays commands.



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-Move 2X**, **Bust-A-Move 2**, **Edit Mode** and **Option Mode**. Selecting either Bust-A-Move 2X 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.

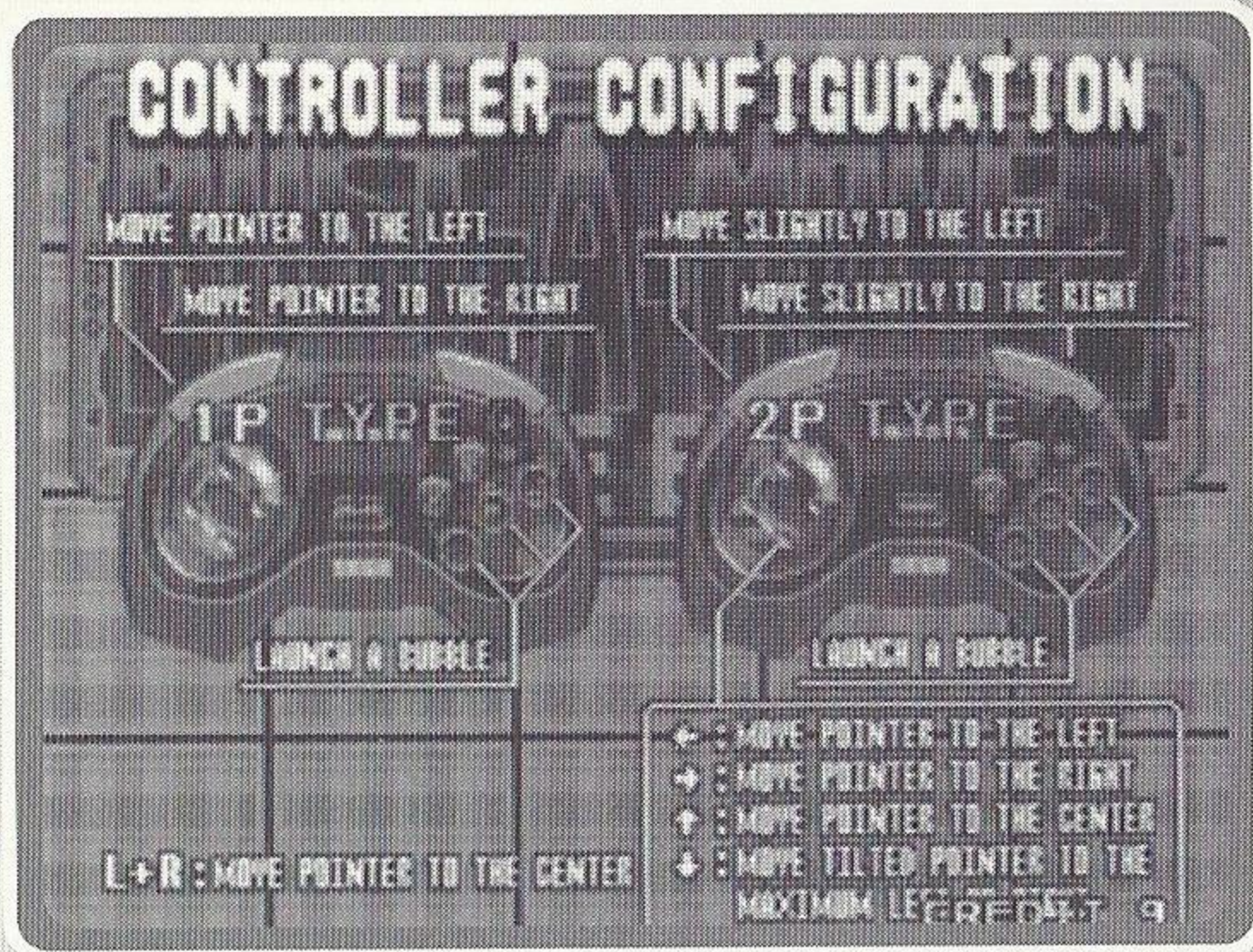
MUSIC VOLUME: Adjust the music volume level heard during play.

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 Game Select screen.

EDIT MODE

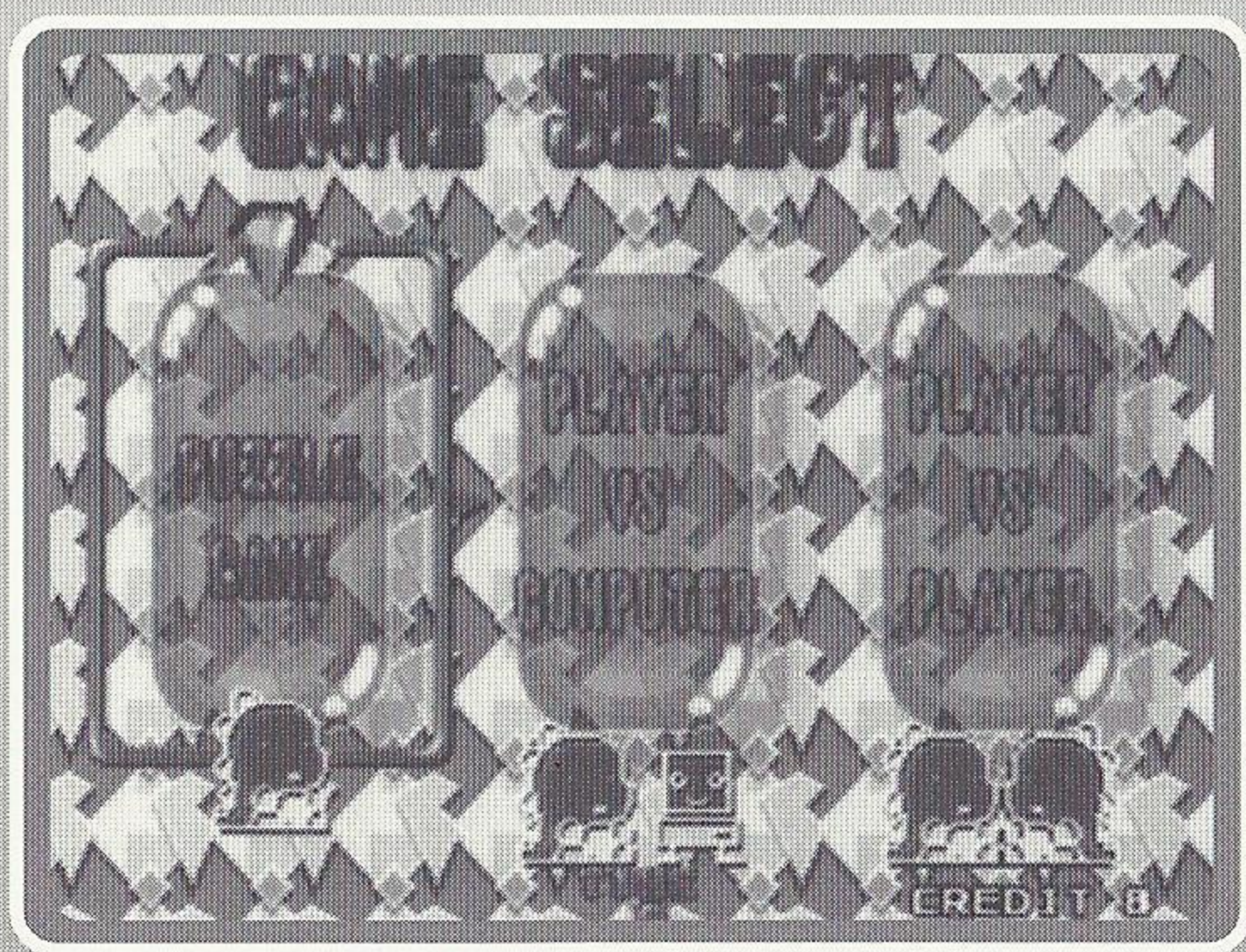
When you choose the Edit Mode in the Game Select screen, it will take you to the Edit screen, where you can create your own great bubble puzzles--up to 30 of them! (See page 15 for details.)

GAME MODES

"Bust-A-Move 2X and Bust-A-Move 2 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

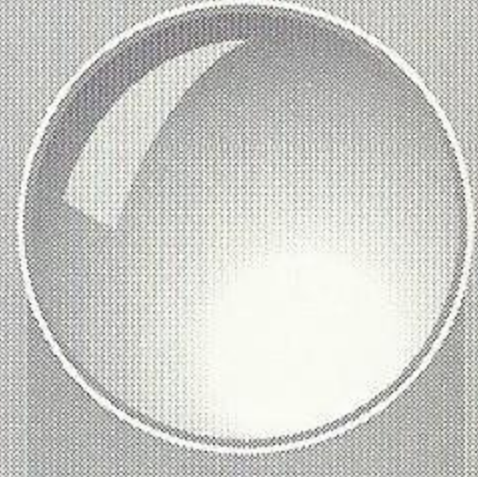
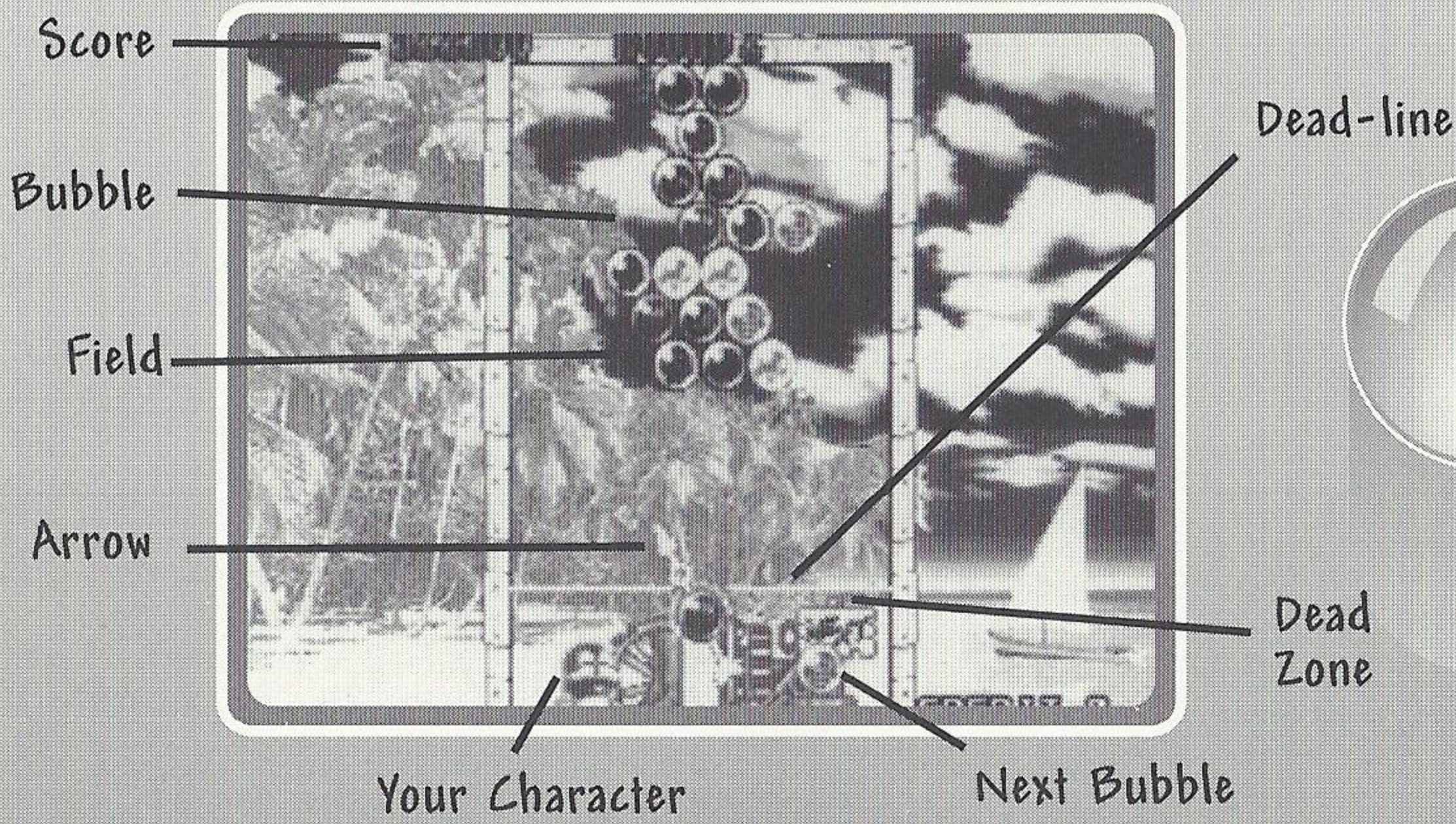
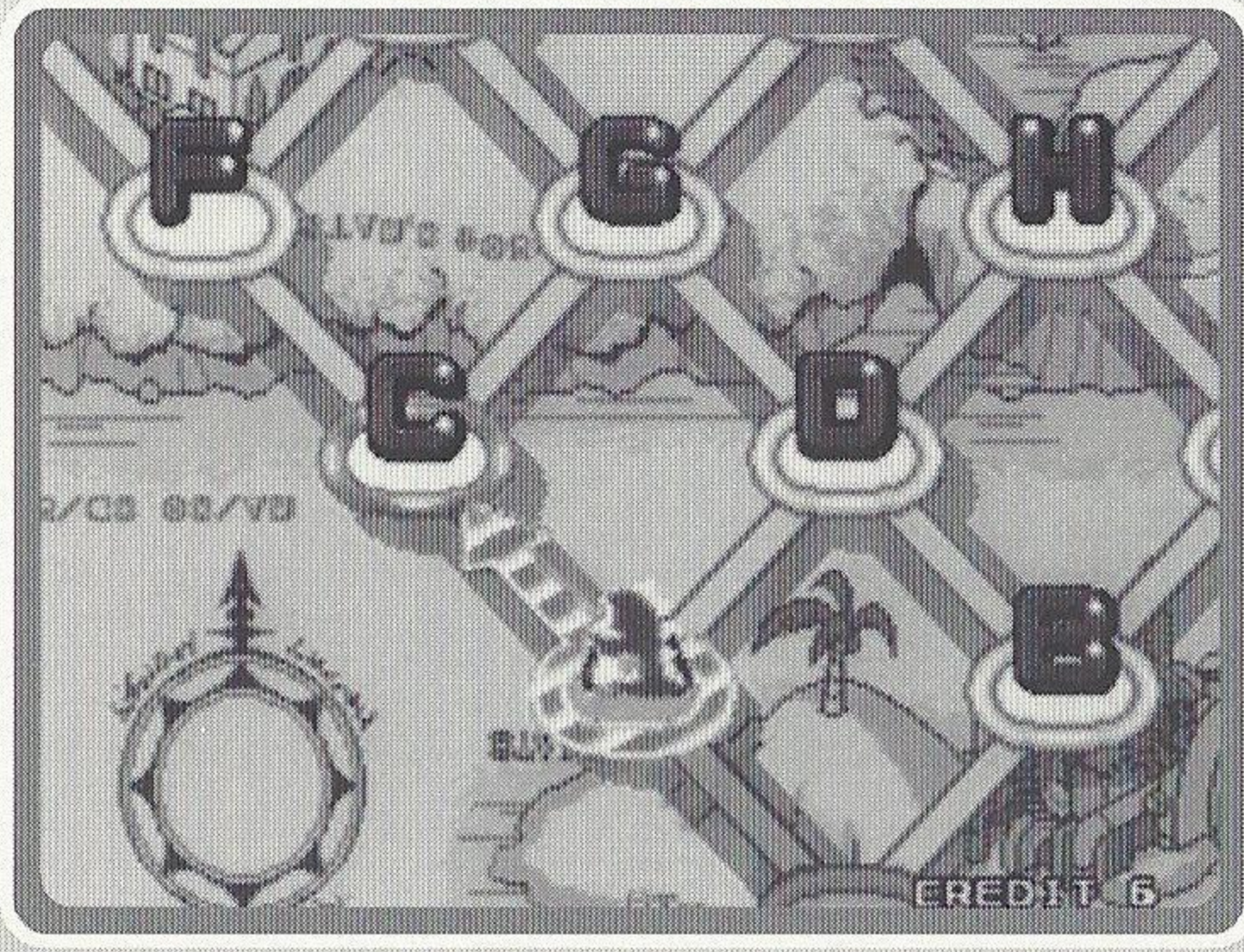
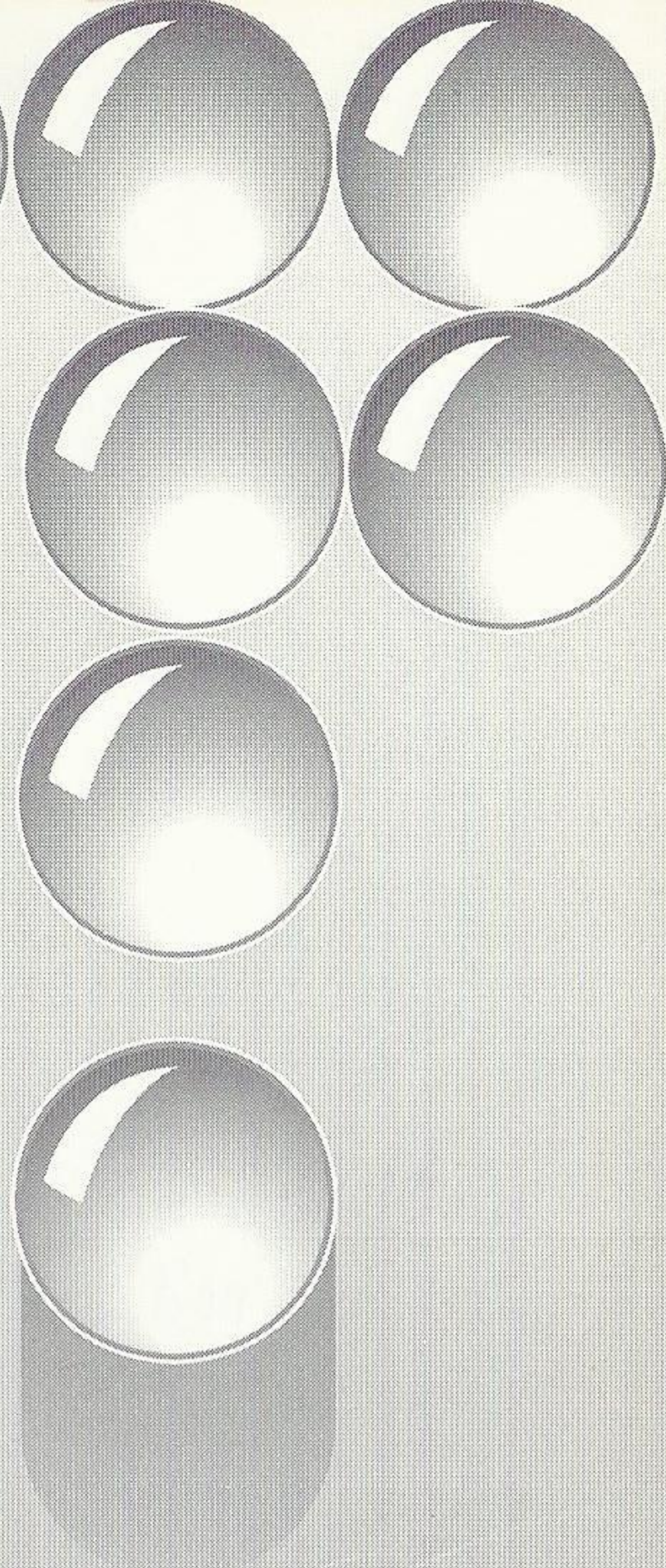
Choose the Puzzle Game mode and you've got a ton of excitement on your hands! Work your way through the alphabet, as the puzzles get tougher and tougher to solve!



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.

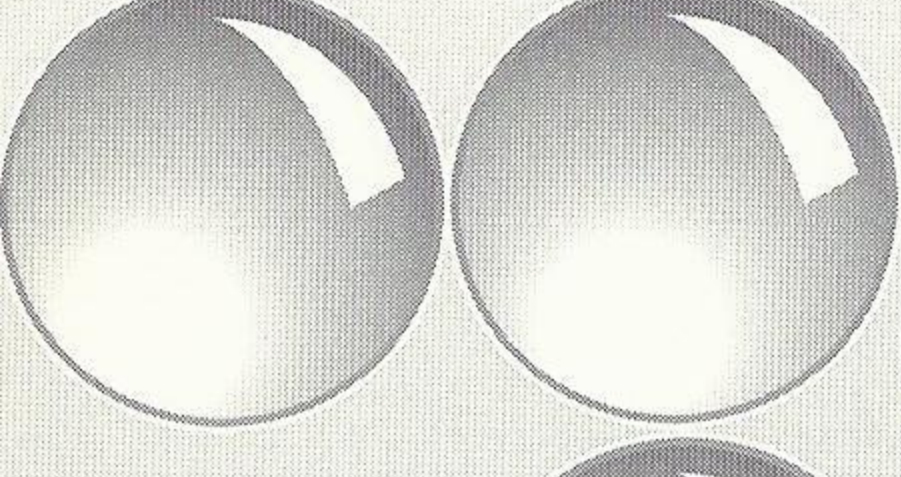
- Choose your course with the D-Pad, then press the A BUTTON.
- When you have finished the last round, you have completed the game. Good luck!



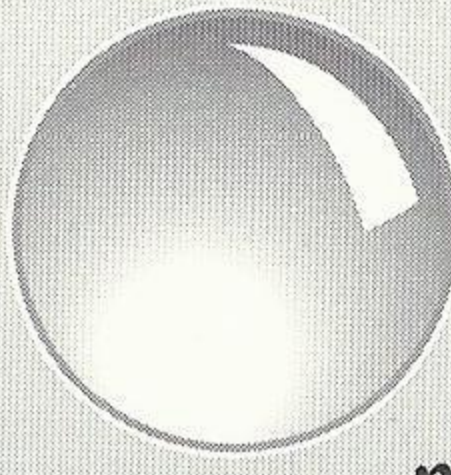
CONTINUE: When a bubble sinks below the dead-line, the game is over. If you have any credits remaining, you can resume playing the game from where the game ended by simply pressing the START BUTTON during the CONTINUE count-down.



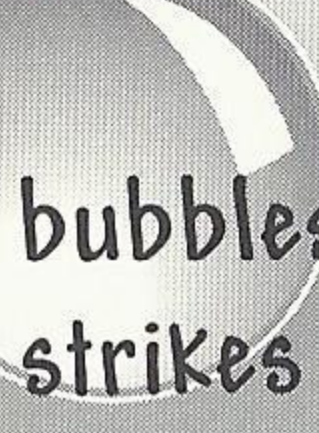
SPECIAL BUBBLES



There are Special Bubbles that can show up at any time, either in the bubble frame or in your shooter cue.



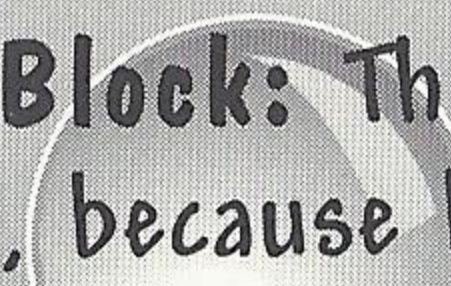
Use your head when aiming them—they can really help! Different bubbles show up depending on what game mode you choose.



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!

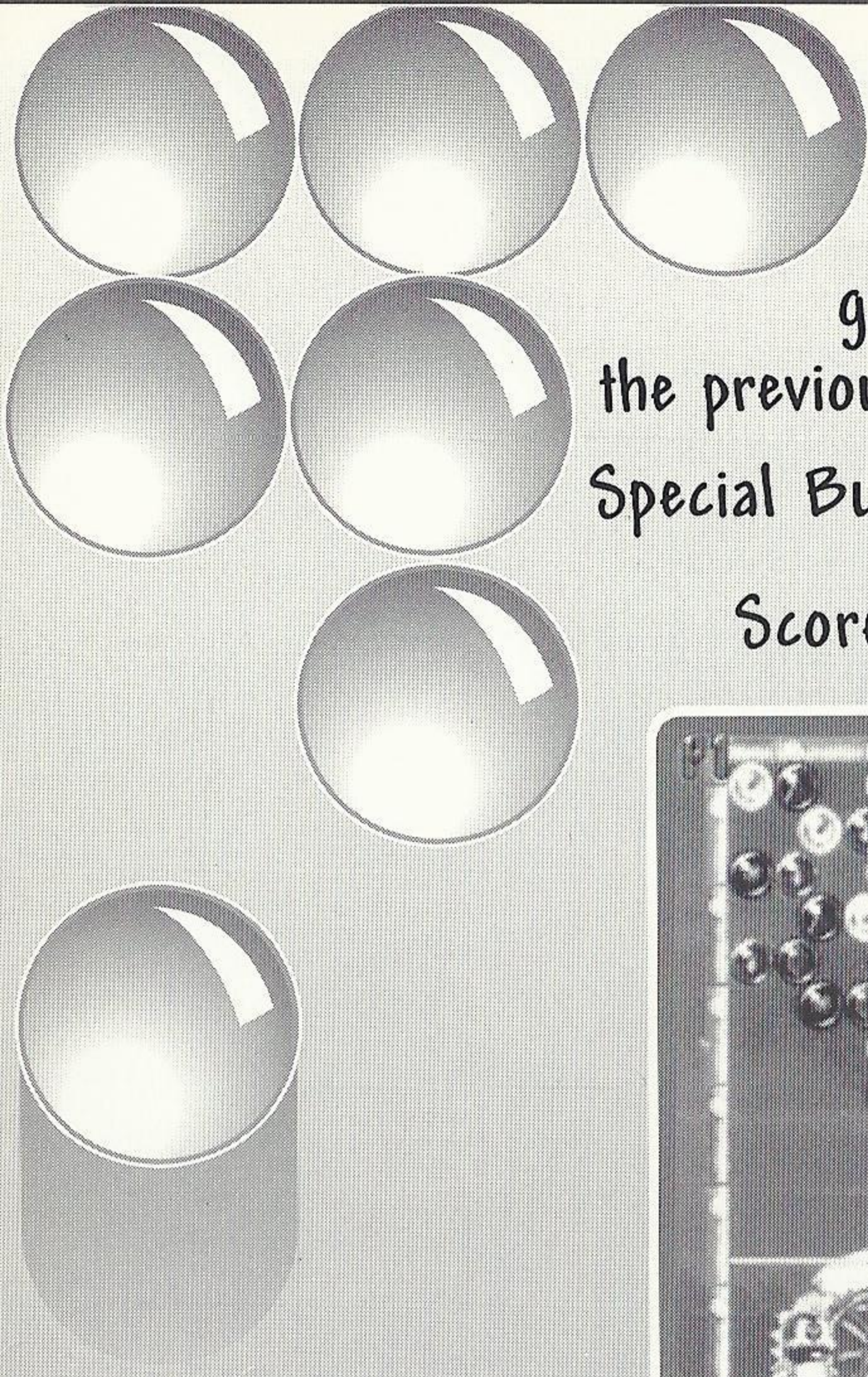
BUSTING IN

A second player can bust in to join a 1 player game that's underway by pressing the Start Button on the

12

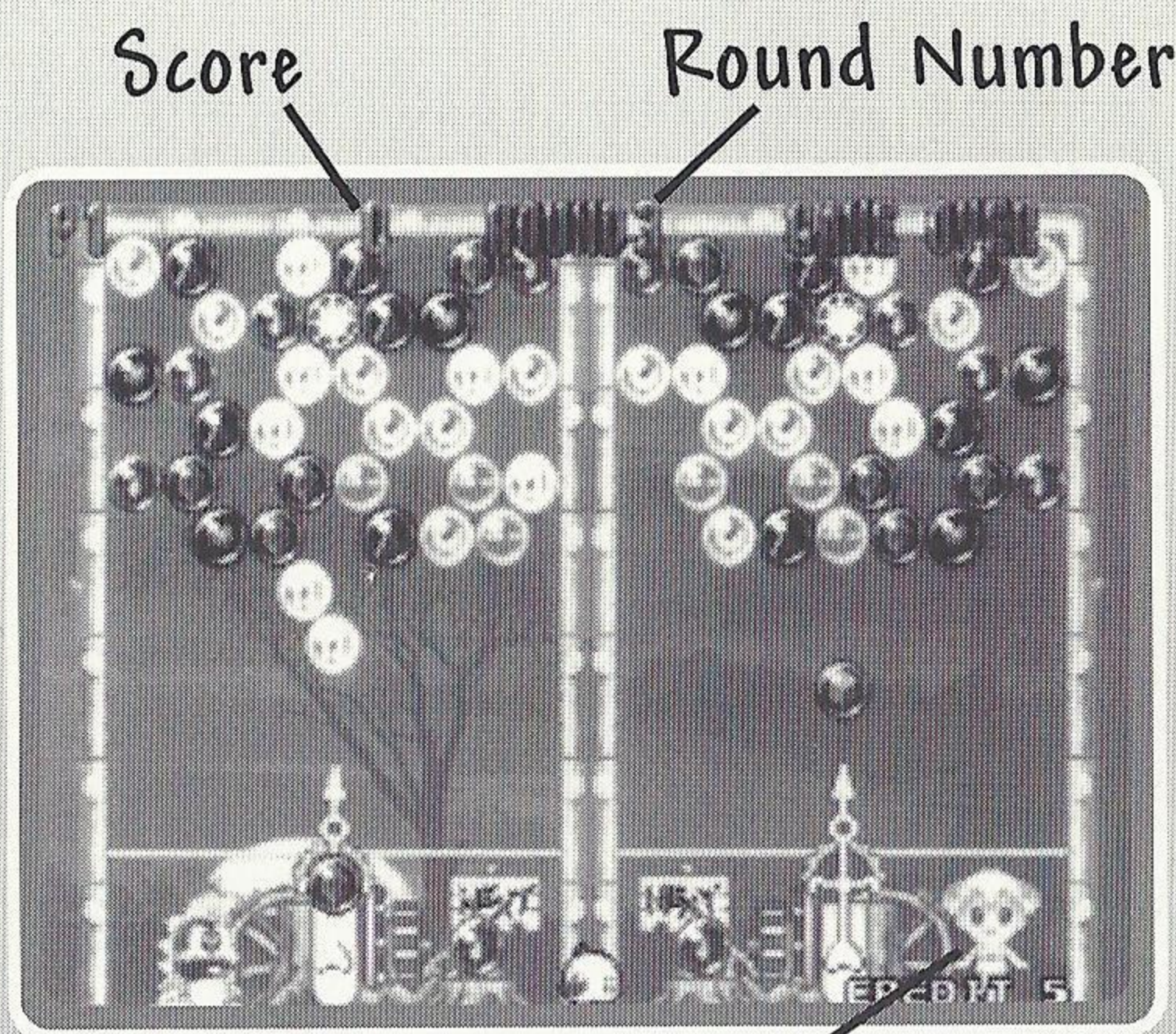
HERE COMES
A CHALLENGER.

CREDIT 1



controller that is not in play.
The player who wins the
game can resume playing
the previous game.

Special Bubble: Star Bubble.



Enemy Character

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.

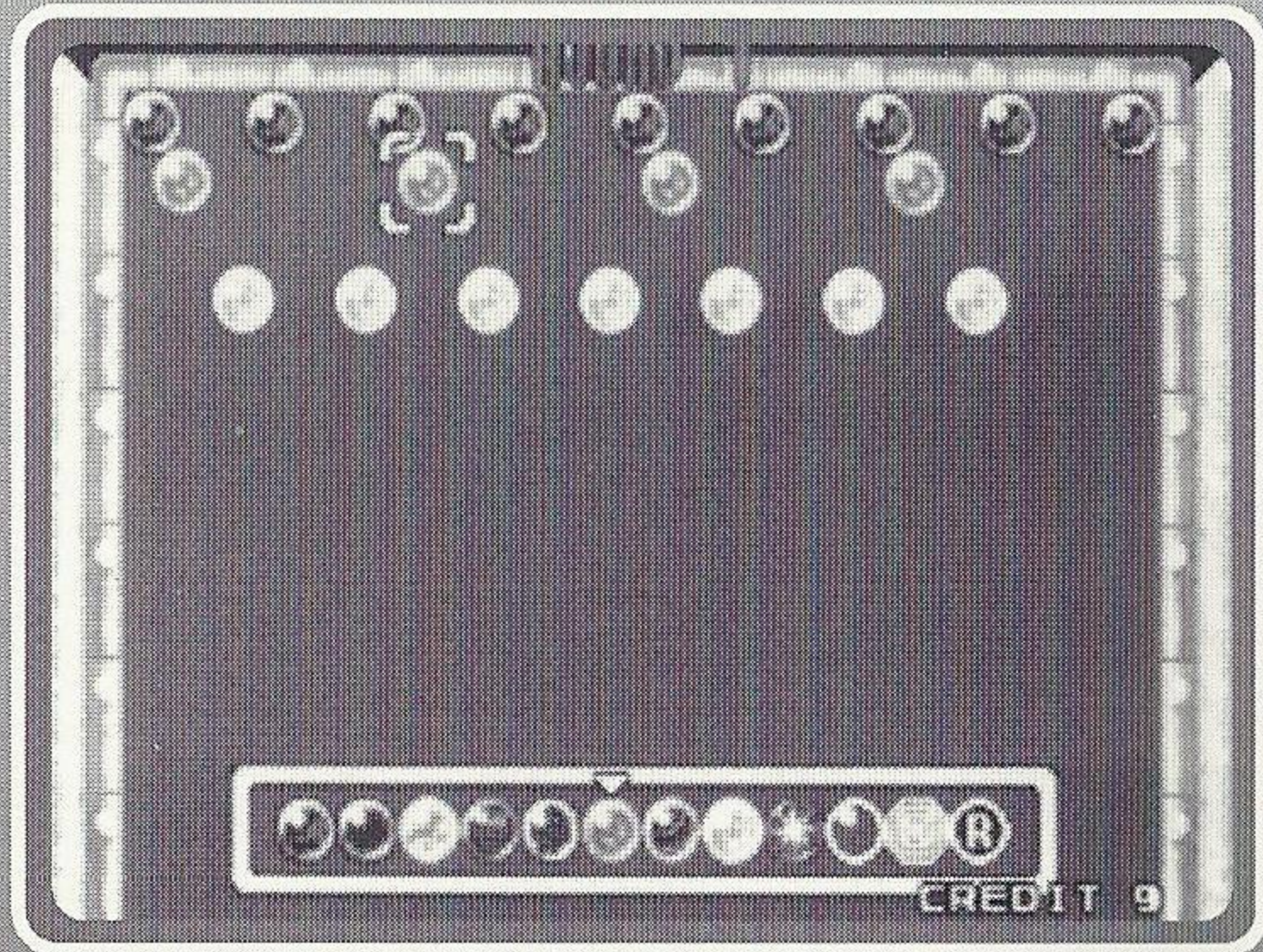
Upon completing the F-course, the game concludes.

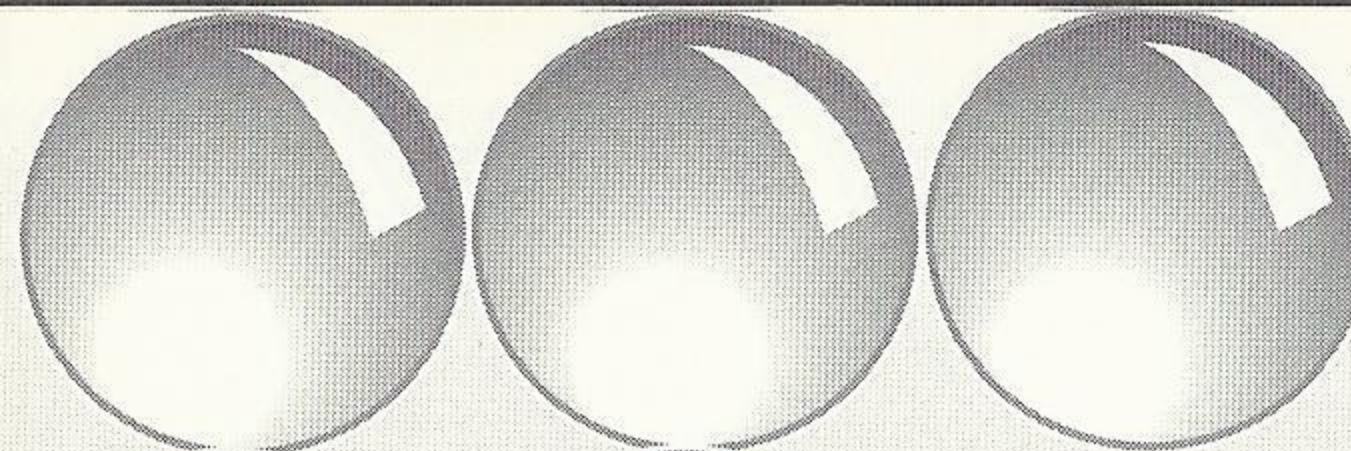
Unless you make all thirty screens in advance, the game will conclude at the time all self-made courses have been beaten.

HOW TO MAKE A PUZZLE SCREEN:

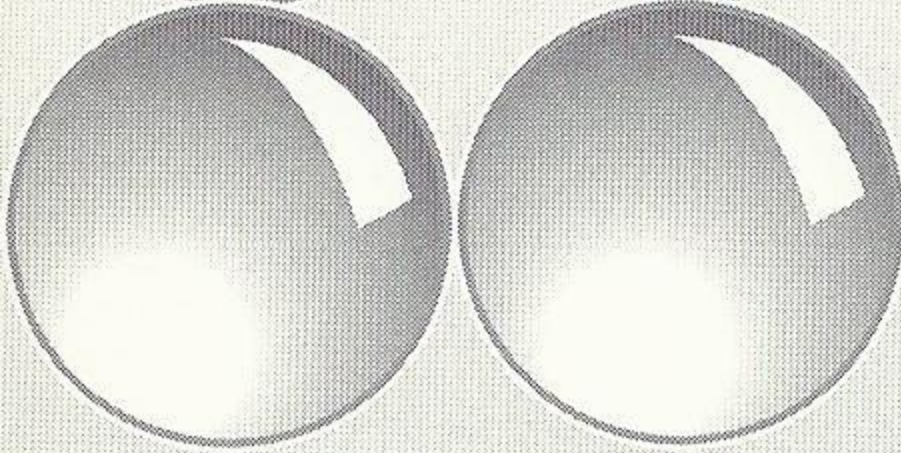
Place bubbles on the field wherever you like to create an original screen. Try writing words with bubbles, making wild patterns--let your imagination run wild!

In total, you can save up to thirty (30) original screens.

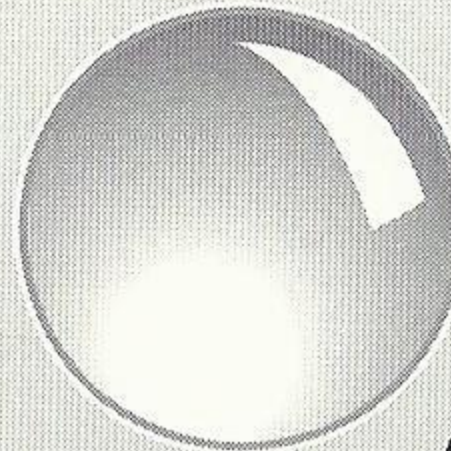




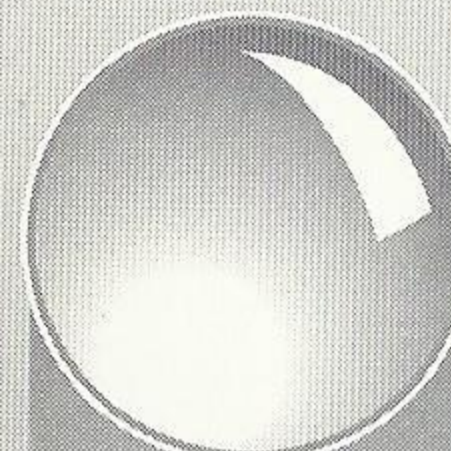
1. Choose Make A Map and finalize the selection.



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.)

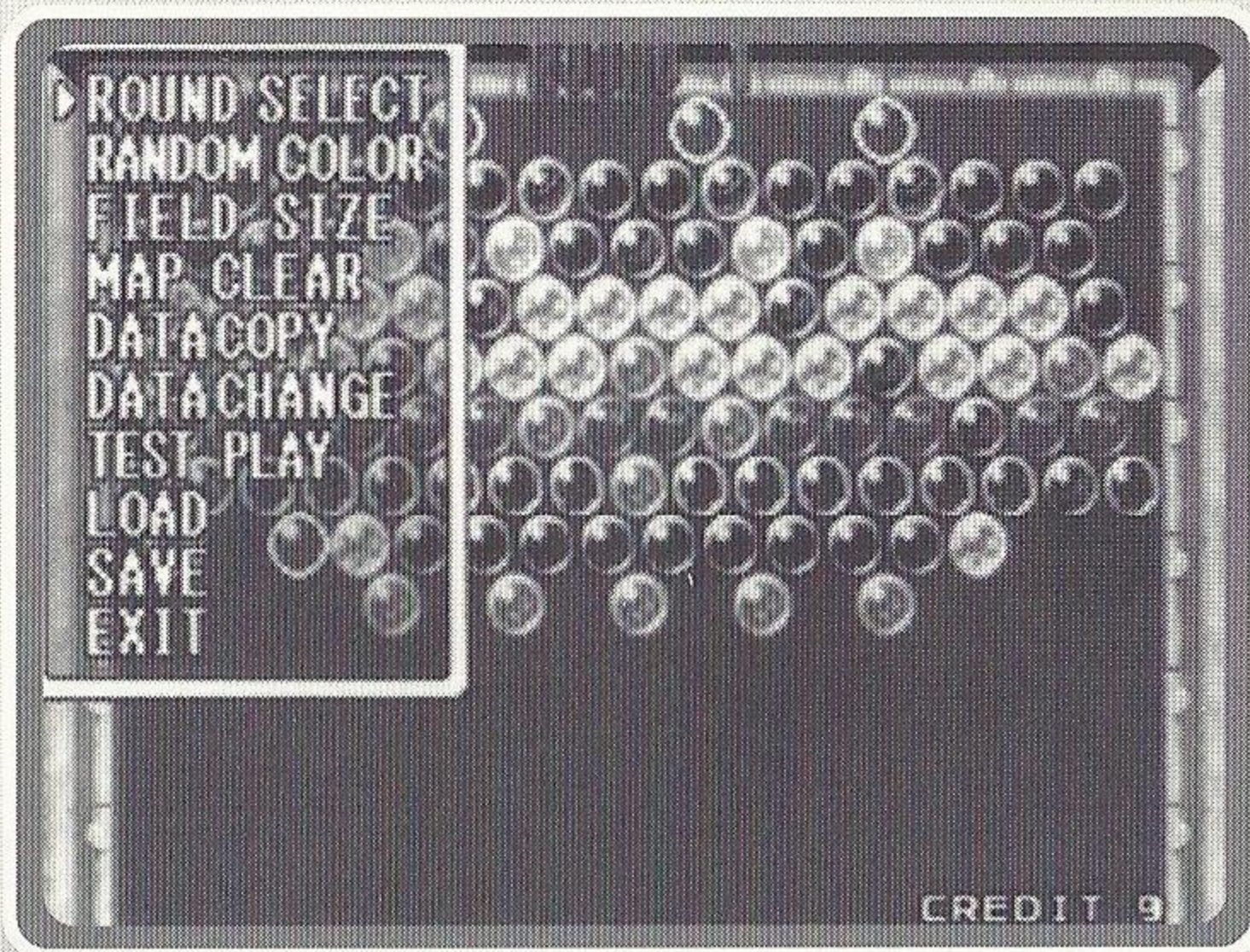
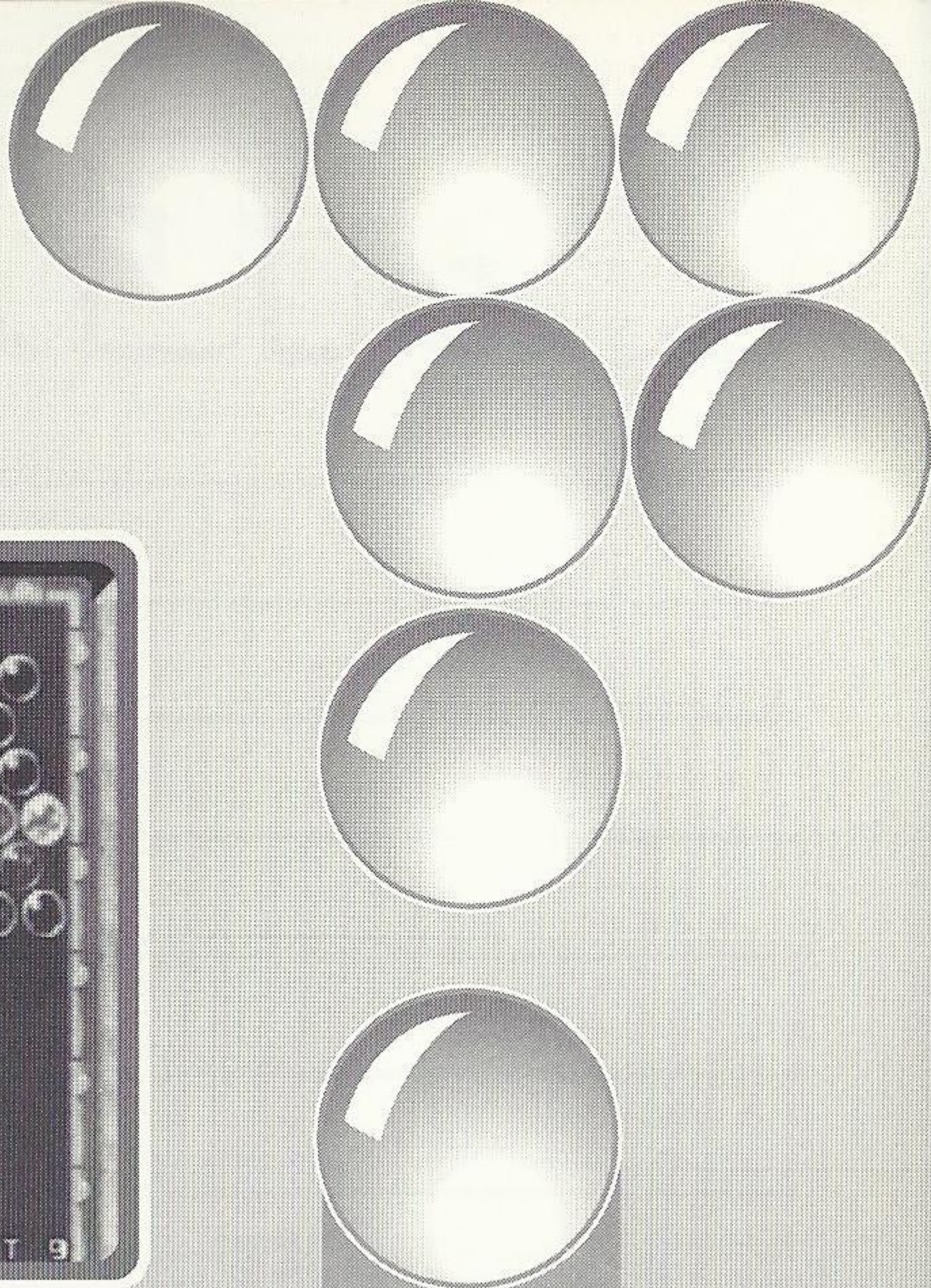
EDIT MODE OPTIONS:

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.

NOTES

Lined writing area with 28 horizontal lines.

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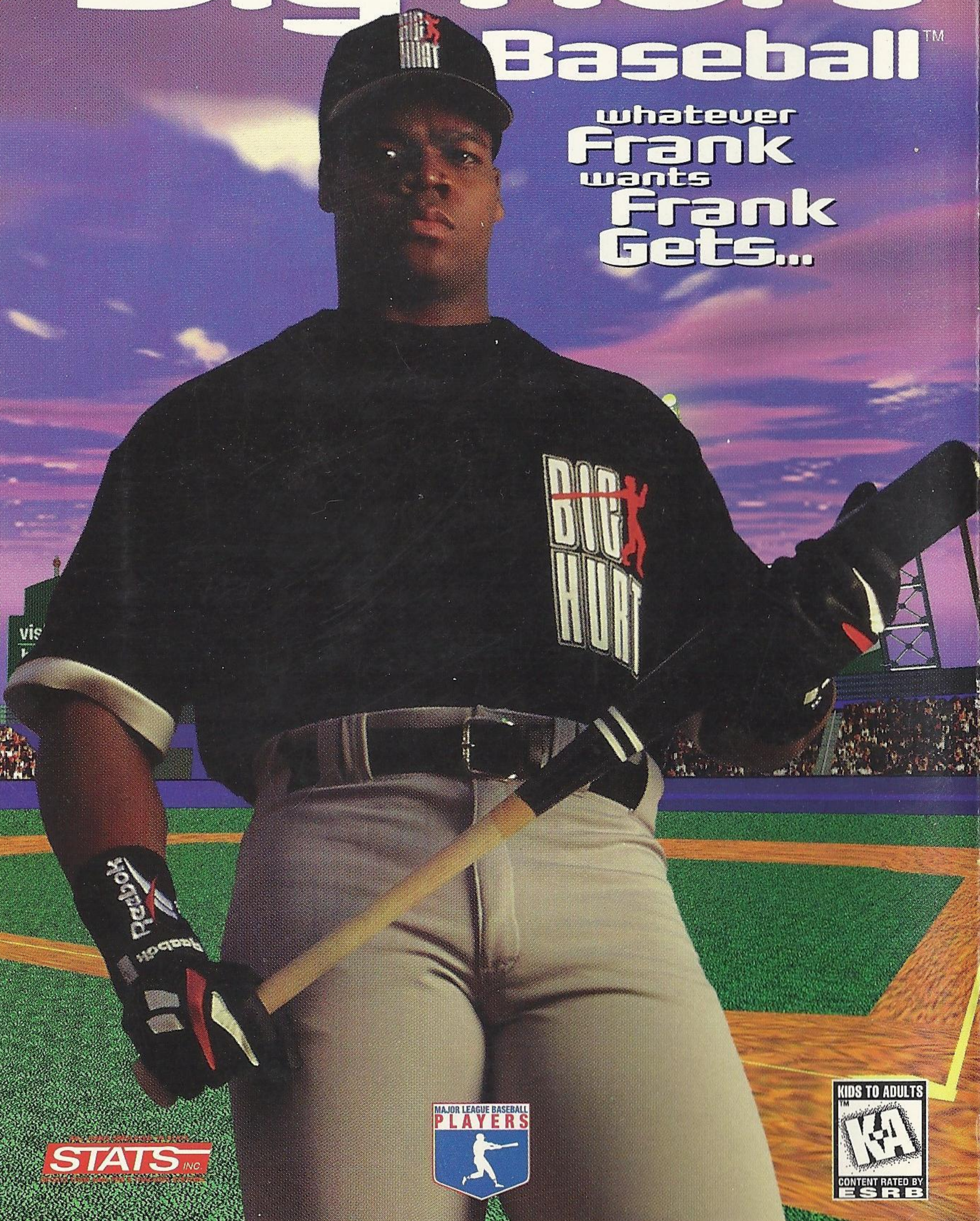
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