

XPLOSION

CYBER
FRONT

BUST-A-MOVE³

DX



TAITO

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LOADING INSTRUCTIONS

1. Insert the CD into the CD-ROM drive. The CD will proceed to autorun and installation will begin. Please proceed to step 3 if autorun is activated. If not proceed to step 2.
2. Double click on 'My Computer'. With the right mouse button click once on your CD-ROM drive, select 'Open' from the menu that appears. Double click on 'Setup.exe'
3. Follow the installation process carefully.

THE STORY










One day... Bubble World's magical master of mischief, DUNK, cast a mysterious spell. 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

PLAYER 1

Aim pointer Left	←
Aim pointer Right	→
Launch Bubble	Z
Confirm Selection	Z
Next Screen	Z
Cancel Selection	X
Fine Aim Left	H
Fine Aim Right	L
Start	Spacebar
Bring up Edit Map Menu (only during 'Edit' Mode)	S

PLAYER 2

Aim pointer Left	Numpad 
Aim pointer Right	Numpad 
Launch Bubble	Numpad 
Confirm Selection	Numpad 
Next Screen	Numpad 
Cancel Selection	Numpad 
Fine Aim Left	Numpad 
Fine Aim Right	Numpad 
Start	

* Button configuration can be changed in the 'Key Assign Tool' in the 'Start Menu' in Windows.

MENUS




 and  arrow keys to highlight item

 and  to toggle settings

 key to confirm

 key to cancel

STARTING OUT

At the title screen, press the START key. 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 the  or  keys to make your choice, then press the  key 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 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  and  arrow keys to make your selection and  and  arrow keys to modify digits and other conditions such as difficulty level
- For SE LOAD, use  or  arrow keys to make your selection and press the  key 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

Save Load

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 details.)

Exit

Returns to the GAME MODE selection screen.

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 colour.

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  and  keys.

Launch Bubbles by pressing the  key.

And Don't Forget:

 shifts the pointer slightly Left with each press.




 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 the  or  keys, and execute your selection by pressing the  key.

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 the  or  key and start the mode with the  key.

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 the  or  keys and decide your selection with the  key.

Character Selection

- Press either the  or  keys to select a character and decide your selection with the  key.
- **Note:** When playing Puzzle/One-Player, character selection is conducted on the map screen by pressing the  or  keys.

The game will start after you've selected a character and pressed the  key.

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 a high level of gameplay

Rules




- 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 Player 2 START key.

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  or  keys and decide your choice with the  key. 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 the 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 similar 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 funfest!

Round Selection

- Select the round you wish to play in the manner described below.
- You can search for a screen by pressing the  and  keys.
- By pressing the  and  keys, you can search for a screen by a designer name. Selecting 'END' will return you to the title screen.
- After selecting the screen of your choice, press the  key 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 Round Selection Screen
EXIT	Return to main menu

EDIT MODE

When you select the 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 finalise the selection.
- 2 Move the cursor with the arrow keys to finalise positioning of the bubbles.
- 3 Toggle bubble types by pressing the **[H]** or **[L]** Fine Aim keys (the R bubble will randomly select the bubble colour).
- 4 Set the bubbles by pressing the **[Z]** key. Delete bubbles by placing the cursor over the bubble and pressing the **[X]** key.

You cannot test the 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 **[S]** key while on the Puzzle Setup screen, the Edit Menu window opens. You can change settings in Edit.

RANDOM COLOUR You can set random colour. You can choose the colour of a displayed bubble via the ON/OFF BUTTON (you cannot choose OFF for all colours.)

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

FIELD SIZE When you select field size and finalise 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 date 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.

Save / Load

LOAD Loads save 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.

Press the **[↑]** and **[↓]** keys to select SAVE or LOAD, then press the **[Z]** key. 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 **[Z]** key.

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 colour.

Rainbow Bubble

When in contact with an eliminated bubble, it will adopt the colour 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 a 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 colours.



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 AND 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 coloured bubbles so that you'll be able to send "blocking" bubbles over to your opponent after you've dropped your bundle!