WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.
If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.
In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.
To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
• Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
• Do not play if you are tired or have not had much sleep.
• Make sure that the room in which you are playing has all the lights on and is well lit.
• Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
• Before removing disc, be sure it has stopped spinning.
• The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
• Do not allow fingerprints or dirt on either side of the disc.
• Avoid bending the disc. Do not touch, smudge or scratch its surface.
• Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
• Do not write on or apply anything to either side of the disc.
• Store the disc in its original case and do not expose it to high temperature and humidity.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
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.

SEGА DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
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STARTING UP

1. Insert your BUST-A-MOVE 4™ Sega Dreamcast™ Specific Disc into your Sega Dreamcast console.

2. Plug your Sega Dreamcast Controller into Controller Port A.

   Note: BUST-A-MOVE 4™ is a 1 to 2 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

3. Switch on the power to your Sega Dreamcast Unit.

4. You will be prompted to select a Visual Memory Unit (VMU) on which to save your progress in the game. Each saved game requires 15 blocks of memory. If you do not have a VMU or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

   While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

   *Purchase additional controllers (sold separately) to play with two people.

   To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

   Operation with incompatible controllers is not guaranteed.

**SEGA DREAMCAST HARDWARE UNIT**

**VISUAL MEMORY UNIT (VMU)**

Never disconnect the VMU/VMs while performing a battle or exchanging data when connected to another VMU/VM. Also note that leaving two VMU/VMs connected for a long period of time will considerably shorten the life of the batteries.
A peaceful day ends with a wild night when a character is awoken from a deep sleep by a visit from Crono, Governess of the Future. She comes to warn of a dire situation, and to ask your help. The Arcana, mystical cards, have fallen into the dimensional cracks we call dreams. The energy of each card will be out of balance unless someone brave and skillful can enter the dream world and seal each card. Each card has five challenging puzzles which must be solved in order to seal the card. It won't be easy, but Crono—and the whole universe—are counting on you to see this difficult task through to the end! If you meet this challenge, you will be greatly rewarded. Do your best to burst the bubbles and seal the cards!
DEFAULT CONTROLS

Controls shown are for Configuration A. You can choose from three configurations by selecting Controller from the Options menu.

STANDARD CONTROLLER
(Overhead View)

- X BUTTON (LAUNCH BUBBLE)
- Y BUTTON (TOGGLE VIBRATION)
- B BUTTON (LAUNCH BUBBLE)
- A BUTTON (LAUNCH BUBBLE)
- START BUTTON (START/PAUSE GAME)

- ANALOG THUMB PAD

- DIRECTIONAL BUTTON (D-BUTTON)
- AIM POINTER

STANDARD CONTROLLER
(Forward View)

- EXPANSION SOCKET 1

- RIGHT TRIGGER (TRIGGER R)
- FINE AIM RIGHT

- LEFT TRIGGER (TRIGGER L)
- FINE AIM LEFT

- EXPANSION SOCKET 2

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

JUMP PACK

When the Jump Pack/Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack/Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.
MENU CONTROLS

• UP or DOWN DIRECTIONAL BUTTONS to highlight item.
• LEFT or RIGHT DIRECTIONAL BUTTONS to toggle settings.
• A BUTTON to Confirm selection/advance.
• B BUTTON To Cancel selection/go back.

PAUSE MENU

Press the START BUTTON to pause the game. Press the Y BUTTON to view the pause options menu.

Return to Game
Return to the game where you paused it.

Screen Adjust

• Press DIRECTIONAL BUTTON + LEFT TRIGGER to adjust the screen display to suit your monitor.
• Press DIRECTIONAL BUTTON + RIGHT TRIGGER to toggle Game Info Text (score display) up or down.
• Press the B BUTTON to use HOME SETTINGS (default settings).
• Press the X BUTTON to use ARCADE SETTINGS (text is higher on screen).
• Press the A BUTTON to toggle on-screen text ON or OFF.
• Press the Y BUTTON to return to the PAUSE MENU.

Back to Menu
Appears only in COLLECTION MODE. Returns you to the "Board Select Menu".
Quit Game
To exit the game, highlight Quit Game and press the A BUTTON.
NOTE: The play instructions are based on the Type A control configuration (default).

STARTING OUT
At the title screen, press the START BUTTON. You will come to the Game Menu screen, where you can choose one of 5 game modes or set your Options.

GAME MENU
Press UP or DOWN on the DIRECTIONAL BUTTON to make your choice, then press the A BUTTON 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.

GAME MODES
Puzzle
Begin your quest to save the Arcana here.

Player Vs. Computer
Play against the computer in a battle of wits!

Player Vs. Player
Play against a friend! This option is unavailable when only one controller is plugged in.

Challenge
In this mode, you’re given certain conditions for clearing each round. Your gameplay will be evaluated when you clear all stages.

Edit
Create and play your own puzzles! Save puzzles or load previously saved puzzles. See page 15 for details.
OPTION

There are four main option categories: Game, Controller, Sound and Memory Card. Highlight a category and press the A BUTTON to select it. On the next menu, press UP or DOWN on the DIRECTIONAL BUTTON to make your selection and RIGHT or LEFT on the DIRECTIONAL BUTTON to modify digits and other conditions such as difficulty level. In all cases, Exit returns you to the previous screen with current settings intact.

GAME

Select Game options to alter game settings.

Game Level
Choose from four difficulty levels.

Match Point
Choose the number of rounds to play in Player vs. Player and Player vs. Computer games.

Continue Vs
Choose whether continues are Simple or Normal in Player vs. Player and Player vs. Computer games.

Handicap
Choose to play with the handicap ON to keep games close, or OFF for an honest match.

Chain Reaction
When ON, certain combinations of bubbles will cause chain reactions in Vs. mode games, popping lots of bubbles. Try it!

Challenge
Set the number of puzzles (1-5) in each challenge stage.
Guideline
The guideline helps you aim your bubbles. When set to **ON**, it appears if you choose to Continue after failing to clear a puzzle. The guideline cannot be turned off in Practice mode. If you set the handicap to “1”, you can also play with the guideline in Player vs. Player.

**CONTROLLER**

**Key Config**
Choose from three available pre-set button combinations.

**1P Vibration**
If you have a Sega Jump Pack inserted in the Expansion Socket of the Sega Dreamcast Controller, you can set the strength of the vibration from Low to High.

**2P Vibration**
See above.

**SOUND**

**Sound Mode**
Toggle between Mono and Stereo Sound.

**Music Volume**
Adjust the in-game music output level.

**SE Volume**
Adjust the in-game sound effects output level.

**SE Load**
Load specific sound effects for each character featured in the game.

**SE Test**
Listen to the loaded sound effects.

**Exit**
Return to Options Menu.

**MEMORY CARD**
Choose **DATA LOAD** to load your saved puzzles from Edit mode. Choose **DATA SAVE** to save your puzzles. Toggle **AUTO SAVE OFF** (to save manually) or **ON** (to save your high scores or Story mode progress automatically). (See Saving/Loading Data on page 17 for more details).

**EXIT**
Returns to the **OPTION** screen.
**The Screen**

- **Score**
  Current total score.

- **Round**
  Current round number.

- **Deadline**
  Your game’s over once the bubbles on the playfield cross this line.

- **Pulley**
  When a puzzle has a pulley, be careful how the bubbles balance.
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 color.

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 **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON**.
Launch Bubbles by pressing the **A**, **B** or **X BUTTON**.
Toggle your Jump Pack from “High” to “Low” to “Off” with the **Y BUTTON**.

AND DON’T FORGET
**LEFT TRIGGER** shifts the pointer slightly left with each press.
**RIGHT TRIGGER** shifts the pointer slightly right with each press.

CONTINUE
If you fail to beat a puzzle, a countdown will start. To continue play, press the **START BUTTON** before the counter reaches 0. You have unlimited Continues.

NAME ENTRY
If you achieve a high-ranking score you can record your name (up to three characters). Just choose a character by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON**, and confirm your selection by pressing the **A BUTTON**.
GAME MODES

PUZZLE MODE

Puzzle mode offers three different games: ARCADE (ONE PLAYER), STORY and COLLECTION. That’s a lot of bubble-busting fun! Select the desired mode by pressing UP or DOWN on the DIRECTIONAL BUTTON and start the mode by pressing the A BUTTON. Select Explanation of the Pulley for information on how the pulley system works.

Arcade (One Player)

The object of Arcade mode is to clear a round by eliminating all the bubbles on the playfield. With difficulty set on "EASY", you’ll play with help from the bubble launcher guideline. Normal difficulty raises the level to average and eliminates the guideline. Remember, the abilities of the various characters are not applied in this mode. You are offered a choice of routes (A- Z) for every 5 rounds that you clear. An ending sequence will be displayed if you clear the final zone.

Story

Choose a character, then sit back as the story of Cronoa, Keeper of the Future unfolds (press the A BUTTON to skip the story). Then select any of several available cards by pressing LEFT or RIGHT on the DIRECTIONAL BUTTONS to move the highlight to a desired card and confirm by pressing the A BUTTON. You will then play the five puzzles associated with that card. Once you have mastered these puzzles, that card is sealed and you can choose any of the remaining cards. Continue in this way until you have completely sealed all the cards. It is a long process, but once you have sealed all the cards, you will get a special surprise!

Collection Mode

Collection mode offers a vast collection of some of the best BUST-A-MOVE puzzles ever created. There are over 200 different puzzles from our top designers, so hunker down for a funfest!

• Press LEFT or RIGHT on the DIRECTIONAL BUTTON to select the round you wish to play.
• You can skip up or down 10 rounds by pressing **UP** or **DOWN** on the **DIRECTIONAL BUTTON**.
• You can skip up or down 1 round by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON**.
• Selecting **END** will return you to the title screen.
• After selecting the screen of your choice, press the **A BUTTON** to begin play.
• The following menu is displayed, after clearing a round.
  
  **TRY AGAIN**  Replay the current puzzle.
  **NEXT STAGE**  Play the next puzzle.
  **RETURN TO MENU**  Return to the Round Selection screen.
  **EXIT**  Return to main menu.

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**PLAYER VS. COMPUTER**

Player vs. Computer mode offers two different games in which you can compete against the CPU-controlled characters: Story and Win Contest. That’s twice as much bubble-busting fun! Select the desired mode by pressing **UP** or **DOWN** on the **DIRECTIONAL BUTTON** and start the mode by pressing the **A BUTTON**. Select Explanation of Chain Reaction for information on how the chain reaction system works.

**Story (Player Vs. Computer)**

Choose a character and listen to the story of the Rainbow’s theft. The Moon Queen has stolen all of the bubble colors that make up the rainbow. It is your job to win back each colored bubble by competing against CPU-controlled characters on a round-by-round basis. Eliminate as many bubbles as possible or drop bubbles 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 as the story continues. The game is over when you lose a round. An ending sequence will be displayed when you clear the last round.

Remember, the character you select is directly related to to the type of bubbles you drop on your opponent (the character select screen illustrates which bubbles will be dropped on your opponent when you complete each chain reaction).
Win Contest
Choose a character and compete against each CPU-controlled character to build up a succession of wins. One loss ends the game. Each win reveals more of the puzzle (you’ll get a glimpse of the puzzle even if you lose but more wins unscrambles it even more!). Follow the same rules as Story mode to defeat your opponent.

PLAYER VS. PLAYER
Select your player. Press either LEFT or RIGHT on the DIRECTIONAL BUTTONS to select and confirm your selection with the A BUTTON. Then you can select a handicap that will even the playing field if you and your partner’s skill levels differ. From here, the rules are the same as Player vs. Computer but this time it’s your buddy (not some CPU opponent) you’re dumping bubbles on! Remember, the character you select is directly related to the type of bubbles you drop on your opponent (the character select screen illustrates which bubbles will be dropped on your opponent when you complete each chain reaction).

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 LEFT or RIGHT on the DIRECTIONAL BUTTON and decide your choice with the A BUTTON. The composition of the rounds will vary in accordance with the selected character.
Begin Gameplay
Each stage commences with 5 rounds. Clear the stage for a higher score. You will progress even if you don't clear the stage but your score will be significantly lower.

Stage Evaluation
Once you've cleared each 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.

EDIT MODE
When you select 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
Place bubbles on the field anywhere you like to construct an original puzzle. You can save up to twenty-five (25) total original puzzles.

HOW TO MAKE A PUZZLE SCREEN
1. Press the A BUTTON to choose Puzzle Setup.
2. Move the cursor with the DIRECTIONAL BUTTON to position the bubbles.
3. Toggle bubble types by pressing the LEFT TRIGGER or RIGHT TRIGGER.
4. Set the bubbles by pressing the A BUTTON. Delete bubbles by placing the cursor over the bubble and pressing the B BUTTON.
5. You cannot test play on a puzzle that has only a Star Bubble and a Block Bubble, or on a puzzle where no bubbles touch the ceiling or an anchor ball. (If such a screen appears in "Puzzle Play," the game will just end.)

6. Press the X BUTTON to see the Puzzle Setup Edit Menu.

THE EDIT MENU

When you press the X BUTTON while on the Puzzle Setup screen, the Edit Menu window opens. You can change these settings in Edit:

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).

Delete Map
This will delete all the bubbles that are placed in the field.

Playfield Size
When you select Playfield Size and finalize your selection, the field size will change from wide to normal, or vice-versa.

Round Selection
Select the round to be constructed. If you do not construct 25 rounds and you select PUZZLE PLAY, your game will be over after the last round you built.

Round Data
COPY Copies edited data to the designated round.
EXCHANGE Replaces data with the designated round’s edited data.

Test
Select Test 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 saved Edit Data (1st - 25th screens).
SAVE  Saves data (1st - 25th screens) that has been edited.
EXIT  Return to Menu Screen.

Only Edit Mode maps can be saved. You must have a memory card to save Edit Mode data.
Select Save/Load on the Edit Menu. Press **UP** or **DOWN** on the **DIRECTIONAL BUTTON** to select **SAVE** or **LOAD**, then press the **A BUTTON**. 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 **A BUTTON**.

Exit

Return to the Game Menu.

PUZZLE PLAY

Play the course you created! Basic rules are the same as in a Puzzle Game. There are five courses and five rounds per course. Once you clear an entire course, you are taken to the Course Transfer screen and sent to the next course. Once you complete the 5th course, the game is over. 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 color.

**RAINBOW BUBBLE**
When in contact with an eliminated bubble, it will adopt the color 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.

**BUBLOCK BUBBLE**
Similar to Block Bubbles, a Bublock can be removed by eliminating all the surrounding bubbles in contact with it. However, 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.

**BUB and BOB**
The twin brothers who live on the Planet Bubbleluna. Bub is the older brother. He is energetic and cheerful. Bob, the younger of the twins is the quiet, reserved type. The twins are the heroes of this story.

**ALKANET**
She is a graceful princess from the planet Freeze. She is tough-minded and loves her planet. Woe be to anyone who causes harm to her planet. She is willing to take a voyage in order to retrieve the lost color bubbles.

**MARINO**
He’s the son of Queen Naletto of the planet Wavy. He’s a straightforward character, but a bit of a simpleton. He embarks on a journey to find the "morning", because the Kingdom of the Sea was roughed up by the incident.

**KUROL**
She is a Baby from the Grrrrmm planet where people are always costume-clad. She is a laid-back character who loves to sunbathe and take naps. Her journey will be in search of the "morning" and the afternoon "Siesta." Both of which remain missing.

**TAMTAM**
He is the Lord Protector of the divine Navajo planet. He is the father of the wind and the earth, and is capable of being hostile or gentle. He senses incidents of evil, and soars into space in pursuit of the wonders of night...the night which now never ends...the morning which never comes.
CLEON
The Fairy of the Night. She is upbeat and mischievous. She is the subordinate of Full Moon Madame Luna, who is the main character involved in the incident. Cleon secretly harbors ambitions to overthrow Madame Luna, and assume the title of The Conqueror of the Night.

GIGANT
He is a chief security guard at a once magnificent but now ruined castle on the planet Gothic. He continued to protect the castle despite the devastation around him. But one day, he fell under the seductive beauty of a rainbow bubble and for the first time felt the power to follow his own will: "I want that beautiful thing."

DEVELON
He is the alter-ego of BAT who lives on the Planet Diable. He’s always conspiring to cause harm and inflict damage, and he is the arch-rival of Bub and Bubbleloon. However, truth be told, he is nothing more than a lonely coward.

BRAMB
He is a mad sorcerer from the planet Marzuk. He had been devoting a great deal of time to developing his ultimate magic trick, which was near completion when light, the main source of his pending research, suddenly vanished! When he finally learned the truth about the incident, he immediately began to plot a way to control light with the rainbow bubbles.

G
An old, mysterious man who lives on the planet Ordeaux. No one knows his real name, and everyone refers to him only as G. There’s a rumor that he likes tea. Also, when he is sharp he is quite fearful...?
HINTS & 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-colored bubbles so that you’ll be able to send "blocking" bubbles over to your opponent after you’ve dropped your bundle!

For the hottest hints and codes on Acclaim Titles Please call 1-900-407-Tips (8477). The cost of the call is $.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.
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Acclaim Hotline/Consumer Service Department (516) 759-7800


ESRB RATING

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.

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