

Nintendo

GAME BOY COLOR

DMG-AA4E-USA

BUST A MOVE 4™

INSTRUCTION
BOOKLET



AKKlaim®

TAITO®

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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LOADING

1. Make sure the power switch is OFF.
2. Insert the **BUST A MOVE 4™** Game Pak as described in your **NINTENDO GAME BOY®** instruction manual.
3. Turn the power switch ON.

When the **BUST A MOVE 4™** title screen appears, press **START**.

Note: BUST A MOVE 4 is for 1 player.

STORY

Planet BubbleLuna is where the twin brothers Bub and Bob live. This planet was very peaceful and calm until a momentous incident occurred. Today, no sun resides over planet BubbleLuna. In fact, there will be no sun rise tomorrow morning, or the morning after, or the morning after that...for now darkness and night continues without end.

It is now believed that the Fairy of the Night, Cleon, probably stole the planet's magnificent light source, the Rainbow, as ordered by Full-Moon Madame Luna. Without the Rainbow, Bub and Bob's world is without light. Ultimately, Madame Luna feared the Rainbow would be taken away from her, so she divided it into seven (7) different-colored light bubbles, and dispersed the light bubbles throughout the universe.

"We must get light back on our plant!" Bub and Bob embarked on a universe-wide journey in an effort to retrieve the seven lost light bubbles. If Planet Luna is to ever see the light of day again, and everyone is to live happily ever after, they must succeed in their quest.



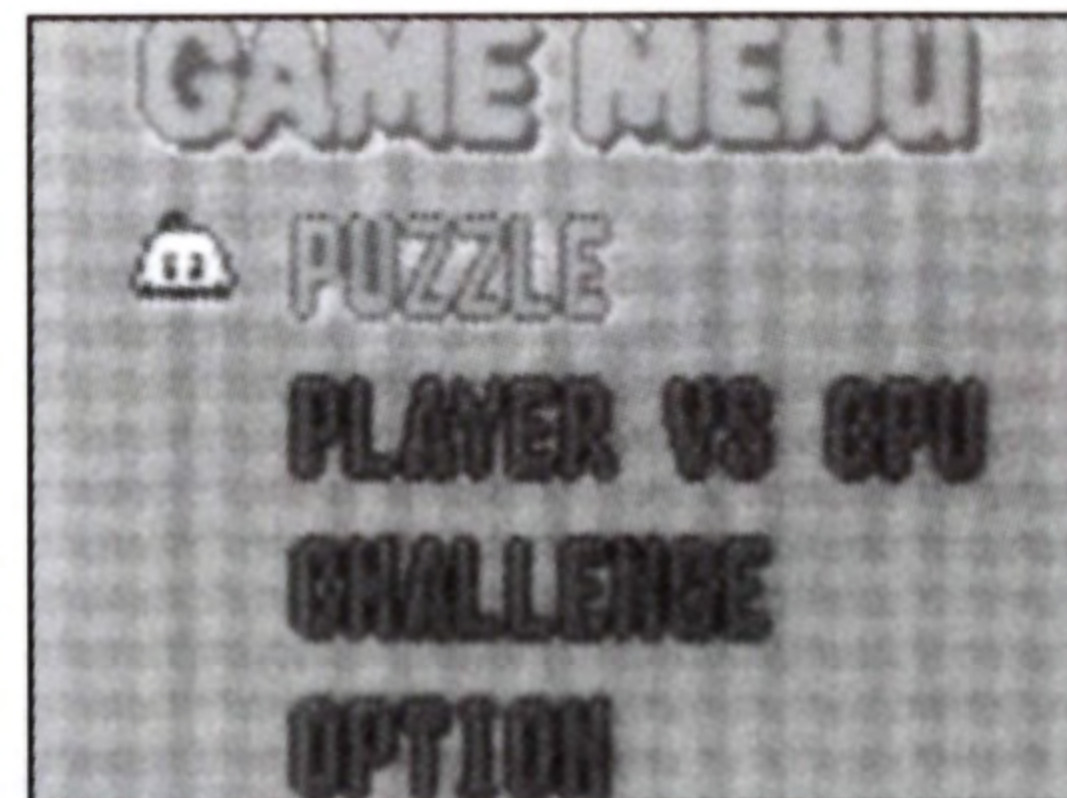
BASIC EXPLANATION--TYPES OF GAMES

Game Menu When you press **START** on the title screen, the screen will be activated and you can select your game mode.

Puzzle -- In this game you are required to clear rounds.

Player Vs. CPU -- This game records how many consecutive rounds you can triumph over the computer.

Challenge -- This is the game which truly evaluates a player's skill level. Rankings and Titles are posted for all to see.



OPTION

Select the option you want to set with the **↑** or **↓** **CONTROL PAD**, and select the content with the **→** or **←** **CONTROL PAD**.

GAME LEVEL

Set overall difficulty level to Easy, Normal or Hard.

CREDITS

Set the number of times you can continue after losing a game.

MUSIC TEST

Select background music during the game.

SFX TEST

Select a sound effects sample.

EXIT

Back to Game Menu.

CONTROLS

ADJUST THE POINTER
SLIGHTLY (LEFT OR
RIGHT DIRECTION)



LAUNCH BUBBLES/
FINALIZE SELECTION

START GAME/PAUSE



Aim Pointer



+



Fine Aim Pointer

ABOUT THE SCREEN

When playing alone (Puzzle Alone)

Score - Current Score.

Pointer - Launching the bubble at this angle.

Character - Character that the player is currently using.

Launching Bubble - The bubble which is about to be launched.

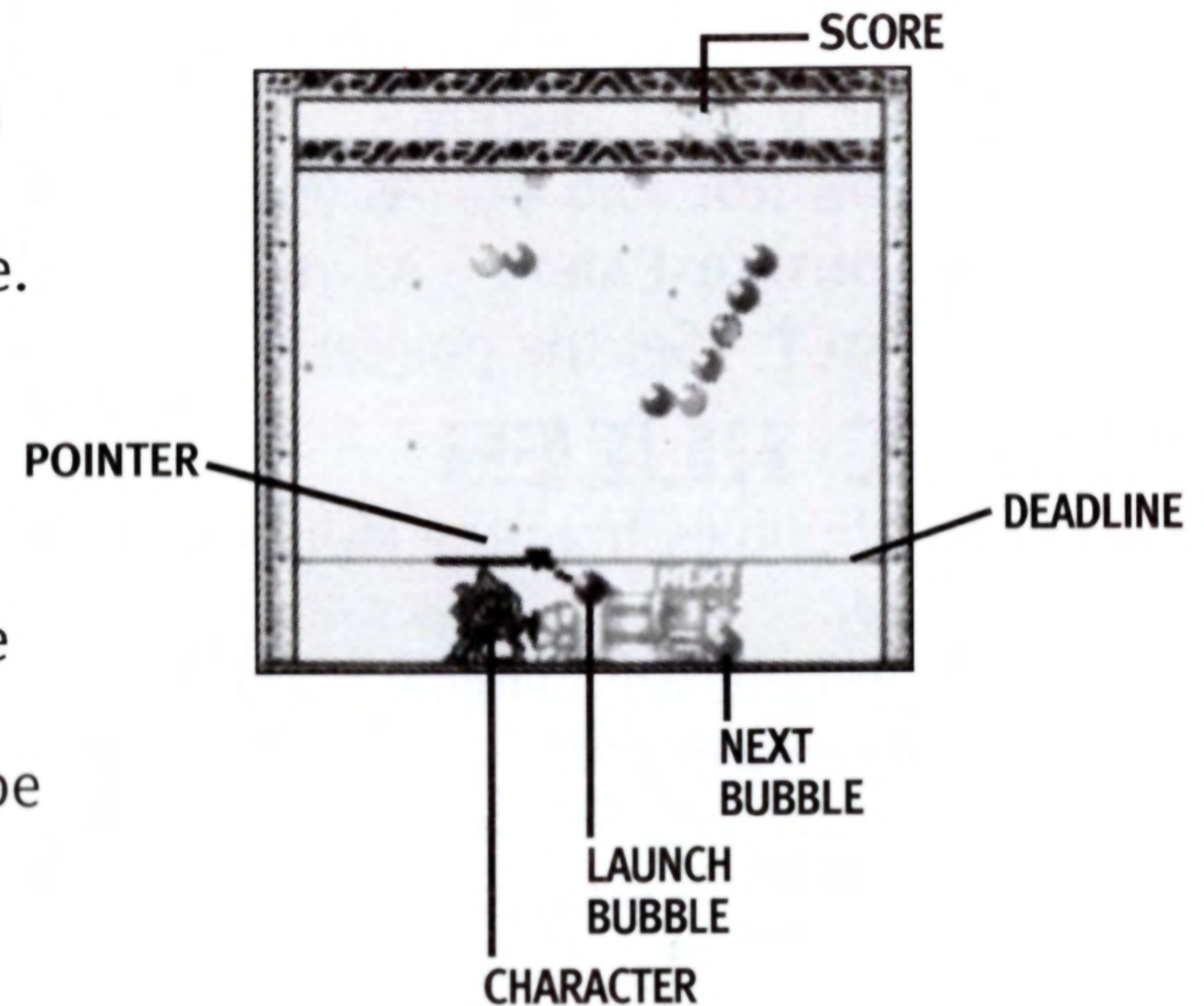
Deadline - Once bubble falls below this, the game is over.

Next Bubble - The bubble that is going to be launched next.

Operating The Pointer

The basic operation is simple!

- Adjust ← or → with **CONTROL PAD**.
- Launch the bubble with the **A BUTTON**.



Advanced Operation

Adjusting the pointer slightly.

SELECT + CONTROL PAD ← - As you press, the pointer will adjust slightly to the left.

SELECT + CONTROL PAD → - As you press, the pointer will adjust slightly to the right.

CONTROL PAD ↑ - Set the pointer at a 90 degree angle.

BASIC RULES

Launch the bubbles from the launching table and erase the bubbles before they go over the deadline.

How to drop bubbles: Eliminate bubbles by touching 3 or more bubbles of the same color to make them drop. If you manage to drop them all at once, you will get a high score! In a Player vs. CPU game, your dropped bubbles appear in your opponent's field, and the opponent's dropped bubbles appear in yours.

Game Over: Once the bubbles go over the line, the game is over.

Continuing: When you press **START** during the count down at game over, you can re-start the game. Set the number of credits on the Options menu.

Balance Field

In **Bust-A-Move 4™**, some rounds take place in a Balanced Field (a weight scale with pulleys) and more precise playing strategies are required.

Pulleys: When you erase bubbles on either side of the central Balance Point (right or left pulley), the bubbles are deleted.



Weight of pulleys: The bubbles stick to the pulley lines. A line will be lighter as bubbles are eliminated.

As you stick the bubbles to one side, the side with more bubbles will drop.

About the movement of the pulleys.

- No matter how unbalanced in weight the pulleys look, unless you stick the bubbles on either side, the pulley will not move.
- The vibration of the pulley lines shows the unbalanced weight of both sides. When the pulley is in-balance, the pulleys will remain immobile. (Also, Field vibration is a foreshadowing that the pulley lines with bubbles will descend.)

SPECIAL BUBBLES:

Star Bubble: Can eliminate all of the same color bubbles as the color of the bubble that was shot.

Rainbow Bubble: When the attached bubble is eliminated, the Rainbow Bubble will turn into the same color.

Jama-Block: You cannot eliminate this, only drop it. You can still clear the round even if this block is left on the screen.

Fulcrum Block: This is the block that you can eliminate only if you eliminate all the attached bubbles.

Anti-Gravity Block: This is the block that tries to float upwards. The bubbles (the chunk) that are attached to this block also float upwards. Fulcrum Block, Jama Block and Fulcrum Block will become a normal Fulcrum Block once they hit the ceiling. The way to eliminate this block is the same as Fulcrum Block.

Name Entry: When your score is among the 10 highest scores, you can enter your initials (up to 3 letters). Choose the letters with the **CONTROL PAD** and finalize your selection with the **A BUTTON**.

GAME MODES

Puzzle

Player Vs. CPU (Player Vs. Computer) Challenge

1. **Select the Game:** Choose the game you want to play with the **CONTROL PAD** and finalize your selection with the **A BUTTON**.
2. **Select the Difficulty of the Game:** When you play Puzzle Mode, you can select the difficulty of the game. Choose the level with the **CONTROL PAD** ← or → and finalize it with the **A BUTTON**.
3. **Select the character:** Choose the character you wish to play with the **CONTROL PAD** and finalize your selection with the **A BUTTON** and the game will start.

PUZZLE

Select Difficulty Level

Easy – A guideline will be shown at all times, and this level completes in five rounds.

Normal – This is a normal level of difficulty.

Expert – The bubble positioning is complicated and the player needs to be a master of technique.

The Game Flow

Rule: When you eliminate all the bubbles on the field, you will clear the round. In this mode, there is no difference in character's ability.

Selecting the Course (Zone): Once you clear a round, you can select the next zone of your choice. Once you clear the final zone, the game will reach the ending.

PLAYER vs. CPU

The Game Flow

Selecting the Character – Choose the character with **CONTROL PAD** and finalize your choice with the **A BUTTON**.

Rules – When you defeat the opponent character, the next opponent character will appear. The game will be endless as long as you are winning the match.

Game Over – Win 16 or more consecutive matches to complete the illustration.

Hidden Character Appearance Conditions – When you win matches successively in **Player Vs. CPU**, you may meet a character you have never seen. When you defeat this character, you can use this character in the next battle.

CHALLENGE MODE

How high can you climb? Challenge Mode will evaluate your ability and ranking.

- Depending on the result of your play, you will be evaluated with 20 different rankings.

10th Class – 1st Class – 1st Honor – Expert

Selecting Characters – Select the character of your choice with the **CONTROL PAD** and finalize your selection with the **A BUTTON**. Depending on the character, the difficulty of the round configured will change.

Rules – Play the game according to the challenges given on screen. You can still advance to the next round even if you do not fully clear all the conditions.

Stage Evaluation – When you clear the specified number of rounds, the result of the stage will be displayed. When you clear all the stages, you will get a ranking.

CHARACTERS

The types of bubbles you put into the field differs by character.

Bub--Bub lives on the planet BubbleLuna. He is energetic and cheerful. Bub is the hero of this story.

- The attack pattern is balanced characters.

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 Bob. However, truth be told, he is nothing more than a lonely coward.

- The attack pattern is balanced character.

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.

- The attack pattern is a character for beginners.

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.

- The attack pattern is a character who is very aggressive.

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.

- The attack pattern is a character who engages in various modes of aggressiveness.

Tam-Tam--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.

- Attack pattern is a mystery.

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.

- The attack pattern is that of a character who is versatile and aggressive.

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...?

- The attack pattern is for beginners.

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.

- The attack pattern is for those who would like to be aggressive.

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."

- The attack pattern, the most aggressive character.

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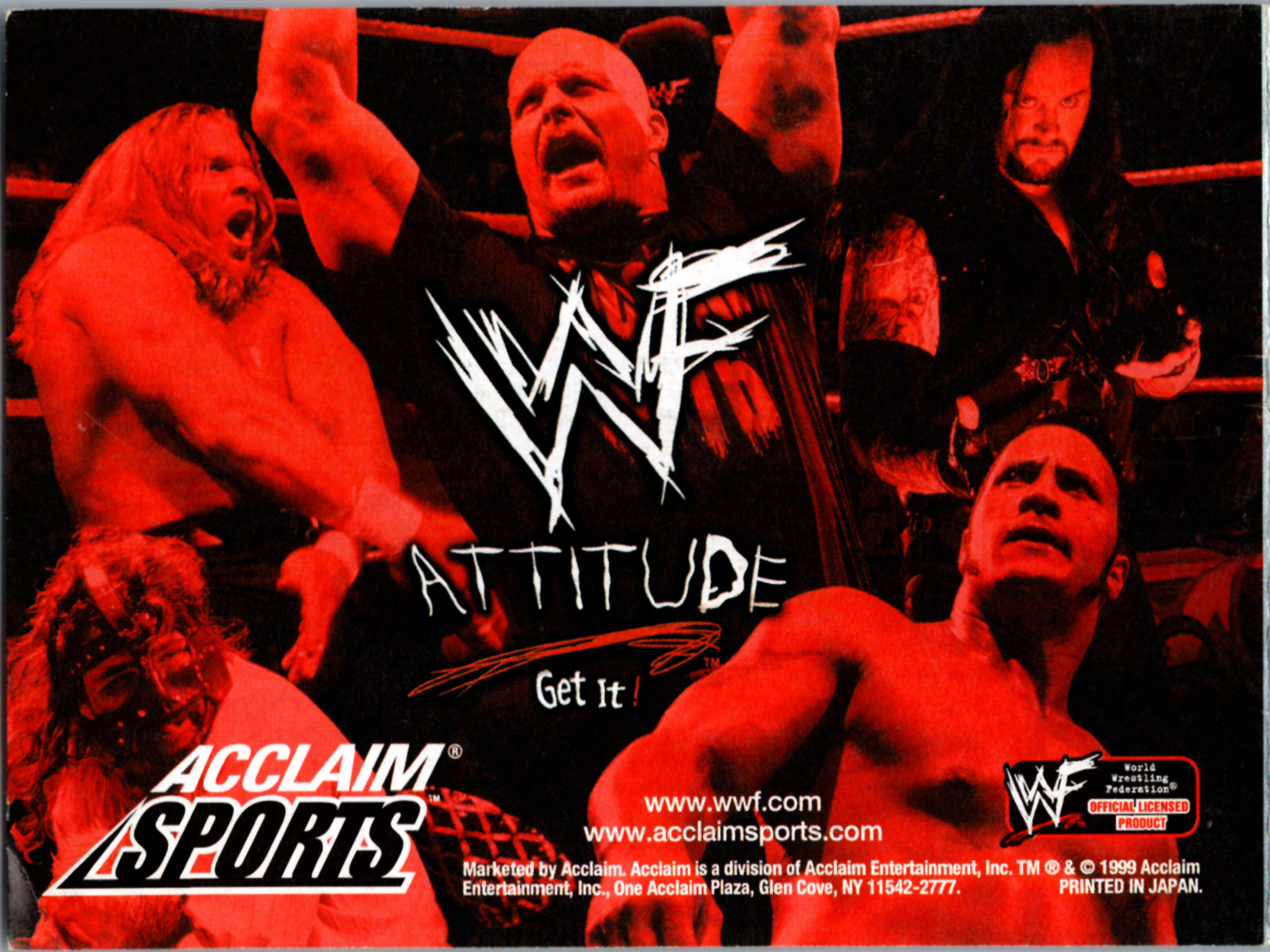
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