



Bombastic™



CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

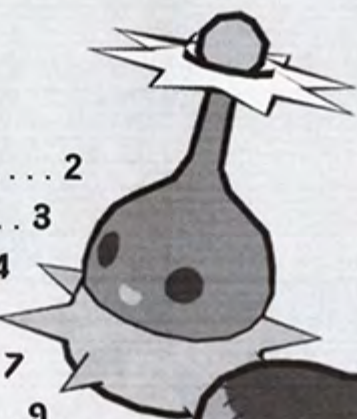
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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A Special Message
from CAPCOM ENTERTAINMENT

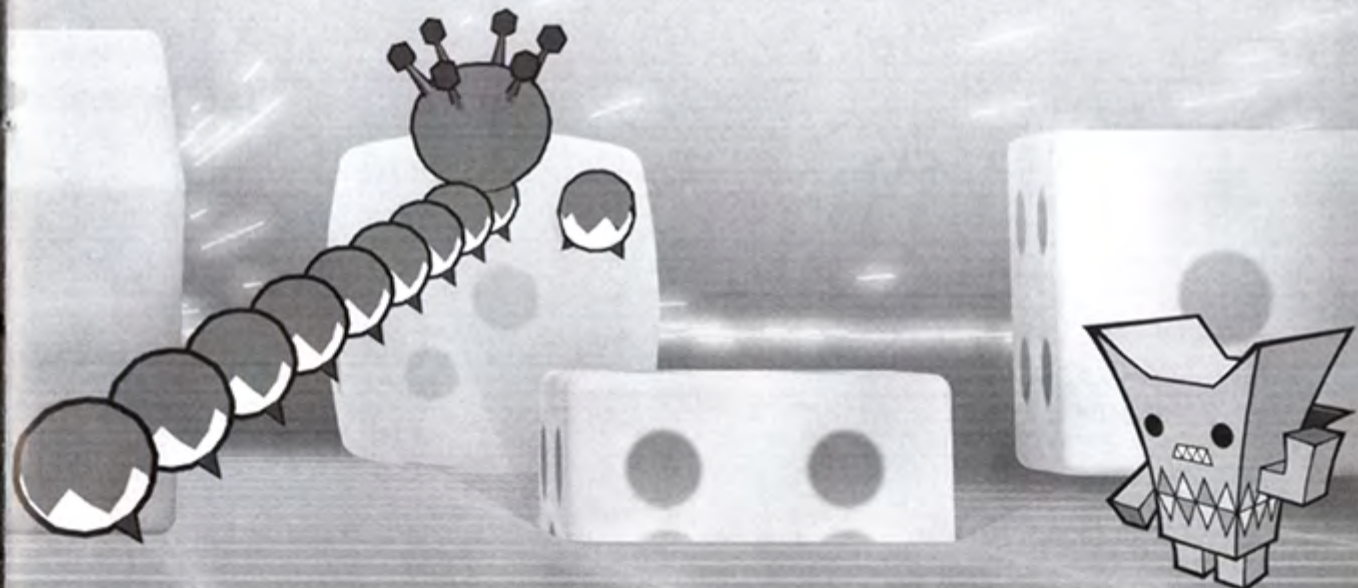
Thank you for selecting BOMBASTIC™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

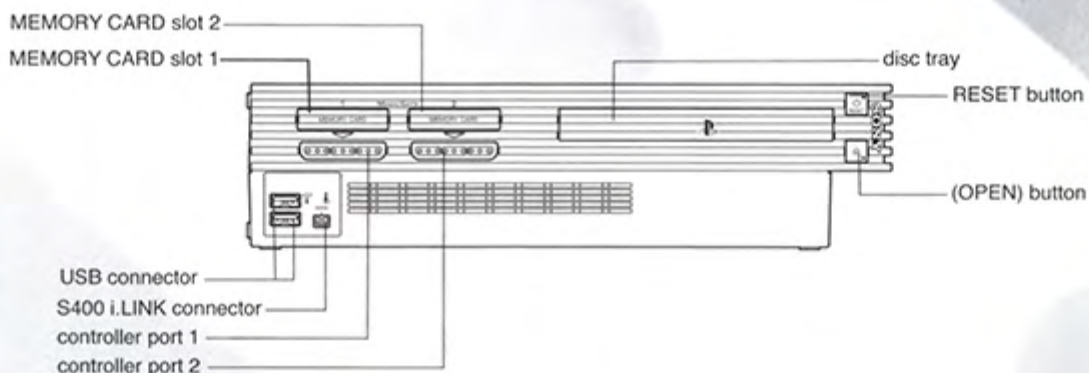
475 Oakmead Parkway,
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on.

Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **BOMBASTIC™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



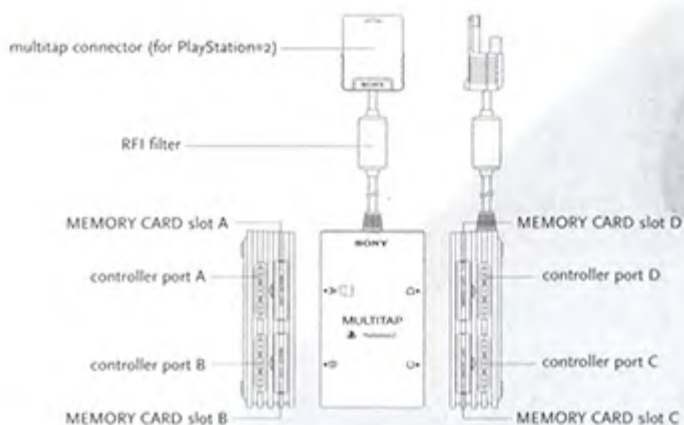
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER



BOMBASTIC is a 1 to 5 player game. Connect your controllers before beginning play.

- For 1 player, connect the **DUALSHOCK®2** analog controller to controller port 1.
- For 2 players, connect a second **DUALSHOCK®2** analog controller to controller port 2.
- For 3-5 players, connect a multitap (for PlayStation®2) (sold separately) to controller port 2, then connect additional **DUALSHOCK®2** analog controllers to controller ports 2-A, 2-B, 2-C and 2-D, in that order.



When **VIBRATION** is set to **ON** in Option Mode, the **DUALSHOCK®2** analog controller will vibrate in response to game events. You can turn vibration **ON/OFF** in Option Mode, selectable from the Main Menu. See page 9.



DEVILS WITH ANGEL FACES

The small, cozy home of the Aqoi family nestles in the midst of an expansive, ancient forest.

Five "little devils," the Aqoi-Chan, live there cheerfully with their mom, dad and grandma.

The Aqoi Family has its very own legend of how it came to be

When grandma was a young girl, she fell in love with a handsome angel who was visiting Earth.

This young man became the grandfather of the Aqoi-Chan. But his stay on Earth was limited.

One sad day he was called back to his native country, Cloud World, far off in the sky.



As the five Aqui-Chan grow older, they become more and more curious about their unknown ancestor. What was he like? Would he be as curious about them as they are about him?

Finally, one night, all five of them disappear at once!

They are on their way to find their grand-dad!

HALF 'N' HALF!

The Aqui-Chan are half devil, half angel. They regard all living creatures affectionately, but when they're challenged ... watch out!

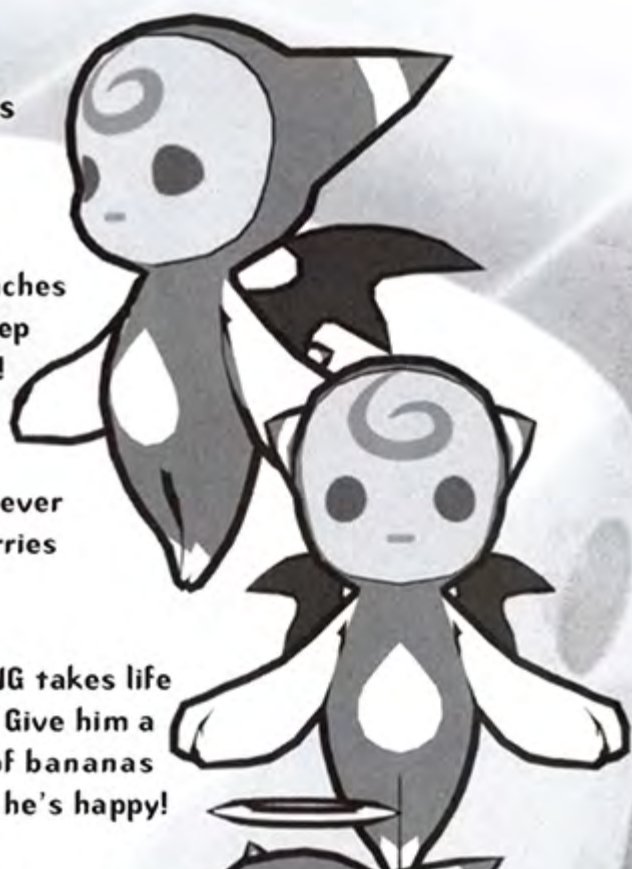
ROSSI munches apples to keep up his energy!

Brainy AZUL never turns blueberries down!

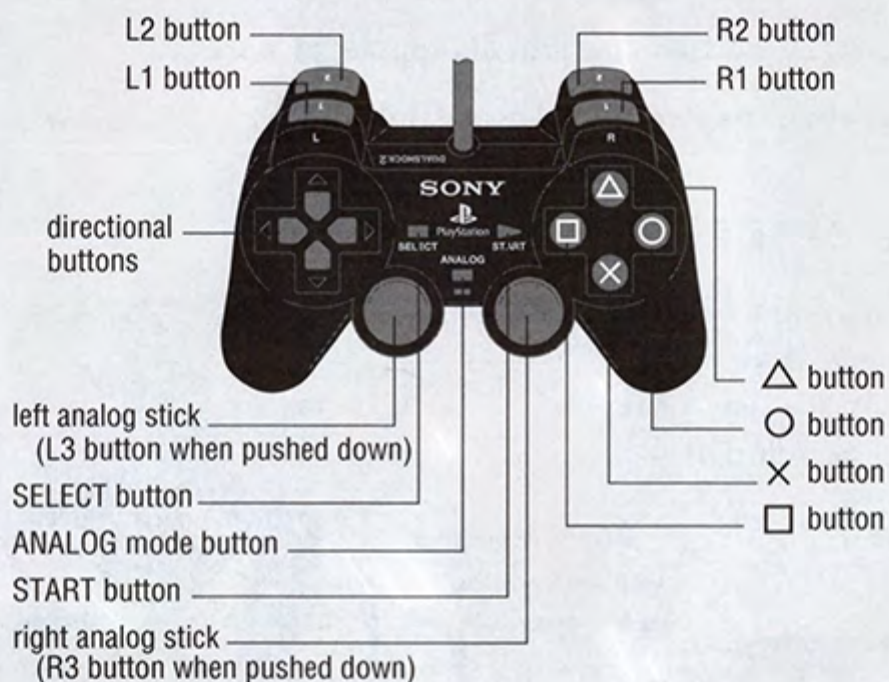
HUANG takes life easy. Give him a bunch of bananas and he's happy!





To VERDE, nothing beats playing pranks — except snacking on watermelon!


Baby MOMO tries to do everything his big brothers do. But eating peaches ... that he can do all by himself!




CONTROLS



DIRECTIONAL BUTTONS ■ ■ ■ ■ ■ Move cursor on menus
Move your Aqu-Chan    

 **START BUTTON** ■ ■ ■ ■ ■ Pause the game
In Standard Mode, join in Player 2 (on second controller)

 **SELECT BUTTON** ■ ■ ■ ■ ■ Retry (in Limited and Attack Modes)

 **X BUTTON** ■ ■ ■ ■ ■ Confirm on menus



RULES

BASIC PLAY

BOMBASTIC is a mystical, action-puzzle game played with lots of dice. To roll the dice, move the **Aqui-Chan** so they act as balancers on a ball. Explode the dice by setting them up so all the dice show the same face!

THE NUMBER YOU ROLL SHOWS HOW MANY DICE TO LINE UP!

- To roll a die, use the directional buttons from where **Aqui-Chan** is standing. If another die is next to the **Aqui-Chan's** die, **Aqui-Chan** will roll past it.
- Look at the number showing on the die you just moved. Then roll more dice to align them either vertically or horizontally, until that same number of dice is lined up.
- When the corresponding number of dice is lined up, they turn red and explode!
- You collect all the exploded dice. Number 5 is an exception: you can collect more than five dice.

HINT!

Play smart and learn all the tricks! Watch the opening movie for game hints.



EXPLOSIONS

Once the number of dice corresponding to the face number are lined up, they begin to pulsate and swell up. At the last moments they balloon up to a huge size and then ... explode!

- The smaller the face number, the quicker the explosion will occur!
- When dice explode, sometimes they trigger other dice to explode as well, in a chain reaction!
- If the Aquichan are standing on one of the explosive dice, the game is over! Watch your dice carefully to keep this from happening.

CHAIN REACTIONS

When dice explode, the blasts spread and cause surrounding dice to blow up too!

Chain Reactions affect dice with the same face value or one number less than the original dice that exploded. For example, if Face 5 explodes, all surrounding Face 5's will also explode, plus any Face 4's in the area. If Face 3 originally explodes, any Face 2's nearby also blow up.

HINT!


Be daring! You can't be a respectable devil if you shy away from explosions.


Roll the surrounding dice right before the explosion to take advantage of the Chain Reaction.

face 1 cannot cause a Chain Reaction.. But when you roll face 1, it can change to any value! Once you see how this works, see how to make it work for you!



GETTING INTO THE GAME

When you see the Title screen, press the  button to display the Main Menu and its list of options. On the Main Menu:

- Press the directional buttons to select an option.
- Press the  button to confirm your selection.



MAIN MENU OPTIONS

TRIAL — Play the standard game mode. See page 10.

QUEST — Experience BOMBASTIC adventure by playing the game in different worlds. See page 14.

MANUAL — Check up on game rules and techniques.

STYLE CHANGE — Change Styles as your game progresses. See page 16.

WARS — Join a survival game for one to five players. See page 18.

OPTION — Save game data, load saved game data, and change certain game settings.

- To save or load, insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 before starting play.
- To save, the memory card must have 221KB of free space available.
- To load, the memory card must contain at least one BOMBASTIC saved game.
- While saving game data, do not reset the game, turn off the power or remove the memory card.



TRIAL MODE

Choosing TRIAL from the Main Menu opens the Trial Mode Menu. Its options are:

STANDARD — Perfect for targeting level 100 — no explosions!

- **COMBO & CLASS** — Your Combo number increases when you perform Chain Reactions.
- **AQUI-CHAN GROWS!** — Each time you go up in rank, your AQUI-Chans grow! Their speed increases so they can get away from lighted dice faster, before they blow!
- **2P PLAY** — These games aren't over until both players explode at the same time!

LIMITED — Use Combos and Chain Reactions to reach your goal! Play games up to three hours long!

- **2P PLAY** — When one player gets blown away, the other wins!

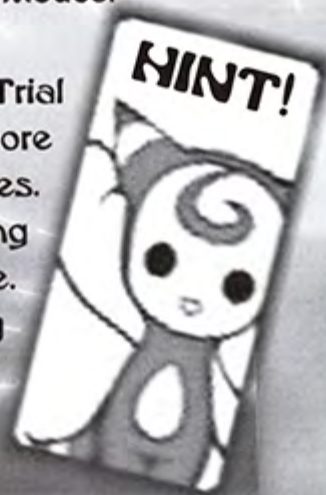
ATTACK — Use a Mission Password to play. See page 12.

RANKING — See your own best score so far, and the highest score made in the current play session (from power-on).

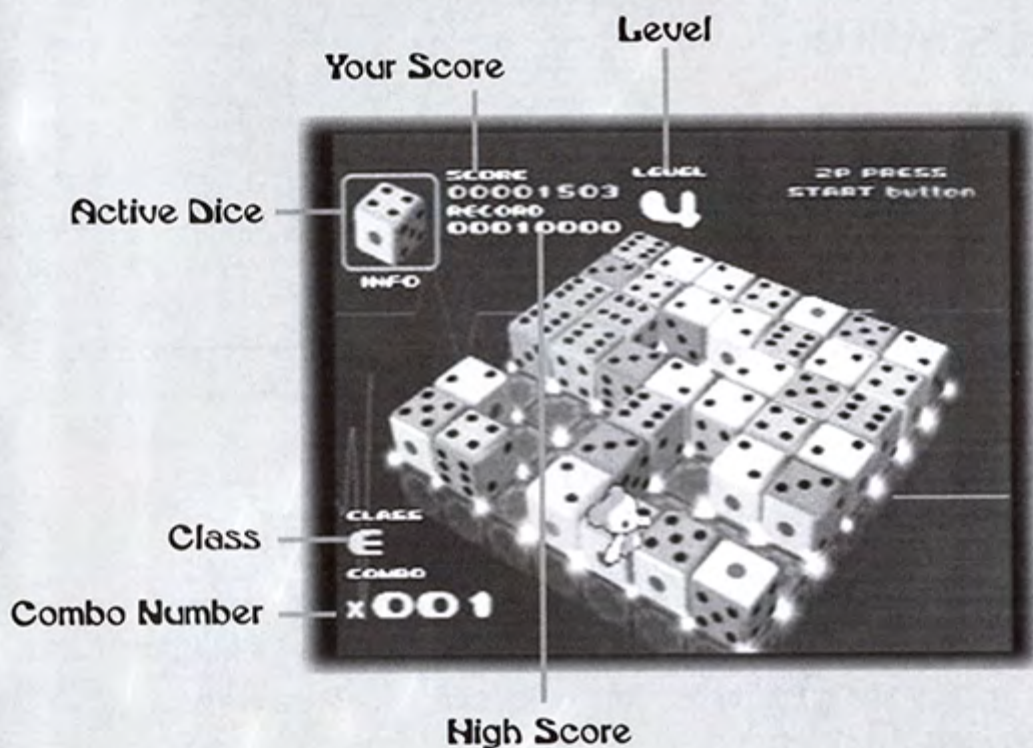
REPLAY — Replay saved games. Savable replays are games lasting three minutes or less in Limited and Attack Modes.



Get good scores in Trial Mode and unlock more secret Game Styles. Do the same by reaching your goal in Quest Mode. Keep at it and play them all!



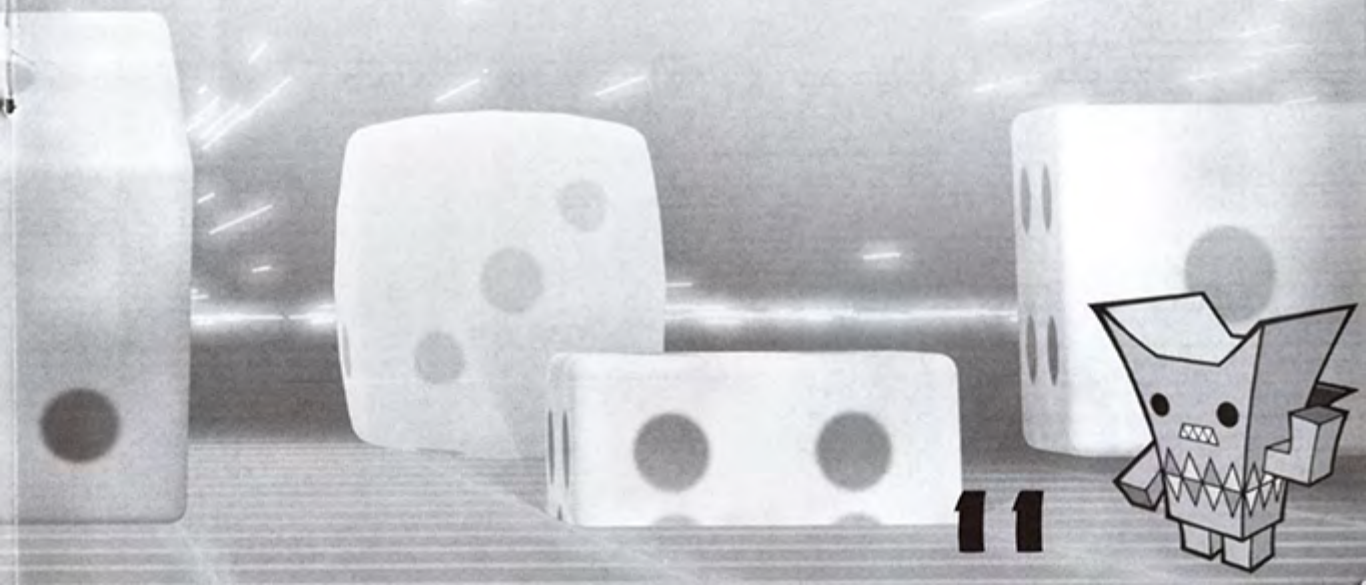
TRIAL MODE GAME SCREEN



SPECIAL DICE

During a Trial Mode game, two kinds of special dice can appear:

- **SELF EXPLODING DICE** — Danger! When other dice light up, one of these may appear. It doesn't have to line up with other dice to blow them up!
- **WILD DICE** — Devilish dice that cause Chain Reactions — regardless of their face value. Watch out!



ATTACK MODE


Use a Mission Password from Aqai's home page to face exciting challenges. Go to <http://www.capcom.com> to get your Password. Then:



1. OPEN THE MISSION MENU

Select **ATTACK** from the Trial Mode Menu to open the Mission Menu.

2. GO TO THE PASSWORD INPUT SCREEN

Use the directional buttons to move the cursor to the blank line and press the  button. This will open the Password Input screen.

3. INPUT A MISSION PASSWORD

Type in the correct password (from the web site). You can register up to 10 Mission Passwords. After that, you can easily get to the Mission Menu by choosing a pre-registered Mission or entering a Password.

4. CHECK MISSION OBJECTIVES AND RANKING REQUIREMENTS

Check the Mission's objectives on this menu. You must meet them in order to earn your ranking. You can also change the Mission name by choosing **RENAME**.


5. PLAY!

If you meet the requirements, select **START** to begin!




6. CONFIRM YOUR RESULTS

■ STANDARD AND LIMITED MODES

Choose **RANKING** from the Trial Mode Menu, and use the  button to select a mode. You'll see a screen showing 1st place for total ranking and 1st place for the current session.

■ ATTACK MODE

Use the  button to choose a Mission from the Mission Menu. You'll see the 1st place Password.

ATTACK MODE OBJECTIVES & REQUIREMENTS

COMPETITION OBJECTIVES

- **LEVEL UP** — Compete for arrival levels.
- **SCORE UP** — Compete for the highest score.
- **COMBO UP** — Compete for the most Combos.
- **CHAIN UP** — Compete for the most Chain Reactions.
- **DICE UP** — Compete for number of dice eliminated.
- **TIME UP** — Compete for fastest time to clear the game.

RANKING REQUIREMENTS

- **ONLY** — Focus only on the displayed level and number of Combos.
- **AND** — Clear both requirements displayed.
- **OR** — Clear one of the two requirements displayed.
- **BEFORE** — Clear the first requirement first, then clear the second.

OTHER ATTACK MODE SELECTIONS

- **STYLE** — Play a special Style game. See page 16 for help.
- **SPEED** — Choose each Aquichan's walking speed.
- **NUMBER OF PLAYERS** — Choose a 1 Player or 2 Player game.

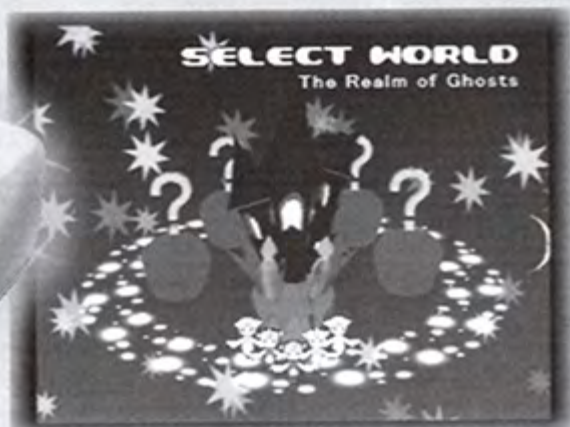


QUEST MODE

QUEST MODE MENU

In Quest Mode, you travel through different worlds and stages. Choose **QUEST** from the Main Menu to go to the Quest Mode Menu. Choose a recorded file, and the adventure begins!

- Choose a saved file to resume play from where you left off.
- Choose **FILE EDIT** to delete or copy files.



WORLD & STAGE SELECT

1. Choose a world to explore. Worlds marked with ? are not available until you unlock them by clearing earlier stages.
2. Choose a stage from the Stage Select screen. (Stages are marked **NOT CLEARED** until you conquer them.)



Watch for Bulletin Boards to get important hints during Quest Mode games!


The faster you go, the sooner you clear a stage. You don't have to try too hard at first, just go straight toward the goal!

Keep trying. Even if the stage seems hard at first, use your head and it'll get easier each time!

QUEST MODE GAME SCREEN



QUEST MODE RULES

- Move Aqui-Chan and race to the goal to clear the stage.
- Another Aqui-Chan takes over when the first Aqui-Chan blows up dice or is attacked by enemies. The new Aqui-Chan starts where the former Aqui-Chan last grabbed the flag, and a new stage begins.
- The game ends when you clear the stage or when the fifth Aqui-Chan misses the challenge.
- When you can't go any further, press the  button and select RESTART from the Pause Menu. You'll start the challenge again.



STYLE CHANGE

You can unlock tons of secret BOMBASTIC Game Styles! Just earn high scores in Trial or Quest Mode, and see what exciting challenges you can open up!

CLASSIC STYLE

In this Style, when dice with the same value start to sink, you can't move them! If you stand on sinking dice, you'll fall on the floor. Wait for new dice to surface and climb back on.




SPECIAL MOVES —

- **SINKING CHAIN** — Lining up dice of the same face value with dice that are about to sink makes them all to sink at once!
- **HAPPY ONE** — Face 1 does not disappear by itself. Moving Face 1 dice close to sinking dice makes all Face 1 dice sink.

JUMBO STYLE

Just like Classic Style, supersized!

SPECIAL MOVES —

- **JUMP** — Stand on a die and press the  button. You and the die will both jump! Use the directional buttons to jump in different directions. Stack two dice by jumping from one to another.
- **LIFTING & THROWING** — Press the  button while facing the direction of a die and you will lift it up. Then use the directional buttons to put it down at a spot of your choosing. If you press the  button now, you'll throw the die and a random face will appear. (You can't move while lifting the dice.)
- **RESERVATION CHAIN** — When dice are about to sink, stack dice of the same value on top of them to make them all sink at once. Use Jump or Lift to stack dice. Reservation Chain is worth twice as many points!

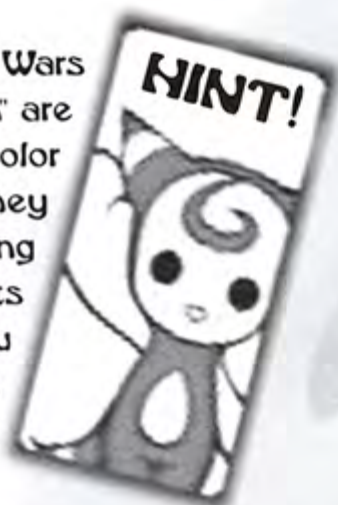


GAME SCREEN STYLE

You can play these Styles in both Classic and Jumbo Styles:

- **TRIAL** — Clear the dice while trying to get the highest score. In Standard Mode, the game ends when the dice fill the screen. In Limited Mode, running out of time ends the game.
- **BATTLE** — Fight for "dice rights." Each dice value from 1 to 6 has its own "rights." You win rights by exploding all dice of the same value. Rights earned by each Aqi-Chan are displayed in the upper part of the screen. When time is up, the Aqi-Chan with the most rights wins!
Note: You can change the number of rights needed to win before the fighting starts by selecting **NORMAL**.
- **WARS** — Up to five players can battle it out in this survival mode. Each Aqi-Chan's health is shown at the upper left. When you clear dice with values from 2 to 6, you decrease the health of all the other Aqi-Chans. Watch out! ... they also decrease your health by clearing dice. Clearing Face 1 restores your health to the max. When time's up, the Aqi-Chan with any health left wins.

Use **Snatch!** In Battle and Wars modes, "rights" and "attack" are decided based on the color the dice turn into when they explode. Applying **Sinking Chain** to sinking dice converts them to your color - and you get the points when the dice disappear!




WARS MODE

WARS MODE MENU

Choose **WARS** from the Main Menu to go to the Wars Mode Menu.

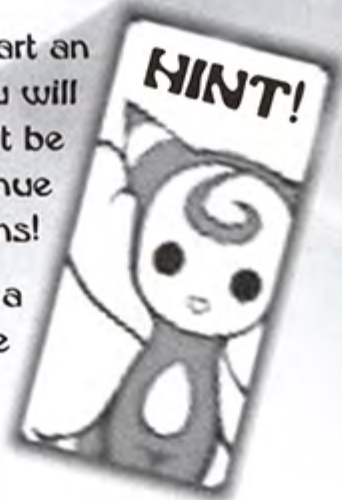
A grand total of five players including the computer can participate in a Wars Mode game. When you're playing the game alone, the computer will definitely join you.



- Choose **SPEED** and press the directional buttons ◀ / ▶ to adjust the game speed. The more stars, the faster your speed!
- When all players have decided on a speed, press the  button to start the game.
- For three or more players, connect a multitap before beginning play. See page 3 for help.

Get into a free-for-all fight! Start an explosion with your own color. You will fall on the floor, but you won't be defeated. Let the explosion continue to get the other Aqu-Chans!

If your health fails, stay put on a Wild Cure Die. You'll weaken the flame's effect and recover health.



WARS MODE GAME SCREEN

Aqui-Chan's Health

Remaining Time



Wild Cure Die

WARS MODE RULES

Wars Mode is a survival fighting game in three rounds.

- **ATTACK** – When dice explode, the Aqui-Chans on top of them fall on the floor. Other Aqui-Chans of different colors also fall from flames dropped on them. The larger the face value and the number of dice exploded, the bigger the damage!
- **RECOVERY** – During an attack, try to get your Aqui-Chan on a Wild Cure Die. It will decrease the flame's power and help you recover health.
- **ZOMBIE** – When all his health is gone, an Aqui-Chan can be defeated by explosions from remote dice and become a Zombie. Zombies can only push dice on the floor. Push your dice over Zombies to generate Explosive Dice.
- **END OF A ROUND** – A round ends when the last player runs out of health or time runs out. If you can stay healthy for three rounds, you win!



ALL THINGS CAPCOM



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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.

1-900-976-3343

CAPCOM HINT LINE

Hints are available: \$.99 per minute for 24-hr. pre-recorded information. \$1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 (\$1.35 per minute). You must have a touch-tone phone to use this service. Must be 18 years or older, or have parental permission.

Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line.

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