



MIX IT UP



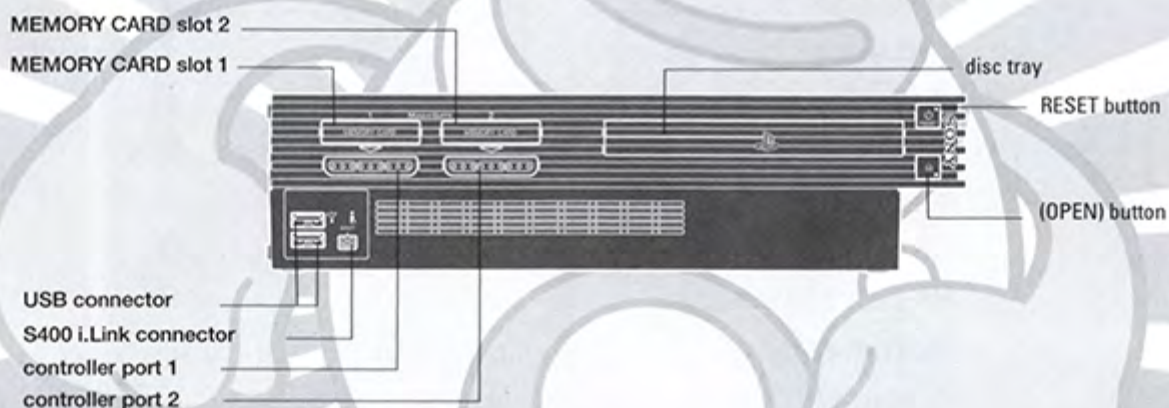
CONTENTS

Getting started	2
Main Menu	3
Pause Menu	4
The Controls	4
How to move the launcher	5
Game Screen	5
Long Puzzle	7
How to Play	7
The Bubbles	8
The Blocks	8
Game Modes	9
Story mode	9
1P puzzle mode	9
Battle mode	10
Chain Reaction Explained	11
Edit mode	12
How to edit	13
Edit menu	14
Helpful hints	14
Options	15
Credits	16
Technical Support	17



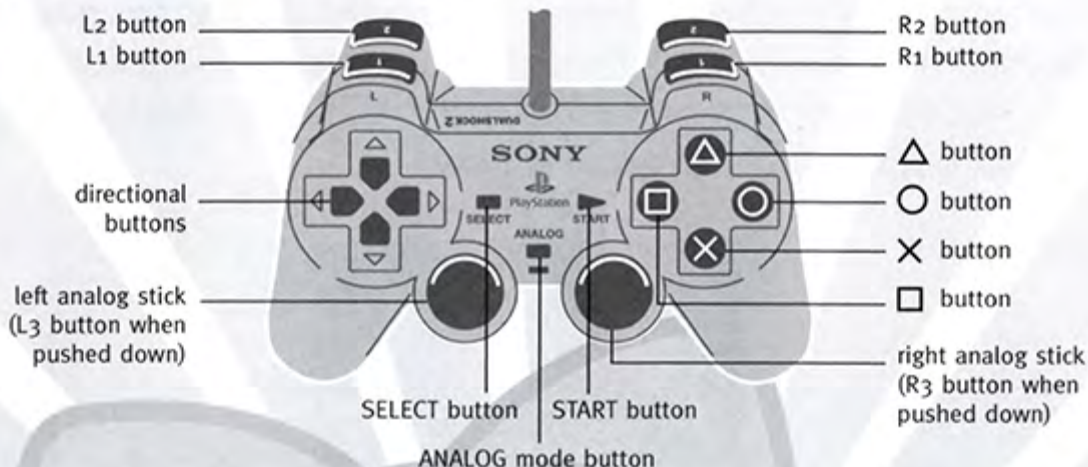
GETTING STARTED

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 standby/RESET button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the Super Bust-A-Move™ 2 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.





DUALSHOCK®2 ANALOG CONTROLLER



MAIN MENU

Highlight menu selections using the directional button and press the × button to confirm your selection.



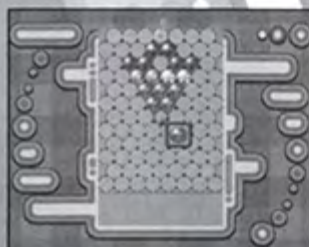
★ STORY MODE
You must clear puzzles to reveal the storyline behind each character. After you have cleared all the puzzles you will be ranked on your performance.



★ 1P MODE
If you clear all the bubbles on-screen you will continue to the next round.



★ BATTLE MODE
Play against a CPU-controlled character or a Human opponent.



★ EDIT MODE
Create your own Bust-A-Move puzzles.

★ OPTION

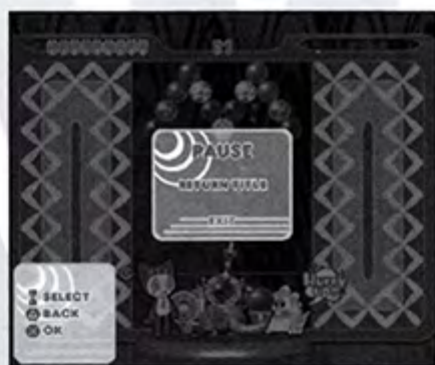
Here you can adjust various options in the game.





PAUSE MENU

If you press the **START** button during the game, the game will be paused and a menu will be displayed. Use the directional button to choose an option and press the **X** button to decide. Press the **START** button again to resume play.



RETURN TITLE

Stop the game and go back to the main title screen.

EXIT

Exit the pause menu and continue playing the game.



THE CONTROLS

Directional button

Left analog stick

X Button

△ Button

L1 Button

R1 Button

START

Move the launcher left and right / Move menu cursor.

Move the launcher left and right (if the LED is on).

Shoot bubble / Select a menu option.

Cancel menu selection.

Fine-tune the launcher to the left.

Fine-tune the launcher to the right.

Pause the game.

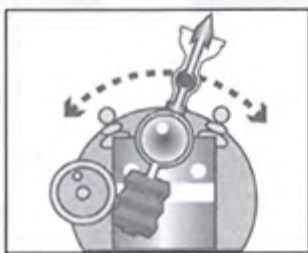
The **DUALSHOCK®2** analog controller will use the vibration function even if the LED is switched off. The vibration function can be switched off via the controller setting in the Option Menu.



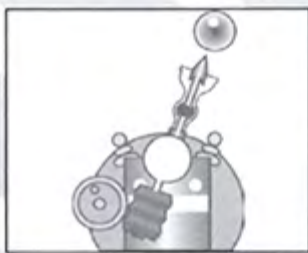


HOW TO MOVE THE LAUNCHER

★ BASIC

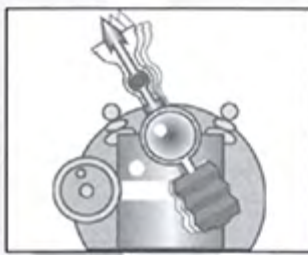


Use the directional button left and directional button right (or the left analog stick) to adjust the angle of the launcher's direction.

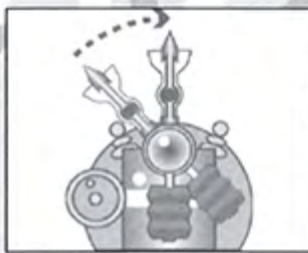


Press the X button to shoot a bubble.

★ ADVANCED



Fine-tune the direction of the launcher using the L1 and R1 buttons. If you press the up directional button, the launcher will automatically point straight up.



If you press the down directional button, the launcher will go fully horizontal in the direction it was pointing.



GAME SCREEN

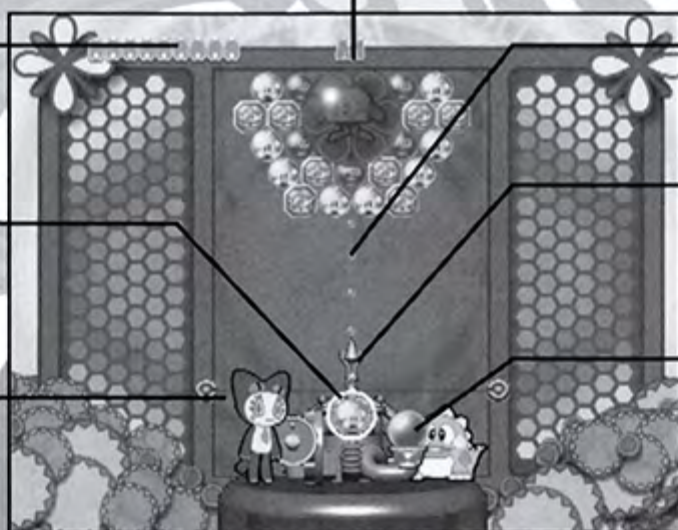
★ 1P PUZZLE

Round – current round number

Score
current score

Bubble ready to
be shot

Player character



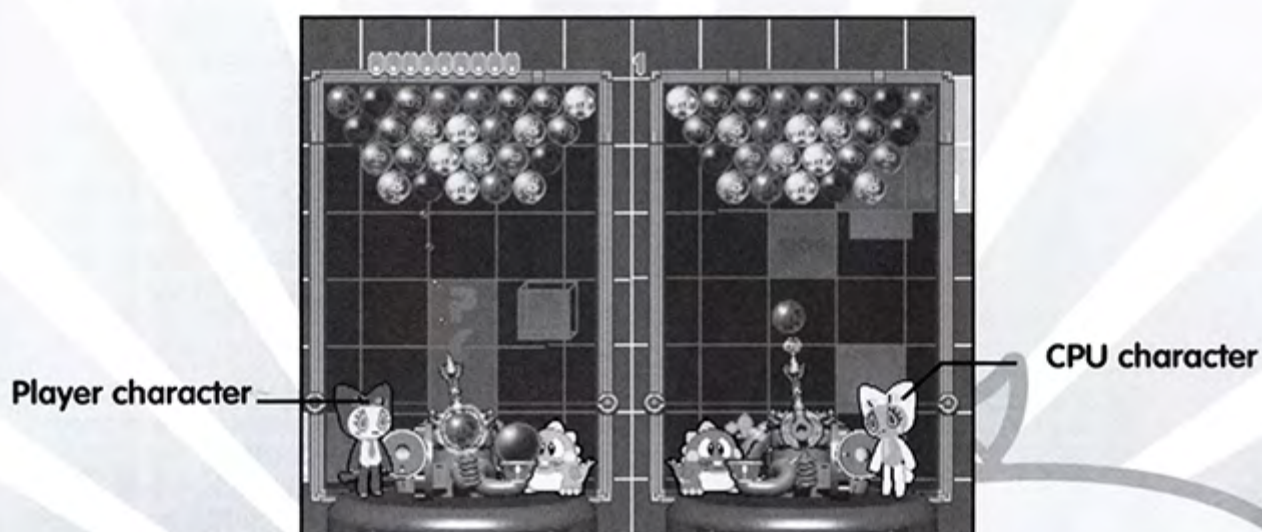
Guideline
shows the path
of the bubble

Launcher
the bubble goes
in this direction

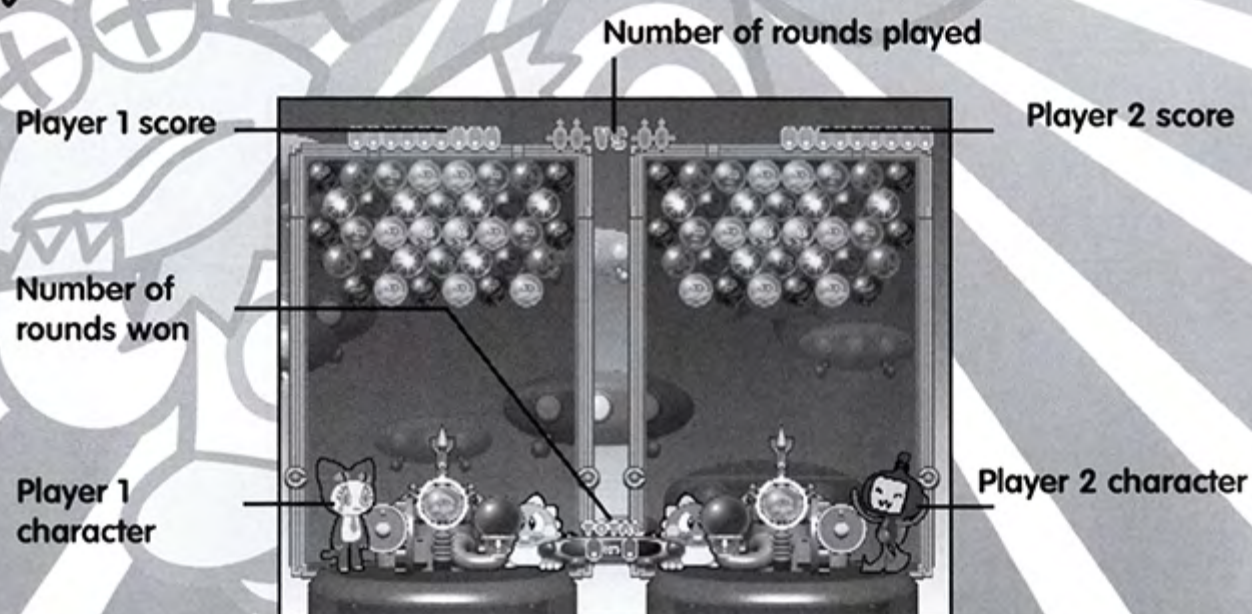
Next bubble
to be shot



☆ CPU BATTLE



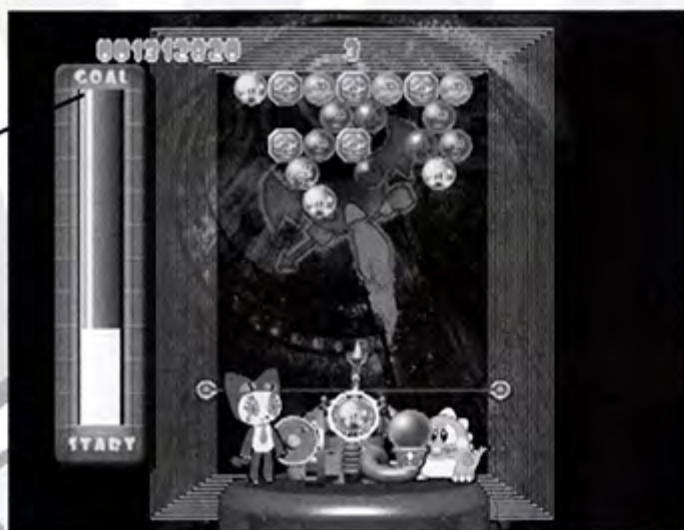
☆ 2P BATTLE



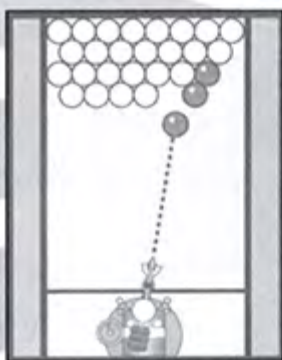
★ LONG PUZZLE

Long Puzzle is a special puzzle screen that appears during the Story and 1P Puzzle Modes. Bubbles continuously push down from the ceiling, and you must burst all the bubbles on screen in order to clear the level.

This graph displays how many bubbles are left. Every time bubbles appear, the gauge fills up a little and when the gauge reaches the goal line it means all bubbles have been pushed down.

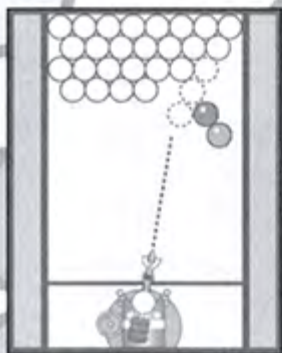
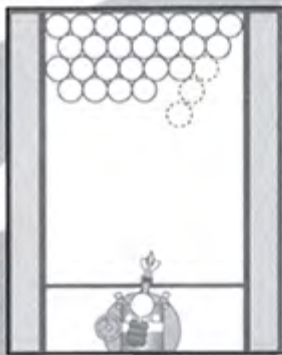


HOW TO PLAY



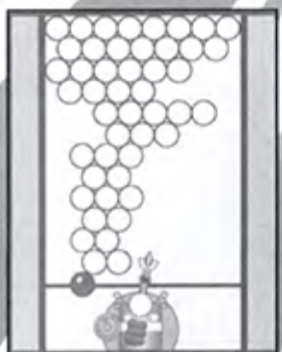
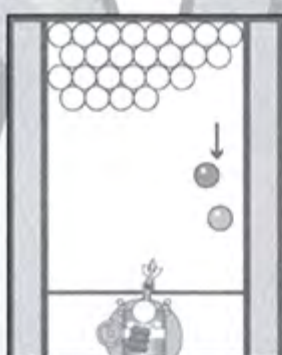
★ BURST A BUBBLE

Shoot a bubble. If it connects with more than 2 of the same color, the bubbles it connects with of that same color will burst. Do this until all bubbles on the screen have burst.



★ ADVANCED LEVEL

The more unconnected bubbles you drop, the higher your score.



★ GAME OVER

If you shoot a certain number of bubbles, the bubble level is pushed down by new bubbles. If any bubbles cross the deadline at the bottom of the screen, the game is over!

Bubbles that do not burst, when shot will remain and increase the number of total bubbles on screen. In VS mode, dropped bubbles will appear on your opponent's screen.





THE BUBBLES



Normal bubble

These are the basic bubbles. More than three connected bubbles of the same color will burst.



Mini-Bubble

These can be shot through narrow arrows that normal bubbles can't get through. When these stick to other bubbles, they grow in size to become normal bubbles.



Star bubble

When you hit this with a colored bubble, all normal bubbles on screen of the same color will burst.



Giant bubble

This is 7 times as big as a normal bubble. If you hit it with a bubble of the same color it will burst and paint all the normal bubbles on screen in that color.



Rainbow bubble

If bubbles burst next to it, it will become a normal bubble of that color.



Metal bubble

These don't stick anywhere but any bubbles it comes in contact with will burst. If it hits a fulcrum it disappears.



Paint bubble

Any bubbles hit by this will change color randomly.



Bomb bubble

Any bubble hit by this will burst.



THE BLOCKS



Reflection block

Like a wall, bubbles will bounce off this block. It will disappear if it is pushed down to the deadline.



Nuisance block

These can only be dropped by bursting the bubbles connecting it.



Fulcrum block

These disappear if you burst all bubbles that connect to it.



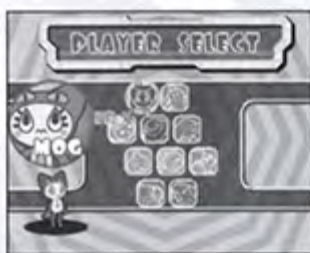
If you shoot this block with a bubble, the launcher will move into the direction the arrow is pointing.



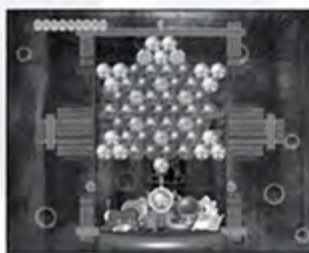
GAME MODES

★ STORY MODE

Choose Story mode in the main menu. The character selection screen will appear. Here you can choose the character you wish to play as.



1) After you choose the character the story's opening starts. After the opening stage 1 starts.



2) After every cleared level, another part of the story is revealed. When you clear all 5 stages, you will have cleared Story Mode for that character and will be rated on your performance.

After you cleared the game a secret code is displayed. If you enter this code in the title screen, then you can play with secret hidden characters.

★ 1P PUZZLE MODE

★ GAME MODE

Training mode: This is a practice mode which displays the guide line. This mode lasts for five rounds.

Normal mode: Play Super Bust-A-Move 2 puzzles. Clear each round to proceed to the next increasingly difficult challenge.

Classic mode: Play puzzles from classic Bust-A-Move games.



1) If you choose 1P PUZZLE from the Main Menu, the mode select screen appears. Here you can choose one of three modes.



2) In Normal and Classic Mode, you can select a zone. Choose your own direction using the left directional button and right directional button. Select your player character by pressing the up directional button or the down directional button.



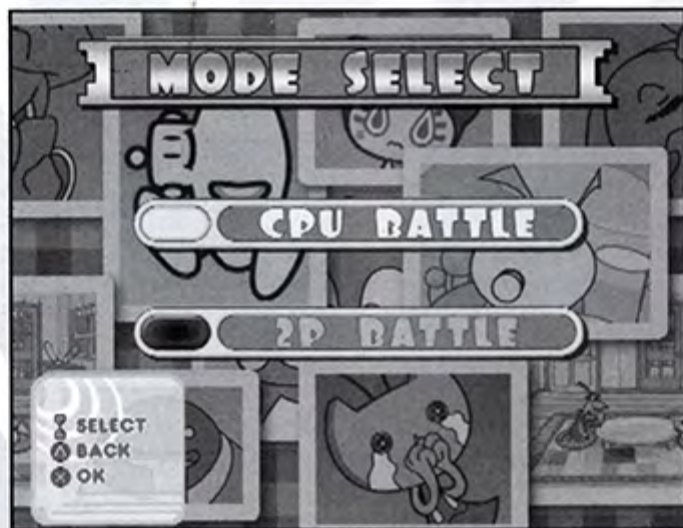
3) If you clear five rounds in a zone you will proceed to the next one. When you clear the last zone, the game ends.

After you have cleared all zones, a secret code is displayed. If you enter this code on the title screen a new NORMAL and CLASSIC mode will be playable.



BATTLE MODE

You can play against the CPU or against a second player in the Battle Mode.



CPU BATTLE MODE

In this mode, play against a CPU-controlled character.

NORMAL

Play a standard Super Bust-A-Move 2 game against a CPU-controlled character.

EXPERT

In this mode special bubbles appear and the player can play against a high-level CPU-controlled character.

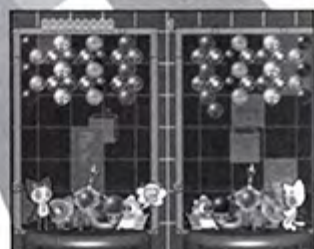
CHAIN REACTION

Chain reactions are added to the game-play to create intense battles against the CPU.

Select Battle mode from the main menu and choose CPU Battle from the battle menu. Choose a mode in the mode selection menu.

Choose a character using the directional pad and confirm your selection by pressing the X button.

Play against CPU-controller characters. Win against one CPU-controlled character to proceed against the next character. Beat all 10 characters to clear the game.





2P BATTLE MODE

Two players choose their favorite characters and play against each other.

NORMAL

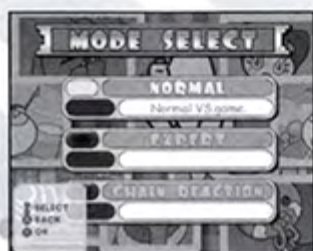
Play a standard Super Bust-A-Move 2 game against another player.

EXPERT

Special bubbles appear in this mode, adding more strategy than Normal mode.

CHAIN REACTION

Use chain reactions against another player.



Select Battle mode from the main menu and then select 2P Battle from the Battle menu.

Choose a Battle mode from the Battle menu.

Each player chooses a character and presses the X button to make their selection. A handicap can be selected at this point.



The person who wins two rounds wins the game. The number of rounds to win can be set in the game settings menu.

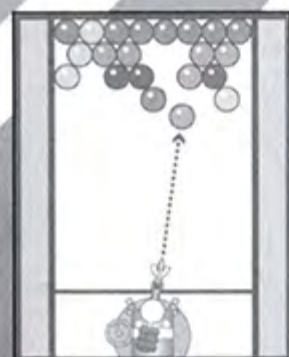


CHAIN REACTION EXPLAINED

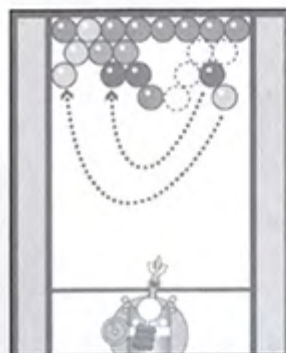
Both in CPU Battle and 2P Battle, the player can use Chain Reaction mode.

Chain Reactions happen under these conditions:

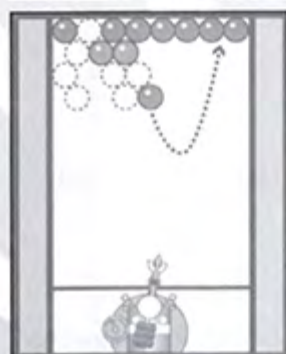
- 1) More than two colors of the same color of a dropped bubble are in the field and are connected.
- 2) There must be enough space for a dropped bubble to reach those same-colored bubbles.
- 3) The dropped bubble can only reach places the launcher could reach, too.



If all these conditions are met a Chain Reaction can occur. The player shoots the blue bubbles and in the process the red and yellow bubbles connected to them drop.



The red and yellow bubbles to the left meet the chain reaction conditions, so the red dropped bubble and the yellow dropped bubble fly to connect to them and in the process burst these bubbles. This makes the orange bubble drop.



The dropped orange bubble flies to the row of orange bubbles at the top, which also meet the conditions of the chain reaction.

As long as bubbles are dropped and the chain reaction conditions exist, the chain reaction automatically continues.



EDIT MODE

In this mode you can create your own Bust-A-Move puzzles. You can store up to 25 puzzles on a Memory Card (8MB) (for PlayStation®2).



PUZZLE EDIT

Create your own Bust-A-Move puzzles.

PLAY PUZZLE

Play your newly created puzzles here. You can also play puzzles created by your friends.

SAVE

Save the puzzle you just created in Puzzle Edit mode to a memory card.

LOAD

Load a saved puzzle from the memory card.

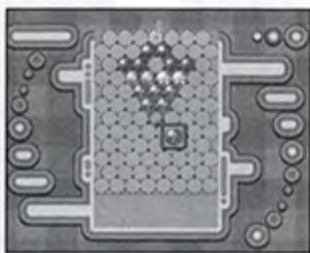




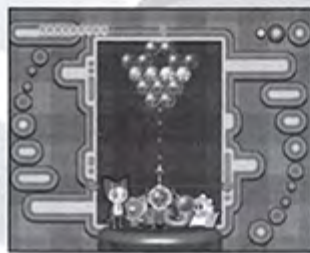
HOW TO EDIT



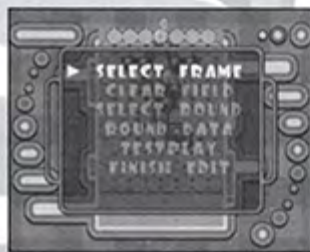
1) Choose Edit from the Main Menu and select Puzzle Edit in the Edit Menu. (Note: if you previously created a puzzle that you wish to edit, load it from the Edit Menu first.)



2) In the Edit screen you can choose the size and shape of the field. Then set up the different bubbles as you like.



3) When you have finished editing your puzzle, you can test-play your puzzle. Select Test Play in the menu to do so.



If you want to continue editing your puzzle, you can go back to the Edit screen and do so.

When you are finished editing your puzzle, choose Exit from the menu. Then from the Edit Menu, choose Save to save your puzzle to the memory card. (Note: If you don't save your puzzle to the memory card, your puzzle will not be stored for future play.)



EDITING CONTROLS

Directional button

X Button

△ Button

□ Button

L1 Button

R1 Button

Move the cursor on the Edit screen and the menu.

Place a bubble on the screen / select a menu option.

Erase bubbles / cancel a menu selection.

Display the edit menu.

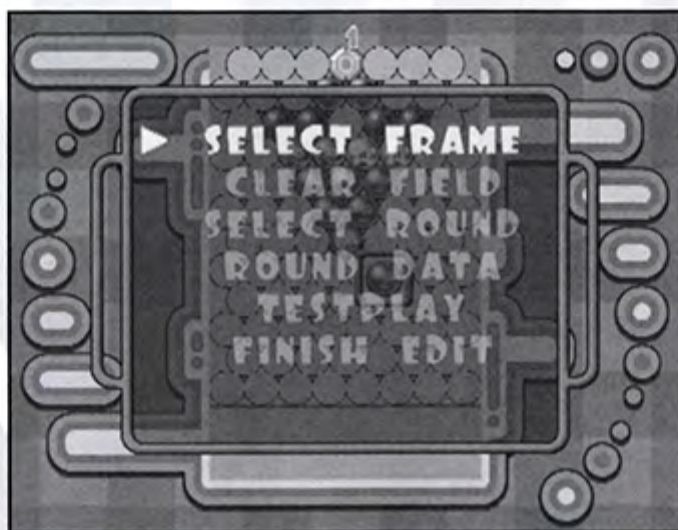
Select bubbles or objects to paint on the screen.

Select bubbles or objects to paint on the screen.



EDIT MENU

If you press the ☐ Button during editing you can bring up the Edit Menu.



SELECT FRAME

Select the frame for your puzzle.

CLEAR FIELD

Erase everything on the screen.

SELECT ROUND

Choose the round you want to edit.

ROUND DATA

Select the order of your puzzles.

TEST PLAY

Test your puzzle by playing it.

FINISH EDIT

Finish editing your puzzle.



HELPFUL HINTS

- When a random colored bubble is placed onto the screen, the color of the bubbles change randomly during play.
- To put a bubble onto the screen, you always need to attach it to a fulcrum block.
- The top row can only contain fulcrum blocks.
- You cannot have more than 50 bubbles of the same color in one puzzle.
- You can, of course, have more than 50 bubbles overall, but not more than 50 of the same one. (i.e., 50 red bubbles, 50 green bubbles, etc. in one puzzle is okay. But NOT 60 red bubbles, 51 green bubbles, etc. in one puzzle.)



OPTIONS

You can change many game settings. Use the directional button to make your selection and press the **X** button to confirm your selection. (Select Exit to return to Main Menu.)

GAME SETTING

Match point: Set the number of rounds needed to win in 2P BATTLE MODE from 1, 3, 5, or 7.

Guide Line: Set the guide line ON or OFF.

CONTROLLER SETTING

Vibration: Set the vibration function of the DUALSHOCK®2 analog controller ON or OFF.

RANKING

The five highest scores of 1P Puzzle mode and CPU Battle mode are listed here.

RESULTS

Here you can see the accumulated results of 2P Battles.

SOUND SETTING

- | | |
|---------------|--|
| Sound mode: | Select mono or stereo sound. |
| BGM test: | Listen to the background music. |
| BGM volume: | Adjust the volume of the background music. |
| SE test: | Listen to the in-game sound effects. |
| SE volume: | Adjust the sound effects volume. |
| Voice test: | Listen to the characters' voices (except for the STORY MODE voices). |
| Voice volume: | Adjust the volume of the characters' voices. |

SCREEN ADJUSTMENT

You can adjust the screen positioning, using the directional pad. Press the **X** button to go back to the Options Menu. Press the **△** button to revert to the default setting.

LOAD / SAVE

A memory card must be inserted in MEMORY CARD slot 1!

- | | |
|------------|---|
| Data load: | Load your data. |
| Data save: | Save your high-score and option settings. |
| Auto save: | You can choose to have data saved automatically. (Note: Auto save does not function in Edit Mode) |

CREDITS

TAITO Corporation

Licensing Manager
Masaaki Ohzuno

Licensing Assistant
James Kay

Ubi Soft Entertainment Europe

President
Yves Guillemot

MARKETING

European Marketing Director
Laurence Buisson-Nollent

European Group Brand Manager
Gabrielle Zagoury

European Brand Manager
Marine Menut

Brand Managers
Emma Fifield
Ronald Kaulbach
Valeria Lodeserto
Sara Fernandez
Emmanuelle Jeser
Michiel Verheidjt
Kristina Mortensen
Evelyn Devoogh
Sandra Baudois
Owen Hughes

Ubi Soft Entertainment U.S.

Group Brand Manager
Karen Conroe

Brand Manager
Corey Fong

PR Manager
Sean Kauppinen

VP of Marketing
Tony Kee

U.S. Packaging Design
David Herman

Business Development Manager
Arisa Furugen

Approval Coordinator
Dave Costello

Special Thanks:

Laurent Detoc, David Bamburger, Randy Gordon, Allen Adler, Tena Lawry, Sarah Ohring, Dan Pontes, Jag Kanda, Jenifer Groeling, Brigham Stitt, Marc Fortier, Rich Kubiszewski, Katrina Medema, Sarah Berridge, Mari Sakai, Melissa Wilks, David Oh, David Herman, and Lisa Carlson.

TECHNICAL SUPPORT

Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact us by phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am-9 pm (Eastern Standard Time).

Contact us by standard mail

If all else fails, you can write to us at:

Red Storm Entertainment
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return policy

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged cartridge or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

UBISOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

Refunds

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

Within the 90-day warranty period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-day warranty period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

Warranty Address and Contact Information

Email: replacements@ubisoft.com

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

Address:

Red Storm Entertainment

3200 Gateway Centre Blvd.

Suite 100

Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.



A faint, stylized illustration of a smiling cartoon character with large eyes and a wide grin, set against a background of radiating lines, suggesting a bright or happy theme.



A faint, stylized illustration of a person's face, possibly a woman, with a heart-shaped eye. The face is rendered in a light gray tone against a background of radiating lines, suggesting a bright light source. The illustration is centered and occupies the middle portion of the page.



BUST IT DOWN!

RAYMAN ARENA

COMING
OCTOBER
2002!

RACE TO THE FINISH. BATTLE TO THE END.

It's multiplayer mayhem Rayman style! Compete with up to 4 of your friends and unleash the power of 9 different characters through 15 obstacle-filled racecourses and 15 blistering battle zones. Are you ready to represent?



www.raymanarena.com



Rayman ©2002 Ubi Soft, Inc. Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Rayman, Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are trademarks of Sony Computer Entertainment Inc.