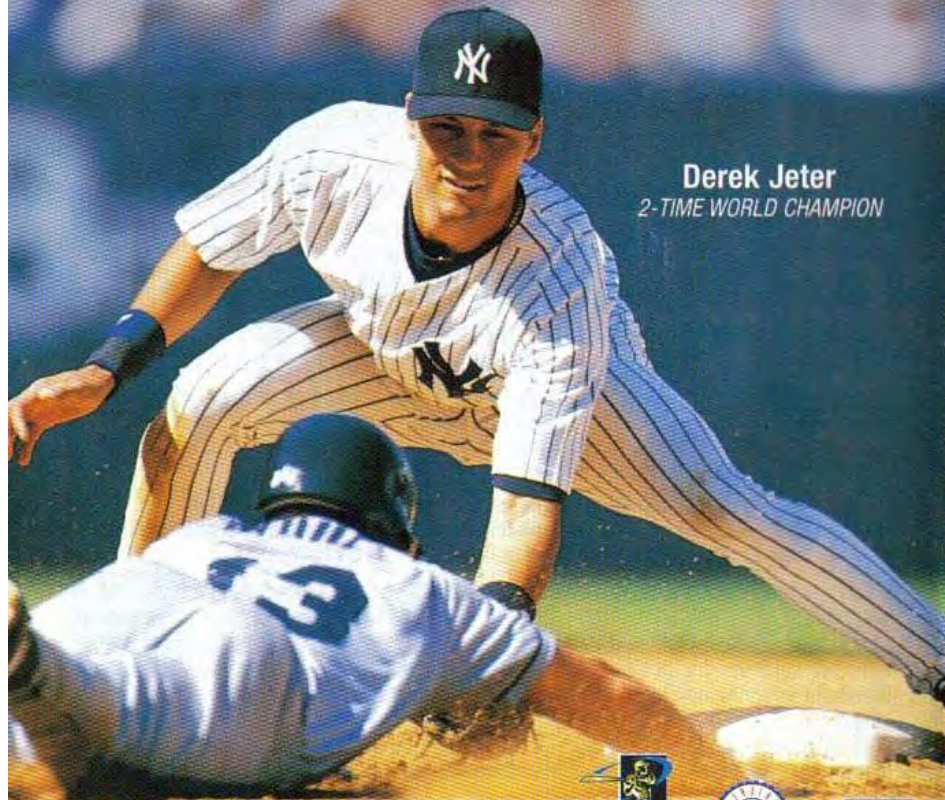# ALL-STAR BASEBALL 2000

The Smash Sequel to
"The Best Video Game of the Year"
—GamePro

Derek Jeter
2-TIME WORLD CHAMPION

ACCLAIM SPORTS

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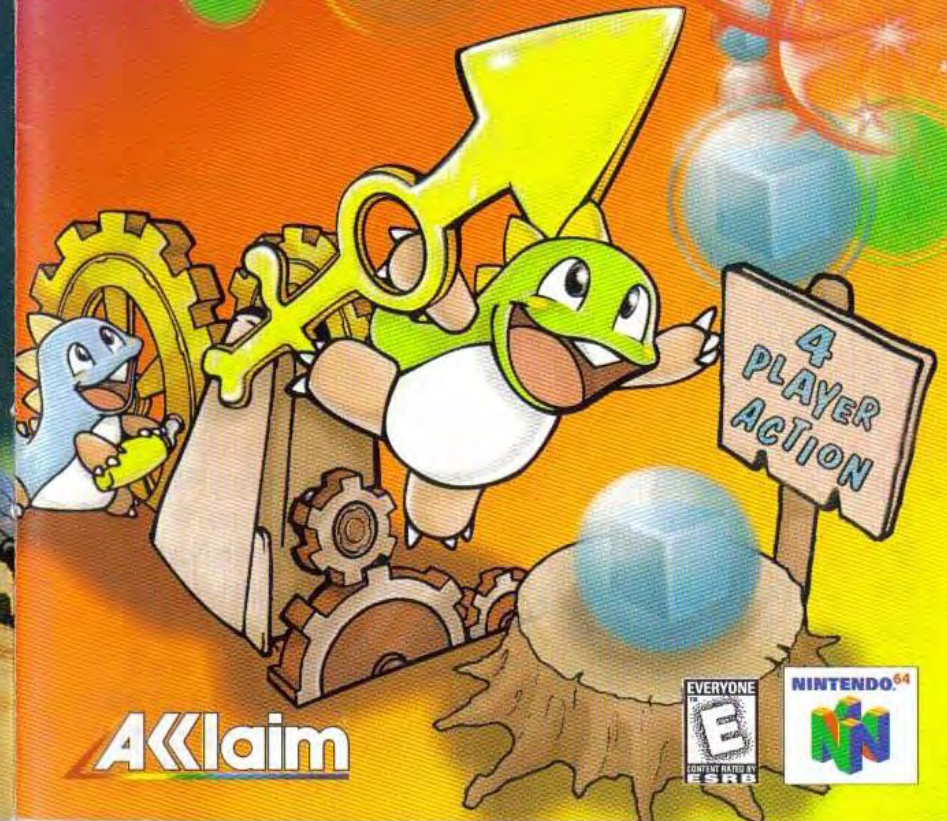
EVERYONE
E
CONTENT RATED BY
ESRB

ACCLAIM ENTERTAINMENT, INC. ONE ACCLAIM PLAZA, GLEN COVE, NEW YORK 11542-2777. PRINTED IN USA

NUS-NB3E-USA

BUST -A- MOVE '99

INSTRUCTION BOOKLET

4 PLAYER ACTION

ACCLAIM

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NINTENDO 64

CONTENTS

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R BUTTONS**.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo 64 Control Deck.

2. Insert your Bust-A-Move 99™ Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.

3. Insert Controller(s) into sockets 1-4. Note: Bust-A-Move 99™ is for up to 4 players. Each must have a Controller.

4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).

5. Slide the power switch to ON **(Important: make sure not to touch the Control Stick when doing so).**

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

THE STORY

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

For one-player gameplay, connect your controller to port 1.

FINE AIM LEFT   FINE AIM RIGHT
LAUNCH BUBBLE
AIM DIRECTION ARROW
PAUSE/ RESUME GAME
FINE AIM LEFT

GAMEPLAY FUNCTIONS

Title Screen/Options Screen/Others

NOTE: Controller button configuration can be changed under Controller Configuration on the Options Screen.

MENUS

• ↑ or ↓ to highlight item
• ← or → 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 **Z BUTTON** to view the pause options menu.

Resume Game
Return to the game where you paused it.

Screen Set
• Press **CONTROL PAD/STICK** + **L BUTTON** to adjust the screen display to suit your monitor.
• Press **CONTROL PAD/STICK** + **R BUTTON** to toggle Game Info Text (score display) ON or OFF.
• Press the **C◄ BUTTON** to use HOME SETTINGS (default settings).
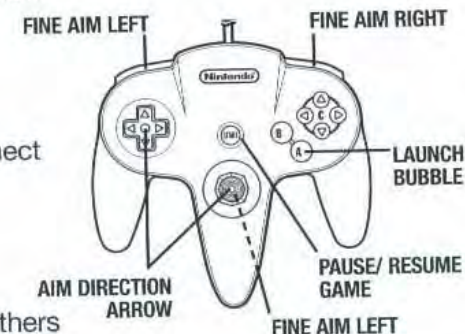
- Press the **C▲BUTTON** to use ARCADE SETTINGS (text is higher on screen).
- Press the **B BUTTON** to toggle on-screen text ON or OFF.

Quit Game

To exit the game, highlight Quit Game and press the **B 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 Modes screen, where you can choose one of 6 game modes in Bust-A-Move 99™, or set your Options. Press ↑ or ↓ on the **CONTROL PAD/STICK** 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.

ARCADE MODE

This mode offers you the arcade conversion of Bust-A-Move 99™.

MULTIPLAYER MODE

Up to 4 players compete at once for Bust-A-Move mastery!

CHALLENGE MODE

In this mode, you are 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 the 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.

4

OPTIONS MODE

- In this mode, the player can modify the selections described below.
- Use ↑ or ↓ on the **CONTROL PAD/STICK** to make your selection and ← or → on the **CONTROL PAD/STICK** to modify digits and other conditions such as difficulty level.
- For SE (Sound Effects) LOAD, use ← or → on the **CONTROL PAD/STICK** to make your selection and press the **A BUTTON** to execute your selection.

Game Level Choose from 4 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.

Controller Pak Lets you access your Controller Pak to save and load High Scores, Options and Rankings.
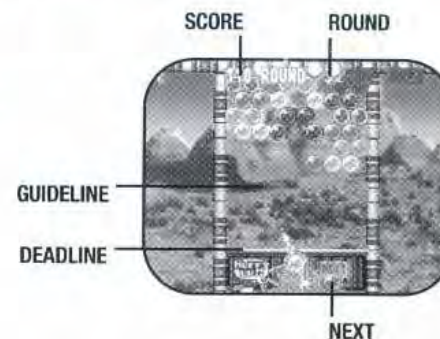
Exit Returns to the GAME MODE selection screen.

THE SCREEN

Score Current total score.

Round Current round number.

Deadline Your game's over once the bubbles on the playfield cross this line.

Guideline Helps you aim your bubbles.

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.

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 ← or → on the **CONTROL PAD/STICK**, and execute your selection by pressing the **A BUTTON**.

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 ← or → on the **CONTROL PAD/STICK** and start the mode with the **A BUTTON**.
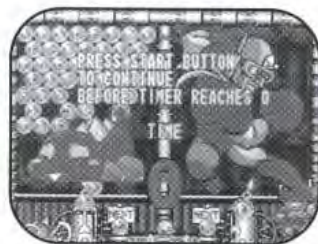
GAME SELECTION

Puzzle (1 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 to select from. Press ← or → on the **CONTROL PAD/STICK** and decide your selection with the **A BUTTON**.

Character Selection

Press either ← or → on the **CONTROL PAD/STICK** to select a character and decide your selection with the **A BUTTON**.

NOTE: When playing Puzzle (1Player), character selection is conducted on the map screen by pressing ↑ or ↓ on the CONTROL PAD/STICK. The game will start after you've selected a character and pressed the A BUTTON.

PUZZLE (1 PLAYER)

Practice Beginner level gameplay with bubble launcher guideline.

Normal Average level of difficulty.

Hard 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 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
NOTE: Connect controllers to sockets #1 and #2.

- 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 **START BUTTON** on the available controller in socket 2.

MULTIPLAYER

Multiplayer mode pits you against up to 3 human or CPU (computer controlled) opponents. There are two multiplayer game modes (**Time Trial** and **Arcade**), which can each be scored in two ways (**Points** or **Wins**). In Time Trial games, the object is to clear your screen as quickly as you can. Bubbles do not clear to opponent's screens in Time Trial. In Arcade Mode, each player tries to be the last player to survive — no bubbles below the deadline!

Wins When playing an Arcade Wins or Time Trial Wins game, only a 1st place finish counts, and the first player to win the number of rounds set in Rounds To Win is the winner!

Points When playing an Arcade Points or Time Trial Points
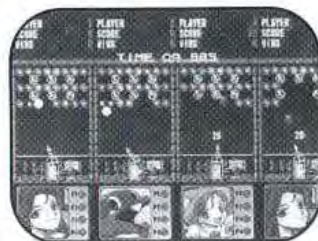
game, points are awarded by finishing order, and play continues until a player reaches the number set in Points To Win. Current points and the points needed to win appear above each player's game field (5/18 would indicate that the player has 5 points and the current game goes to 18 points). Points are awarded in this order:

1st place = 5 points
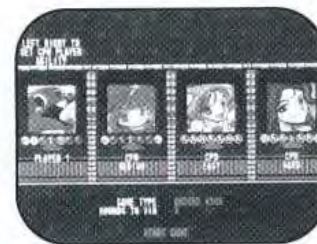
2nd place = 3 points

3rd place = 1 point

4th place = NOTHING

Breaking a Tie When playing a points game, it's possible that two players may have the same score — a tie! To break ties, the player with the most 1st place finishes is the winner. If players are still tied, it goes down to who has more 2nd place finishes, etc. If it's still tied, the player with the highest score will be chosen.

Character Select

To select your character, press ← or → on the **CONTROL PAD/STICK**. Press the **A BUTTON** to confirm your choice. Once you've selected your character, you can choose up to 3 CPU opponents. To do so press ↓ on the **CONTROL PAD/STICK** to move the highlight to the Player text level (below the player box), then press ← or → to highlight an available player box, and press the **A BUTTON** to create a CPU player. Press ↑ to highlight the character select area, then toggle to the desired character. Continue in this manner until you've selected as many characters as you wish to play against.

Difficulty You can set the difficulty of CPU opponents (Easy, Medium and Hard skill levels) by highlighting the difficulty area beneath each player box and pressing ← or → to toggle settings.

Select Bubble Drop (Arcade Mode):

C BUTTONS select which player you drop your discarded bubbles on.

C ▲ = Player 1

C ▶ = Player 2

C ▼ = Player 3

C ◀ = Player 4

Selecting your own number distributes your discarded bubbles evenly across all opposing players.

Win/Loss records appear after each Mutliplayer round.

CHALLENGE MODE

Challenge mode offers 5 different challenge stages, each with 5 rounds. Try your hand at each different challenge, and then see how you did in the evaluation screen!

STAGE MAP

• On the Character Selection Screen, choose a character by pressing ← or → on the **CONTROL PAD/STICK** and decide your choice with the **A BUTTON**. 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 that 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 the aim is to win as many games in a row as you can.

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 fun fest!

ROUND SELECTION

Select the round you wish to play in the manner described below.

You can search for a screen by name by pressing ↑ or ↓ on the **CONTROL PAD/STICK** to move to the next letter.

By pressing ← or → on the **CONTROL PAD/STICK**, you can search for a screen by designer name. Selecting 'END' will return you to the title screen.

After selecting the screen of your choice, press the **A BUTTON** to begin 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 Returns to the Round Selection screen.

EDIT MODE

When you select Edit Mode in the Mode Selection screen it will take you to the Edit Menu screen.

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 finalize the selection.

2. Move the cursor with the **CONTROL PAD/STICK** to finalize positioning of the bubbles.

3. Toggle bubble types by pressing the **L** or **R BUTTON** Fine Aim controls (selecting the R bubble will randomly select the bubble color).

4. Set the bubbles by pressing the **A BUTTON**. Delete bubbles by placing the cursor over the bubble and pressing the **B BUTTON**.

You cannot test 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 **C ▲ BUTTON** while on the Puzzle Setup screen, the Edit Menu window opens. You can change 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).

Clear Screen This will delete all the bubbles that are placed in the field.

Field Size When you select field size and finalize 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 data to the designated round.

Data Exchange Replaces data with the designated round's edited data.

Test Play You can play a round while in the process of editing (the one that is currently being shown). If you clear the round or lose the round you may return to the Edit screen.

Controller Pak

Load Loads saved Edit Data (1st-25th screens).

Save Saves data (1st-25th screens) that has been edited.

Exit Return to Menu Screen.

Puzzle Play

Play your very own puzzle course—the one 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 5-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.

Saving/Loading Data

Only Edit Mode maps can be saved. You must have a Controller Pak to save Edit Mode data. Select Controller Pak on the Edit Menu.

Press ↑ or ↓ 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**.

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.

METAL BUBBLE

Once launched, it will continue eliminating bubbles until it comes in contact with either a wall or Block Bubble.

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 colors.

PRETTIO

A very persistent character that guarantees a pretty steady game. Not very strong on the defensive side. But beware of this character's rainbow bubble-attack!

TWINKLE

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 & 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!

15

NOTES

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