



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY ESRB

SLUS-01159

# BUST A MOVE 2



ENIX



## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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 game 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 game 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 UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- 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 compact 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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# Starting The Game



## PLAY MODES

Press the **START** button to go to the Main Menu screen. Select the game mode you wish to play from the menu list by pressing the directional buttons **UP/DOWN** to highlight the mode and press the **START** button.



## 1 PLAYER GAME (P.6)

Pick your favorite character and dance against the computer.

## 2 PLAYER GAME (P.7)

This is the mode in which two players pick a dancer and compete against each other in a rhythmic dance-a-thon.

## PRACTICE (P.8)

In **PRACTICE** mode you can learn the beat and practice your moves.

## DANCE VIEW (P.9)

**DANCE VIEW** lets you view and choreograph the dance moves of characters who have cleared a 1-Player game.

## OPTIONS (P.12)

Configures sound, load and save game data, and sets up the Vibration Function of the DUALSHOCK™ analog controller.

Note: To play a 2 Player Game you will need to insert a second Controller. As soon as you complete the game with any character, you can select "Dance View".

Bust A Groove 2 only uses MEMORY CARD Slot 1.



# Controller

## HOW TO PLAY

### DUALSHOCK™ ANALOG CONTROLLER

L1, L2 buttons: Not used

**Directional buttons:** Select menu items and commands

**SELECT button:** Not used

**Left/Right Analog Stick:** Not used

**START button:** Game start/Cancel Battle/Retry

**× button:** Select command/Enter dance command/Block (only in EASY mode)

**○ button:** Select command/Enter dance command/Attack (only in EASY mode)

**△ button:** Cancel command/Enter dance command

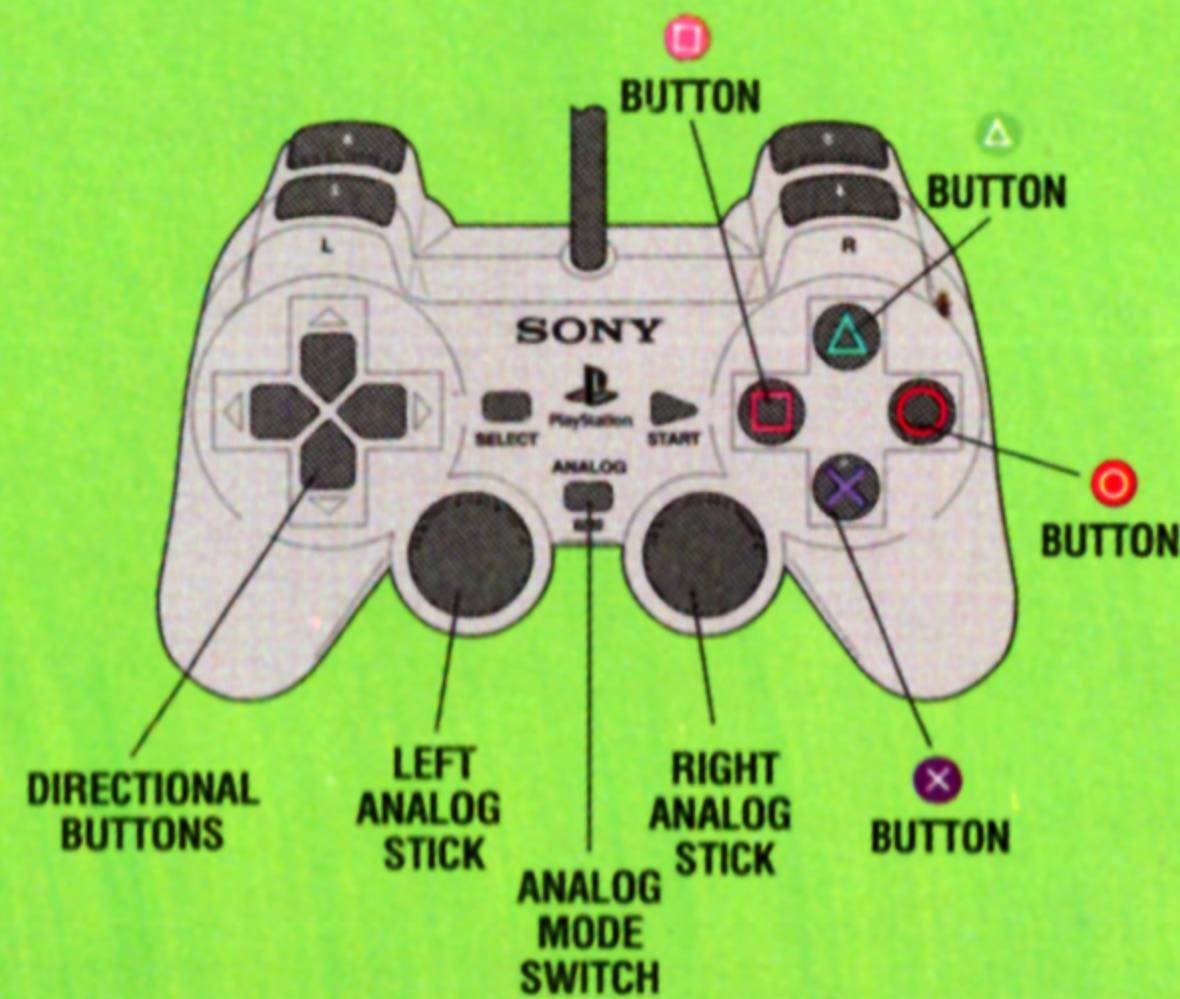
**□ button:** Enter dance command

**R1 button:** Attack/Reversal

**R2 button:** Block

## CONTROLLER

Bust A Groove 2 will use the vibration function of the DUALSHOCK™ analog controller. The vibration function works whether the ANALOG mode switch is set to ON or OFF. You can alter the setting of vibration function on the **OPTION** screen.

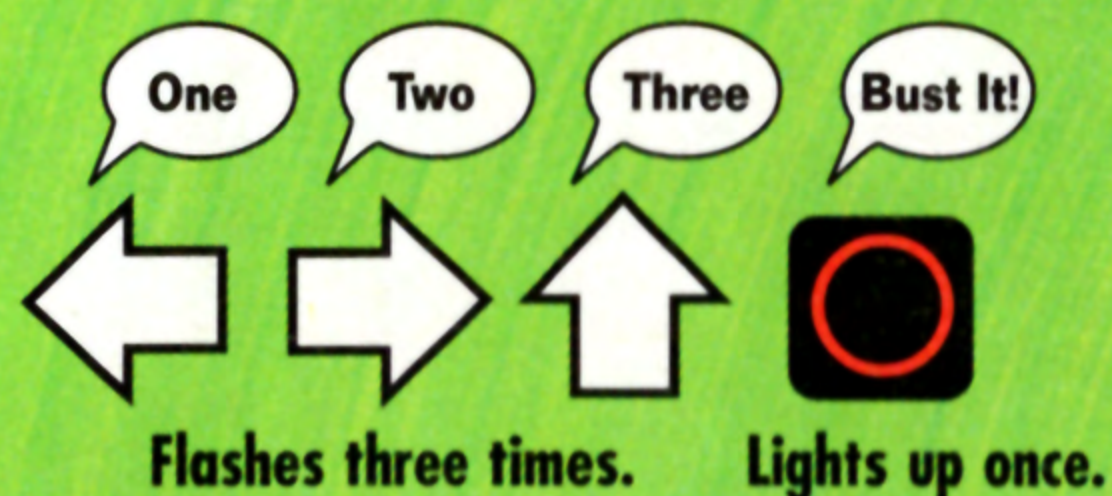




# Dance Battle

## BASIC



**How to select dance command:** The basic rhythm of each song is 4 beats per measure. In a measure of a song, the green portion of the dance command flashes 3 times and the red portion flashes once. While the green portion is flashing, hit the directional buttons according to the arrows displayed on the screen.





On the 4th beat, hit the button as directed in the red circle. If you hit the buttons correctly, your character will execute a dance move.

During the first 3 beats, as long as the order is correct, timing doesn't matter. Dance moves are executed as long as you match the timing of the 4th beat.

**EASY:** Hit the directional buttons according to the arrows displayed on the screen. On the fourth beat another arrow will appear.

**NORMAL:** Hit the directional buttons according to the arrows displayed on the screen, and hit the  button or  button on the 4th beat. If you can keep doing this right, the dancer's moves will become more and more elaborate.

**MIX:** In addition to the buttons used in **NORMAL** mode, mix mode uses  and  buttons on the 4th beat as well.

**DANCE BATTLE:** The player who dances better and more wildly wins. Whoever has the higher score at the end of a song is the winner of the battle.

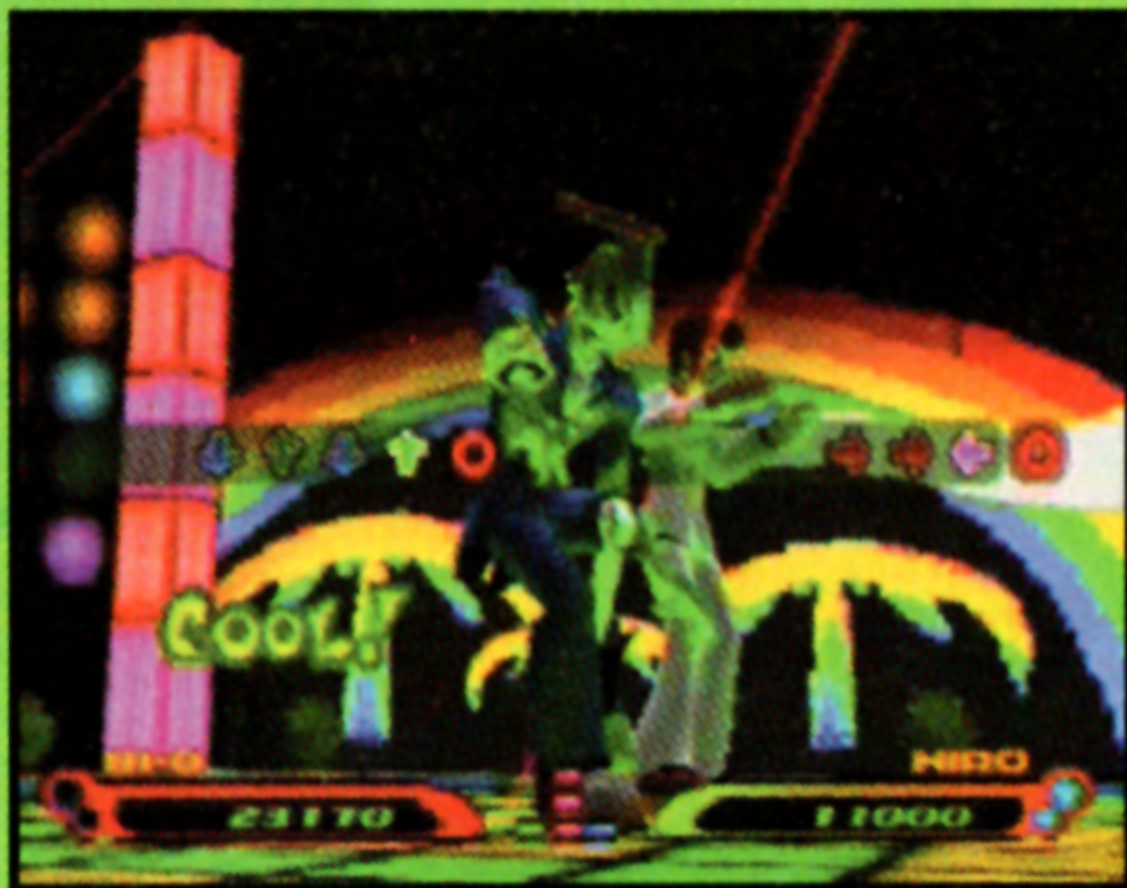
**COMBO:** Characters will put together dance combinations as long as you keep hitting the correct dance commands without missing. You'll receive more points and start busting awesome moves!






# Application


**Dance-Tastic!:** If you hit the 4th dance command exactly on the fourth beat, the command mark enlarges and more difficult commands will appear.




**Groove Bars:** This is a new feature in the Bust A Groove 2 system called "Groove Bars." In the middle of the screen, there are bars of green, red and blue. The number of bars increases for each **COOL!** (green), **CHILLIN!** (red) and **FREEZE!** (blue) either of the players get. The character who aligns the bar horizontally will get bonus points. When the bars are aligned, something fun will happen.



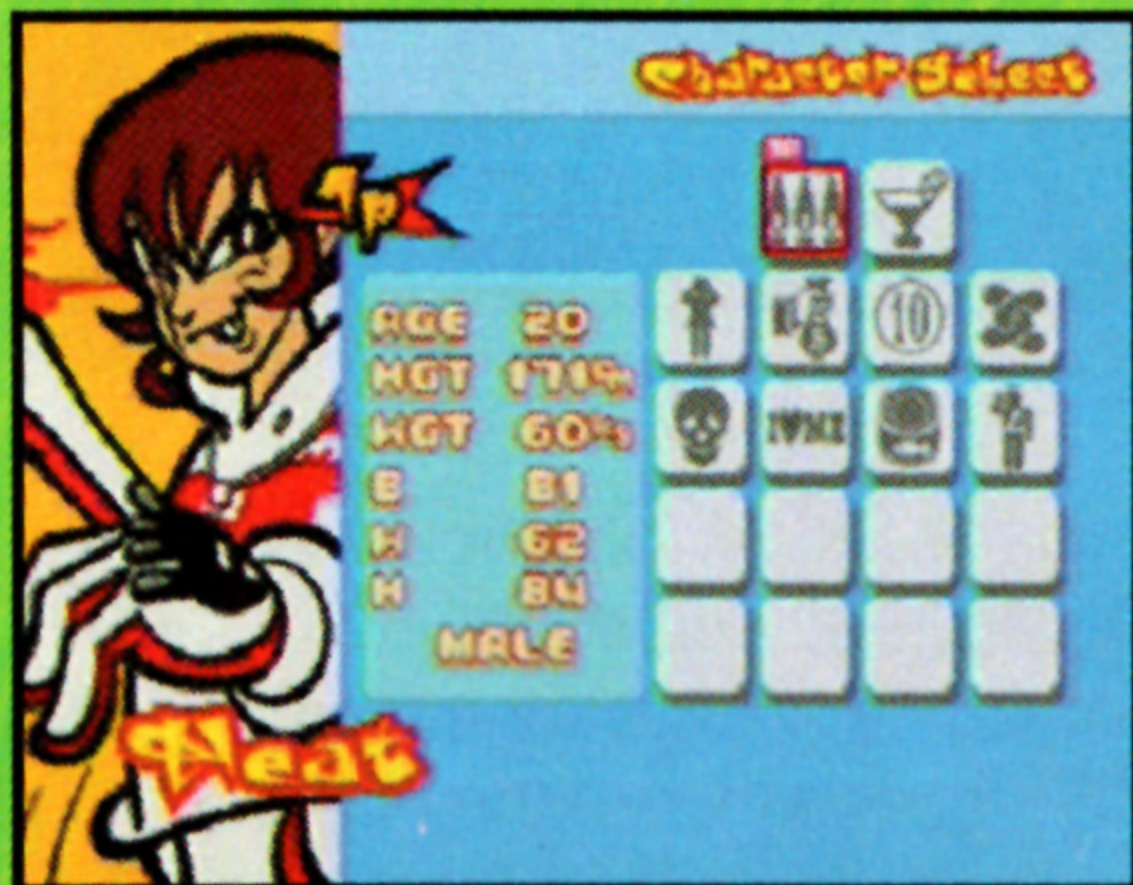
**Attack:** R1 button [EASY] with  button  
Pressing the R1 button on the 4th beat will cause the character to attack the opponent. Opponents will not be able to enter any commands for a time and will have to start their combinations over again. When you successfully attack the opponent, you will steal points from your opponent.

**Block:** R2 button [EASY] with  button  
Pressing the R2 button on the 4th beat will block an opponent's attack. If you avoid successfully, your combo sequence will continue.

**Reversals:** R1 button [EASY] with  button  
By pressing the R1 button on the 4th beat when you see your opponent is attacking you, you can reverse their attack.





# 1 Player Game



## SELECT A CHARACTER

Select a character and the difficulty mode you want by using the directional buttons.

**EASY:** Uses only the directional buttons. It's so easy that you can play the game while you're actually dancing!

**NORMAL:** Uses directional buttons,  and  buttons.

**MIX:** Uses directional buttons, , , , and  buttons (difficult). Dance pros only.

After you select the dancer, the opponent will be displayed on the screen and the dance battle begins. Start your dance commands as soon as the **GO** command disappears from the screen. When the music ends, so does the game, and the winner will be announced.



## TO CANCEL THE BATTLE

If you press the START button during the battle, [QUIT] [RETRY] options will appear on the screen.

[QUIT] Takes you to the opening screen

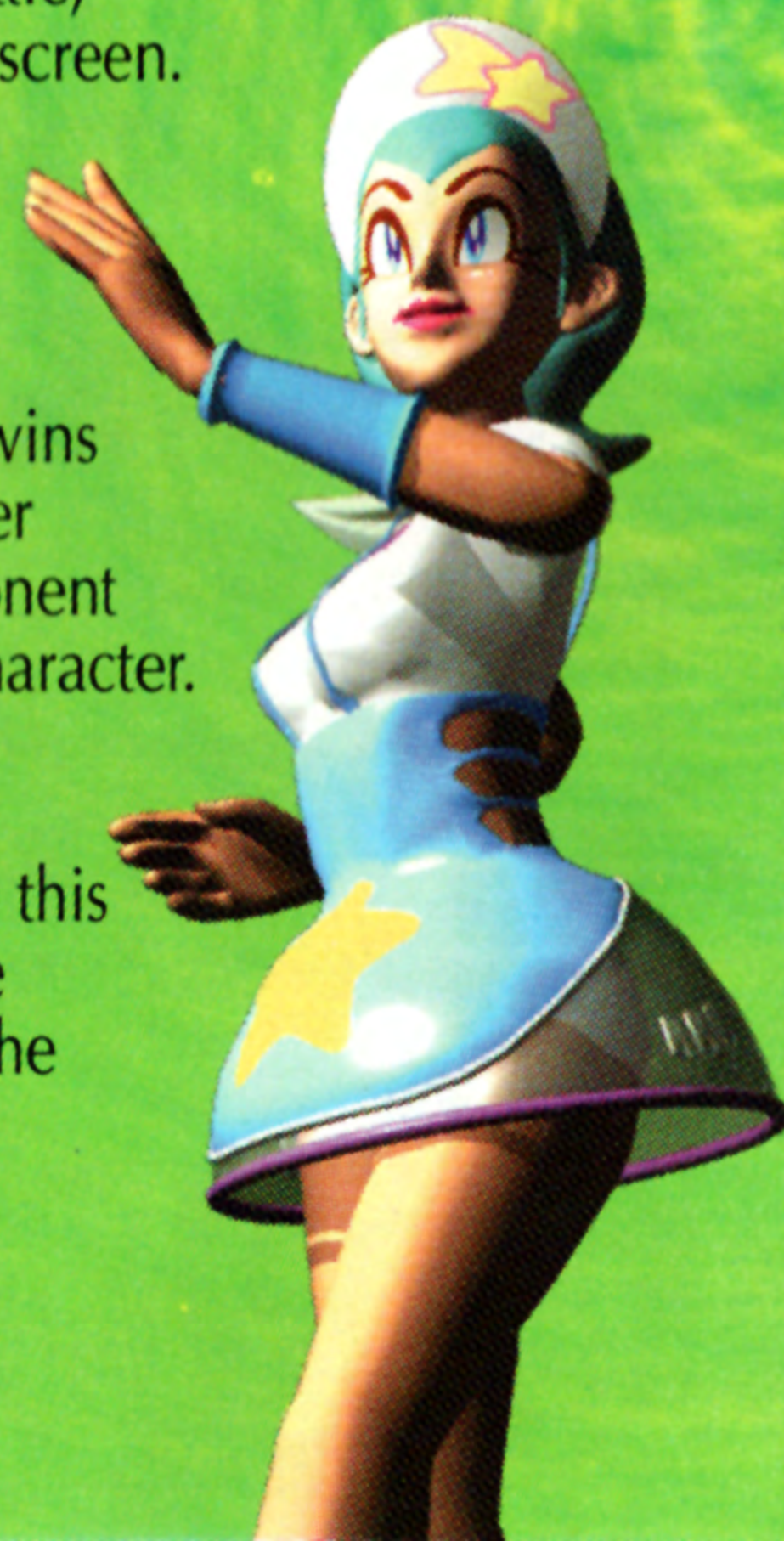
[RETRY] Start the current battle over again.



When your character wins the battle, the computer will pick another opponent to fight against your character.

## CONTINUE

If you lose the battle, the [CONTINUE] window will appear on the screen. While this window is displayed, press the **START** button if you wish to fight against the same opponent. If the timer on the screen reaches zero, **GAME OVER** will appear on the screen, and the opening screen appears.





# 2 Player Game



## SELECT A CHARACTER

Just like [1 Player Game], select a character and the play mode you want by using the directional buttons. Both players can select the same character.

## SELECT THE STAGE

After the selection of characters, the stage selection screen appears. Select your stage by using the directional buttons, and then press the **START** button.

## DANCE BATTLE STARTS

The characters will be displayed on the screen and the dance battle begins. You should start your dance commands as soon as the **GO** command disappears from the screen. When the music ends, so does the battle, and the winner will be announced.

To choose a character's alternate outfit, hold down the **SELECT** button while pressing the **X** button.



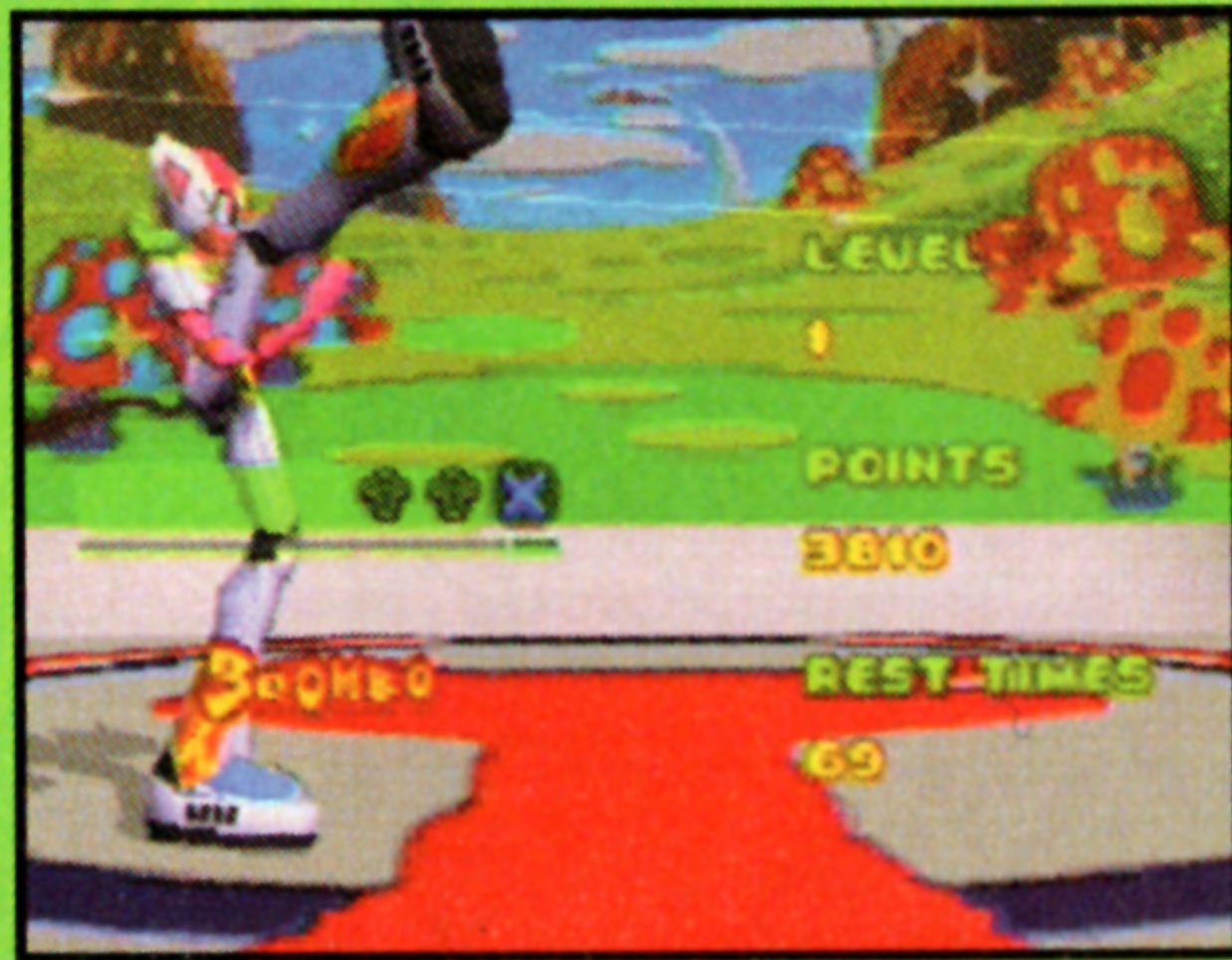
To return to the Game mode selection screen, press **△** button when selecting characters.

[**FEVER TIME!**] occurs only when the player qualifies by getting sufficient points on that stage.



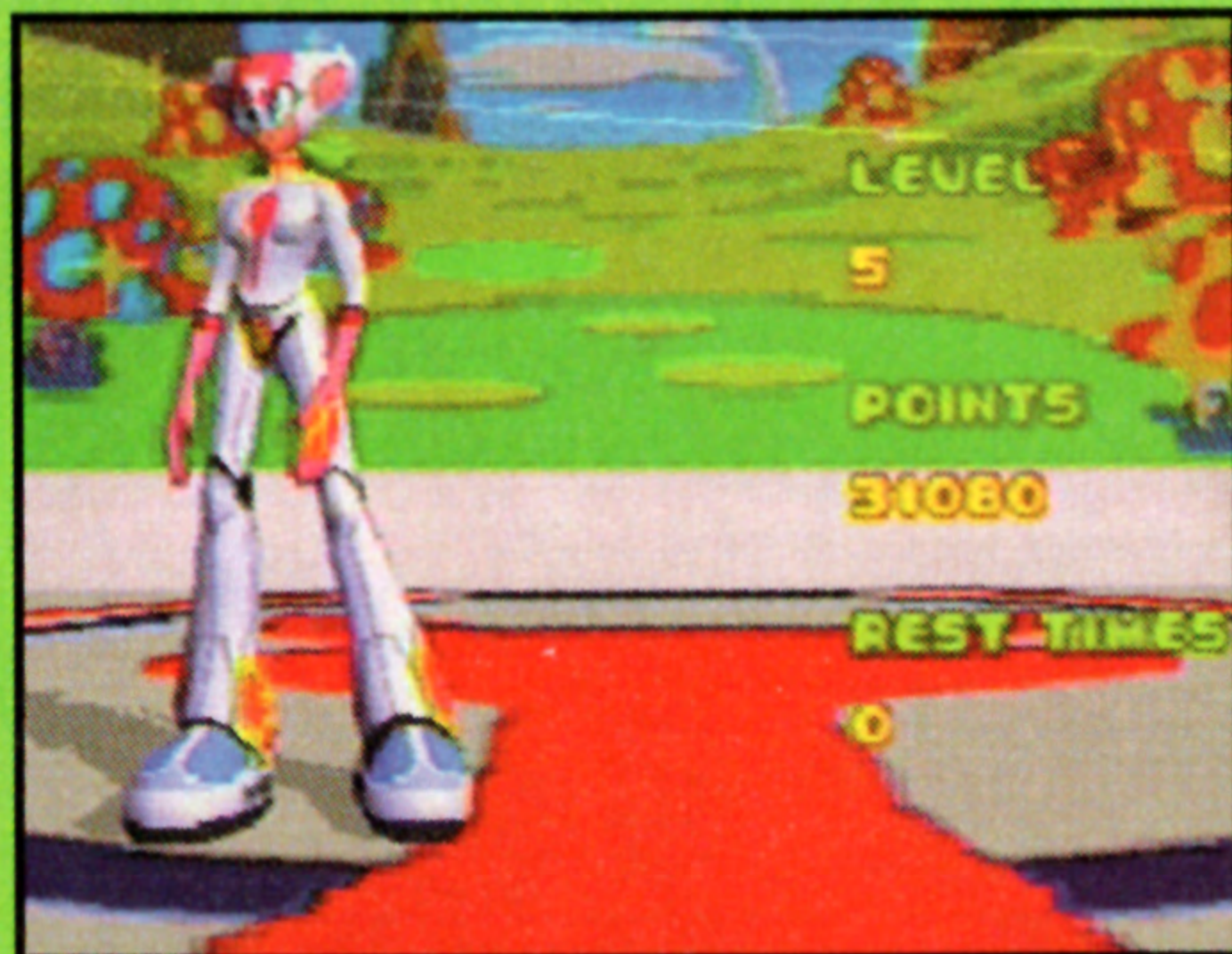


# Practice Mode



This is a mode that you can practice entering commands using your favorite character. Select the character you want to practice with by using the directional buttons and press the **START** button. You can select any level you wish to play, and your starting level is displayed on the right side of the screen. The level goes up as you progress so that you are able to practice more difficult commands.

Once the music ends, the practice is over and the results are displayed. To practice with the same character again, select **RETRY**, and to quit practice, select **QUIT** by using the directional buttons and then press the **START** button.






# Dance View Mode




**Dance View Mode** lets you view and choreograph the dance moves of characters who have successfully won a 1-player game. You can select a character you want to view by using directional buttons and press the START button. You will need a MEMORY CARD inserted into MEMORY CARD slot to save your victories so you can use the Dance View Mode later. See page 12.


**Motion Display:** To view the dance move, enter the dancer's motion into the "Motion List" which is indicated on the left side of the screen. Use the directional buttons UP/DOWN to move the cursor, and LEFT/RIGHT to modify the contents of the dance move. As soon as the music starts, dance move starts as well in order of the "Motion List". By pressing the  button, you can stop the current move and progress to the next one.

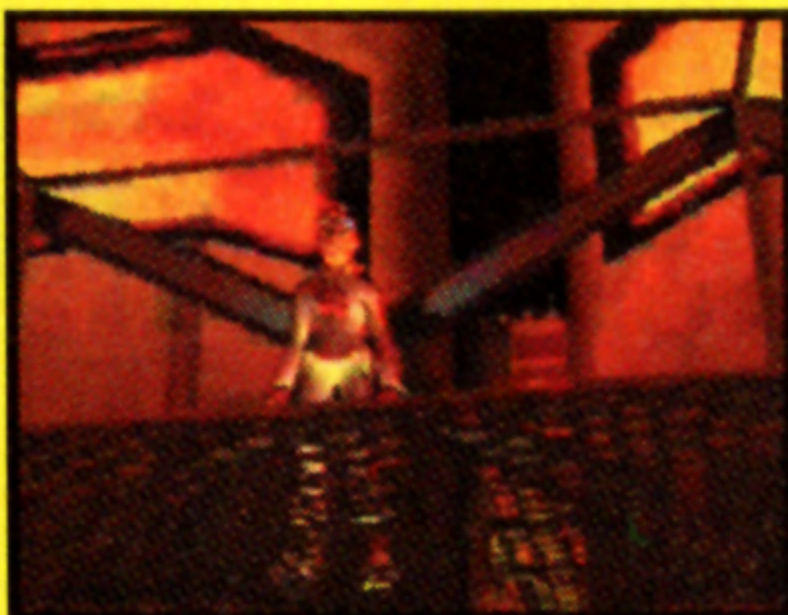
**Route:** View a variety of previously set combos by changing the Route number. Move the cursor to the route number to change the numbers by pressing the directional buttons LEFT/RIGHT.

**Speed:** Sets the movement speed of the character. Press the directional buttons LEFT/RIGHT to set the speed.

**Camera Angle:** Adjusts the camera angle. Select the previously set camera angle by pressing the directional buttons LEFT/RIGHT.

**Move Camera:** Lets you control the camera angle on screen by yourself. The camera can be moved by using the R1, R2, and directional buttons. Zoom out using the R1 Button and zoom in using the R2 Button. Press the  button to cancel this feature.

**Dance Data Display:** To select various displayed data, use the directional buttons. You can also turn ON/OFF the data display by pressing the  button.





# BUST A GROOVE 2

## Characters



### HEAT

A 20-year old former Formula 1 racer who crashed and burned on the track. He miraculously recovered from the accident, and gained the ability to start fires at will. He's waiting for a chance to once again become a racer by using the intergalactic groove-tron power.



### SHORTY

A 13-year old child of a DJ turned diplomat father and a supermodel mother. Her hobby is to collect clothes and accessories that were once used by superstars. Her best friend is the pet that was given by her father as a gift.



### TSUTOMU

An 11-year old who has a professional baseball player as a father and a congresswoman as a mother. He acts as if he were an adult and 99% of all other kids hate him. When he gets upset, he just loses control! He wants to gain the power of groove-tron to become the next president of a students' congress.

### STRIKE

A 22-year old who served time for a crime he didn't commit. In jail, he organized a dance group with fellow inmates. In his off time, he thinks about music and how to use the power of groove-tron to take over society.



### HIRO

A 21-year old Italian dancing hero living in Japan. He moved out this year from his box-sized apartment due to the rent increases. When Saturday night hits, he goes out to get the dance fever. He is trying to use the groove-tron power to have the perfect hair style that never messes up even when wind blows it.







## COMET

A 16-year old Sushi bar waitress. Her sister is Frida who is an artist. She loves being a part-timer so much that she has 12 different part time jobs. She donates all the money she earns from the jobs to volunteer groups that help saving endangered species.



## BIO

A 47-year old father of mad scientist Gas-O (who appeared in the last version). He and Gas-O got into a fight and Gas-O sprayed him with gas and lodged an ax in his head. Gas-O is serving time in jail right now.



## KITTY-N

A 17-year old costume play star who is busy as the main character in a new TV series, "Litterbox Warriors 5." Her real name is Kitty Nakajima, but she hates to be called that name.



## CAPOEIRA

CAPOEIRA came from the planet of the same name, and their ages are unknown. Their mission is to collect old tinfoil billboards. This time each CAPOEIRA alien has an individual personality. The names of the Capoeira aliens are Kiki & Lala.



## KELLY

A 24-year old executive at a foreign capital trading firm who loves to play in costumes. She is a very mysterious, sexy woman. In addition to her BABY SUIT, she purchased some new original costumes incurring great debt. She wants to gain the power of groove-tron to pay off all the debts.



# Options

Press the directional buttons UP/DOWN to select the item you want to change then press the **START** Button.

## SOUND OPTION

### SOUND

BGM VOLUME

You can choose either VOCAL or INSTRUMENTAL  
Volume control of BGM

BGM TEST

(Press the directional buttons LEFT/RIGHT)

You can listen to each dancer's theme music

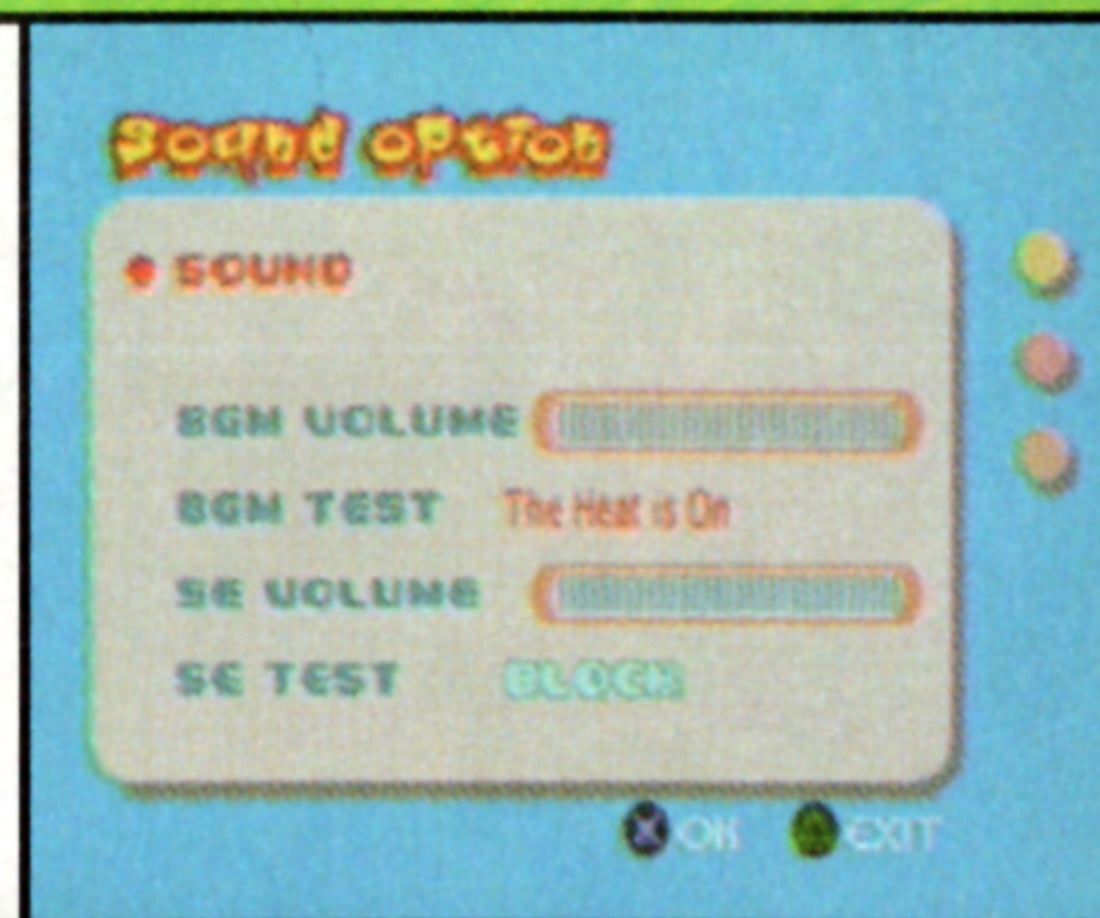
SE VOLUME

(Press the directional buttons LEFT/RIGHT)

Volume control of sound effects

SE TEST

You can listen to various sound effects



## MEMORY CARD

SAVE DATA

Save game data into a Memory Card

LOAD DATA

Load game data from a Memory Card

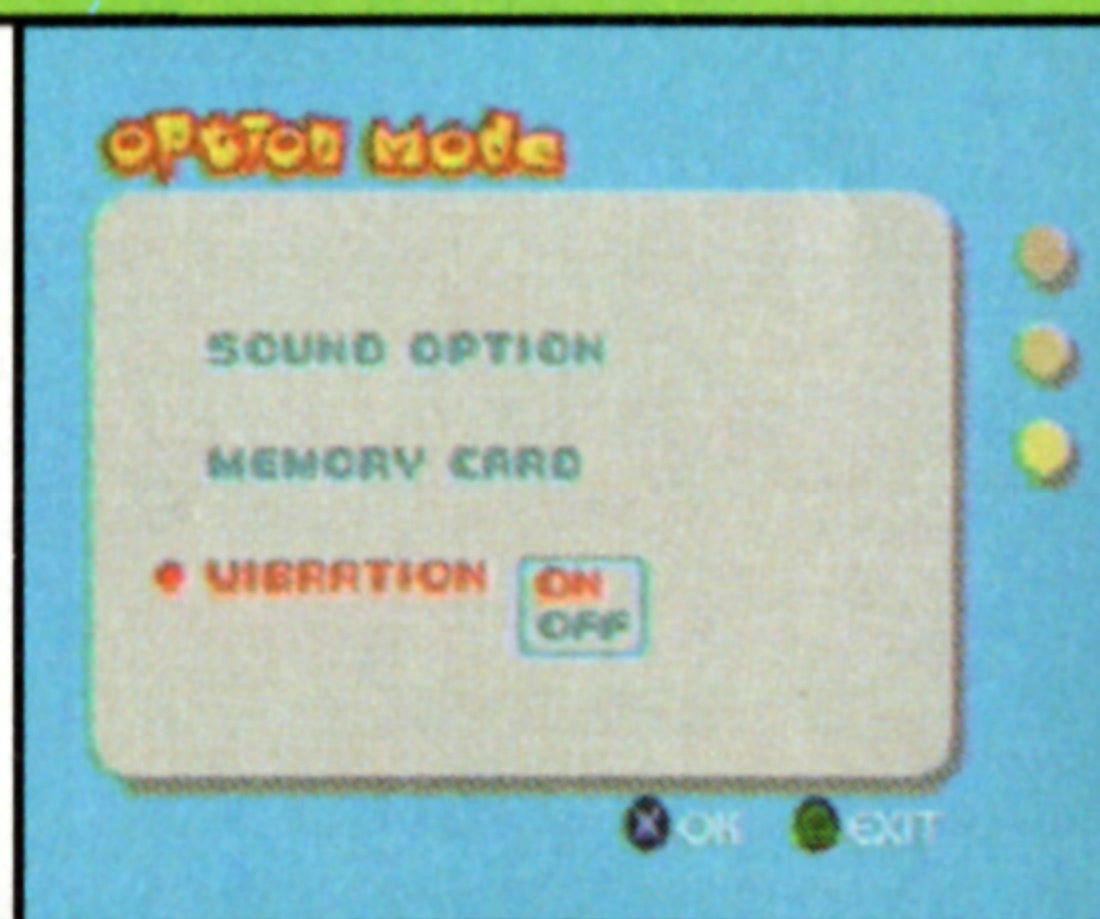
AUTO SAVE

Set on/off auto save



## VIBRATION

Set Vibration Function ON/OFF





# Bust-A-Groove 2 Staff

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# BUST A GROOVE 2

Bring  
Down



The  
House

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