

Puzzle Link 2™

Developed by
YUMEKOBO

Distributed by
SNK CORPORATION
SNK BLDG., ENOKI-CHO, SUITA-SHI, OSAKA, 564-0053, JAPAN

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YUMEKOBO
夢工房

● Handling Manual ●

NEOGEO POCKET software cartridge

★ Works exclusively with NEOGEO POCKET COLOR



GREETINGS

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment.



Puzzle Link 2 is a puzzle game where you fire linkable connectors to clear targets scattered about the game screen. The game has several play modes, providing endless hours of fun. In the Card Game Mode, your speed and decisiveness are key. In the Clear Mode, you try to clear all the targets on the screen. In the Battle Mode, you compete head-to-head with another player using the NEOGEO POCKET LINK CABLE. You can also collect character cards and battle with them!



Contents



● Basic Operations	4
● Starting a Game	5
● The Game Screen	6~7
● Basic Rules/Basic Controls	8
● Clearing Targets/Chain Reactions	9
● Power UP	10
● Game Modes	
● I. Card Game Mode	11~12
● II. Endless Mode	12
● III. Battle Mode	13
● IV. Clear Mode	14
● V. Card Mode	15~16
● Options	17
● Hints	18



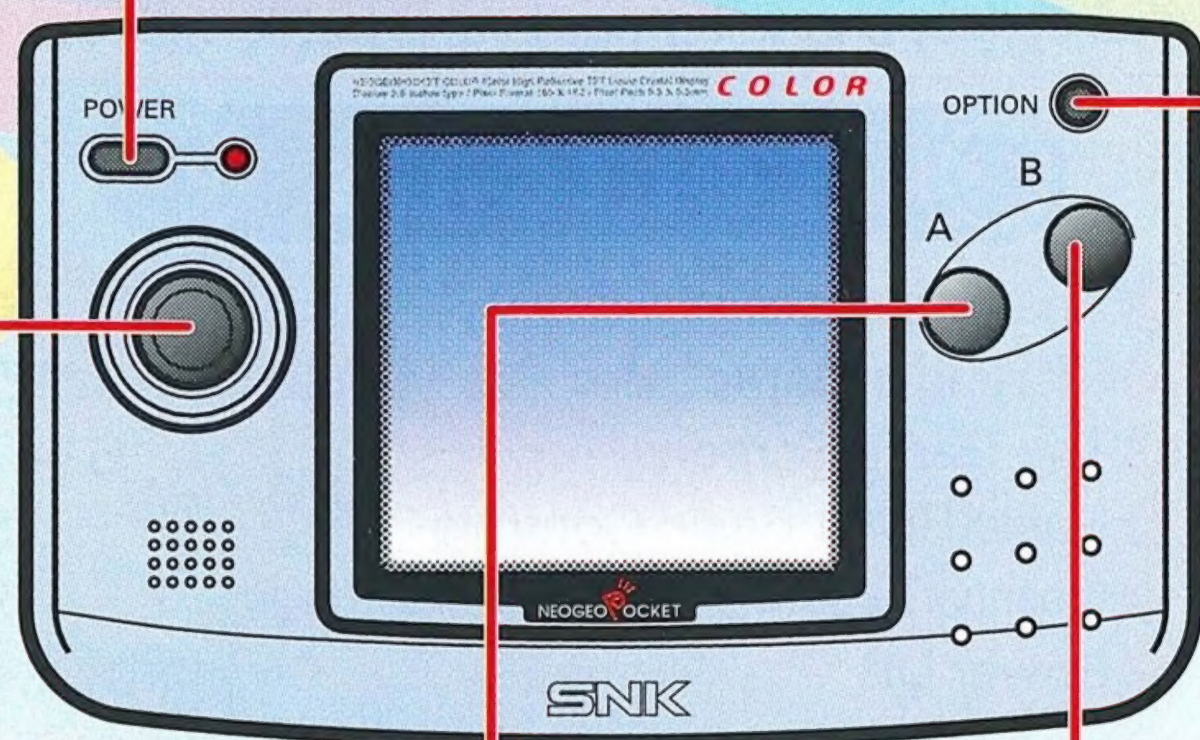
Basic Operations



POWER Button

Option Button

- ? Pauses the game
- ? Resume the game
- ? Displays undo menu



Joystick

- ? Moves character
- ? Scrolls targets
- ? Selects a card
- ? Moves cursor

A Button

- ? Starts game
- ? Fires connectors
- ? Selects menu options

B Button

- ? Erases connectors
- ? Cancels menu options
- ? Returns to previous menu



Starting a Game



- 1 Insert the game cartridge into the NeoGeo Pocket Color unit, then press the POWER Button ON.
- 2 Press the A Button during the demo to display the title screen.

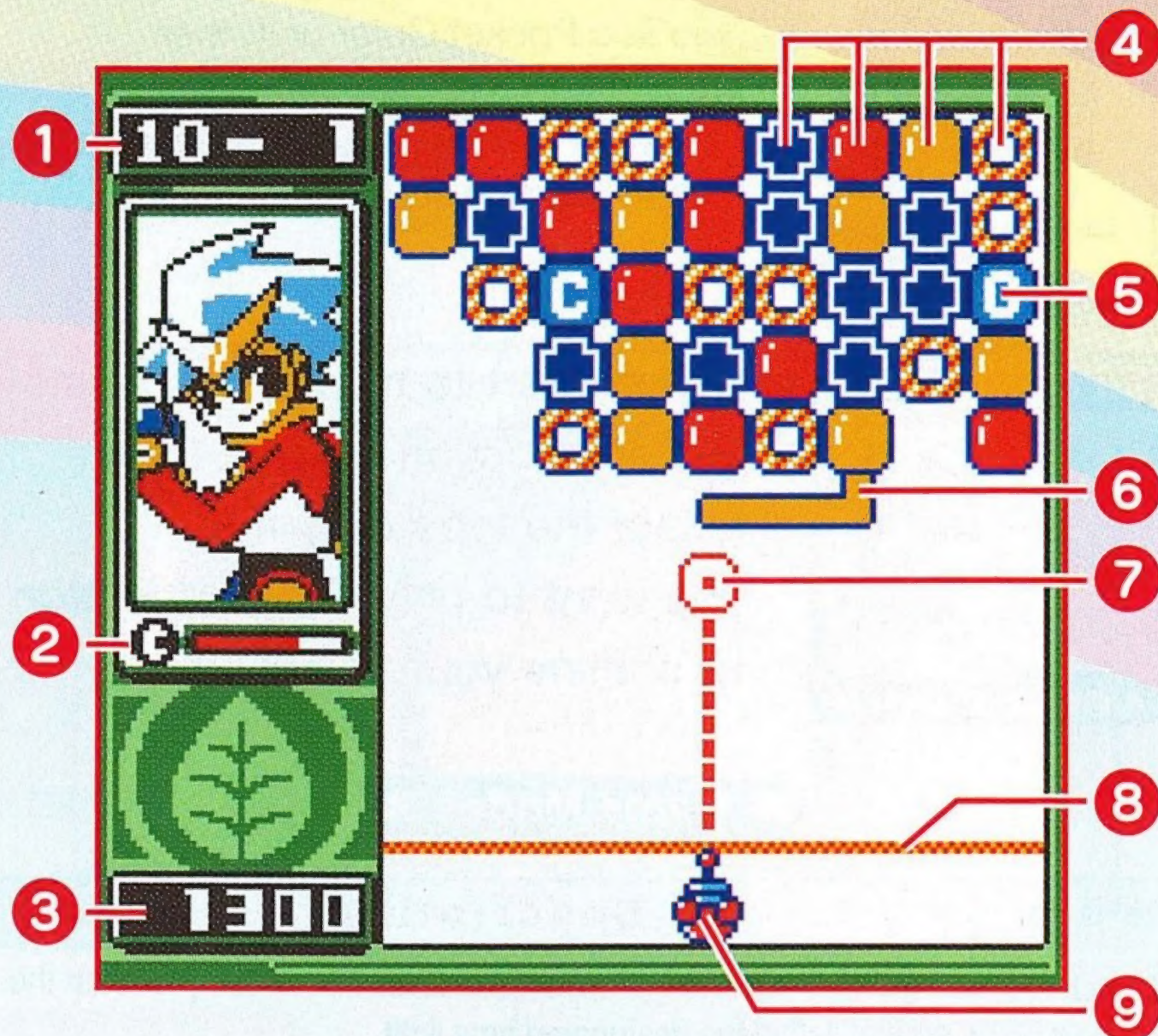


- 3 Select Start to display the Game Mode Selection screen, then select the type of game you want to play. Press A Button to confirm your selection.

Game Modes

Mode	Description
Card Game	A game mode in which you win a character card if you clear the screen within the designated time limit.
Endless	A game mode in which you try to clear as many targets as possible.
Battle	A game mode in which you compete against another player.
Clear	A game mode in which you try to clear all targets on the screen.
Card	A game mode in which you compete against the computer or another player using character cards.

The Game Screen



☆ The above screen shows the Card Game mode.
The screen layout changes depending on the game mode.

1 Stage and round

2 Character card gauge

If you clear the screen before the gauge gets to 0, you can win a character card.

3 Score

4 Basic target

You can choose the type of target used in the Option screen.

5 Round clear targets

Connecting these targets clears the screen.

6 Connectors

Connectors are fired from your character.

7 Sight and guideline

8 Deadline

The game ends if a target crosses this line.

9 Character

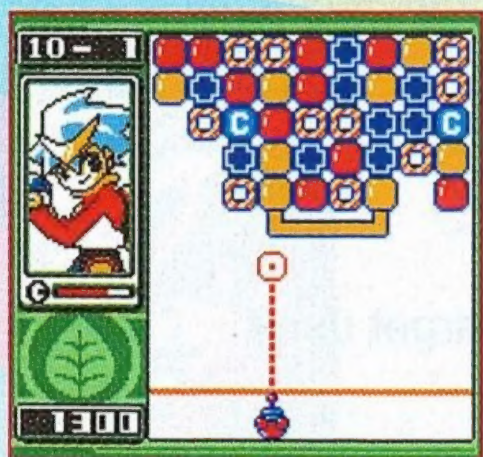
This is the character you control.



Basic Rules



Puzzle Link 2 is a puzzle game in which you fire linkable connectors clear matching targets scattered about the game screen.



Connect like this...



and the targets will be cleared!



Basic Controls



Move your character left or right with the Joystick.



Use the A Button to fire connectors.

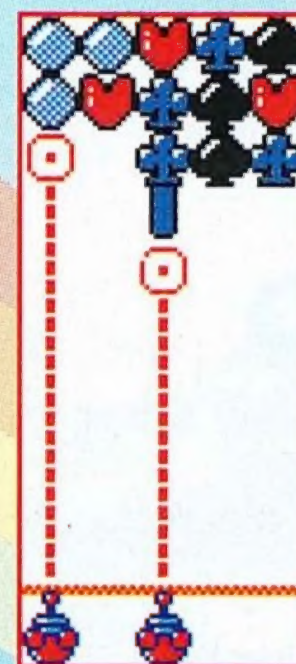


You can use the B Button to erase connectors if you want to change targets.

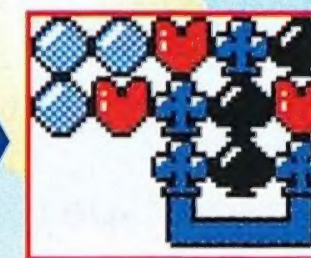
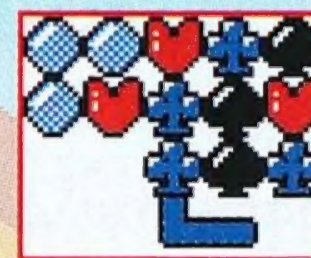
☆ Pushing the Joystick down once will increase the number of target rows by one.



Clearing Targets



- ❓ Move your character directly under the target you want to clear.
- ❓ Press the A Button to fire a connector for the target type that the character is under.



- ❓ The character will keep firing the same connector type until the target is cleared, or use the B Button to erase the connectors.
- ❓ Targets will be cleared from the screen once you have linked them together with connectors.



Chain Reactions



- ❓ Clearing targets causes the remaining targets to fill up any open space above them.
- ❓ As the targets move upwards and fill up open space, they may touch other targets of the same type, causing a chain reaction that awards you bonus points.

Power UP

In the Endless Mode, you receive a Power UP once the Power Up gauge becomes full.

What Does A Power UP Do?

- ❓ When you clear a target, all targets of the same type on the screen are also cleared.
- ❓ You get three Power UP shots.
- ☆ Increasing the amount of rows on the screen by pressing the Joystick down, will increase the amount of points you can get using a Power UP! Since using a Power UP allows you to clear large numbers of targets at once, try to clear the targets that will create a large chain reaction!

When this gauge is full, you get a Power UP!



Game Modes

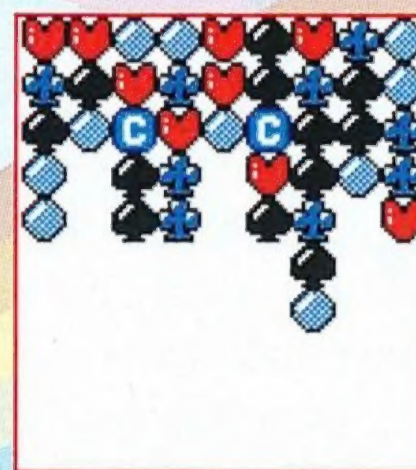
I. Card Game Mode

A Start

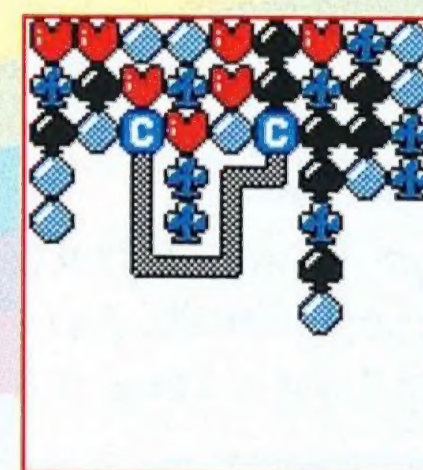
- ❶ Level: You can choose from one of five difficulty levels.
- ❷ Stage: Select any stage from among those you have cleared so far.
- ❸ The game starts.

B How to finish a round

- ❓ After you have cleared a certain number of basic targets, round clear targets will appear.
- ❓ Link together the round clear targets with connectors to finish the round.



When the round clear targets appear...



connect them to finish the stage!

Start

- ① Select Ante Card : Choose the card you will ante against your opponent. If you lose the game, your opponent takes this card.
- ② The game starts.

Playing the game

- ② Each player selects a character card.
- ② The player who selected the winning card gets a number of points, depending upon how strong the card he or she won with, is.
- ② The first player to get 6 points wins the game.

Getting cards

- ② The winner of a game keeps both Ante Cards.

Point table

The table below shows how many points a player gets for winning.
An X indicates a loss.

The result of the card game and point table.

		Your card				
		A	K	Q	J	10
Opponent's Card	A		②	②	②	X
	K	X		①	①	①
	Q	X	X		②	②
	J	X	X	X		④
	10	⑤	X	X	X	

☆ When both players play the same card, the one with the highest card score wins.

☆ A player who wins after playing the same card as their opponent wins 3 points.

Options

Card File

View detailed data for the character cards you obtained playing the Card Game Mode.

Targets

Select from three different target types:



Ranking

View rankings for the Card Game and Endless Modes.

Auto Off

Turning this option ON will cause the NeoGeo Pocket Color unit to automatically shut off after 10 minutes of inactivity.

Reset

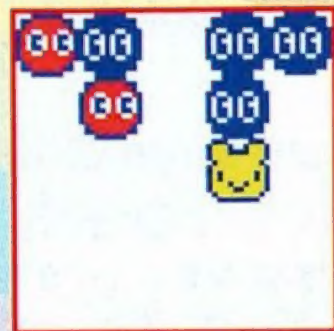
Select reset to delete all saved data in memory.



Hints



Clear three targets!



If you connect the middle target last...

You can clear three separate targets at once!

Add more rows!



Press the Joystick down to add more rows...

If you connect the right targets...

You can create a huge chain reaction!

☆ When you get a Power UP, be sure to add more rows to get the most out of it!

Can you get all the cards?



Memo

