Puzzle Link 2™

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NEOGEO POCKET



Puzzle Link 2™

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!

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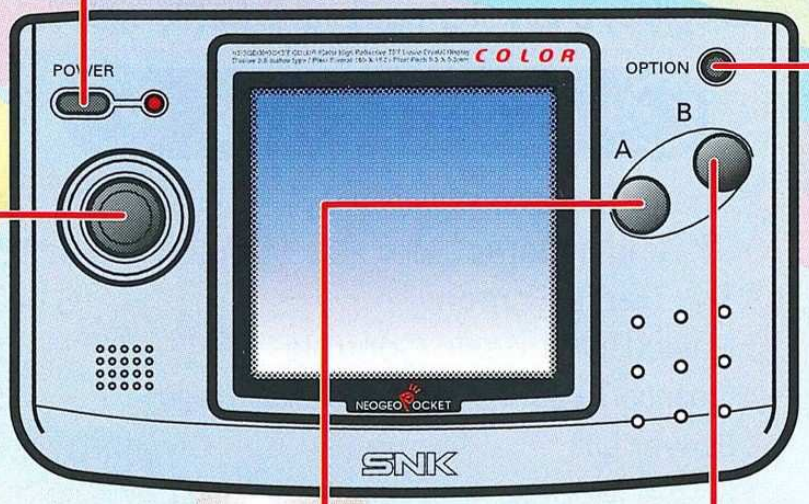
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Basic Operations

Option Button

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

POWER Button



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.

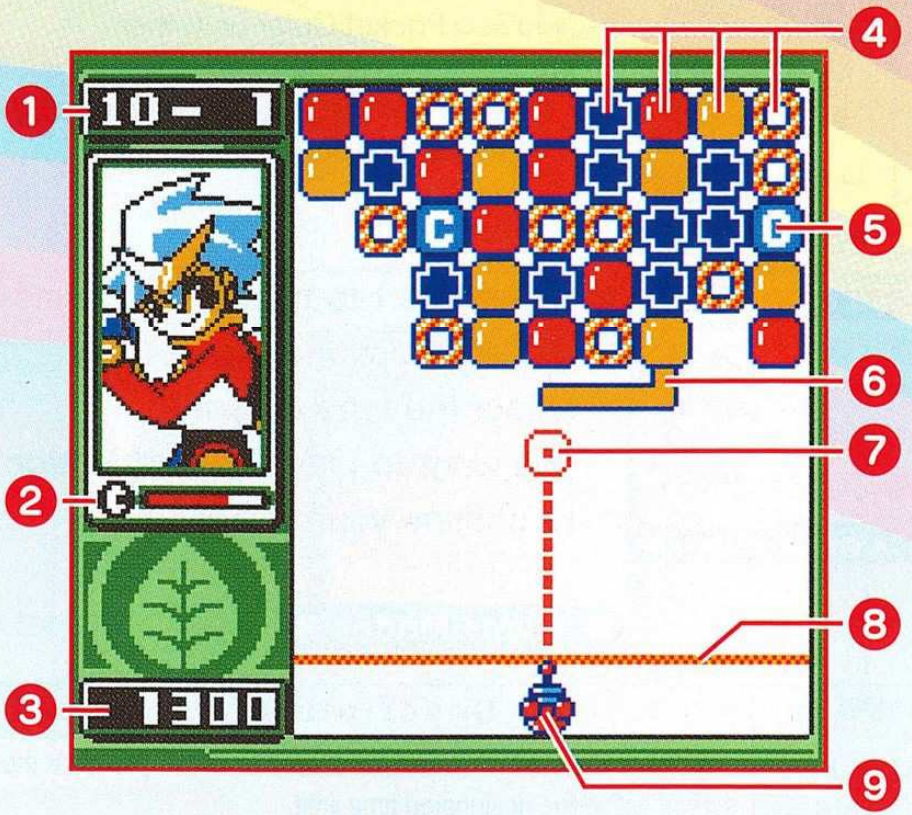


3. Select Start to display the Game Mode Selection screen, then select the type of game you want to play. Press A Button to confirm your selection.

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.

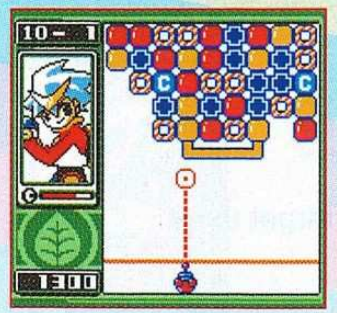
7 Sight and guideline

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!

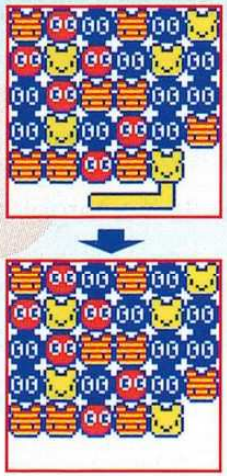
Basic Controls



Move your character left or right with the Joystick.



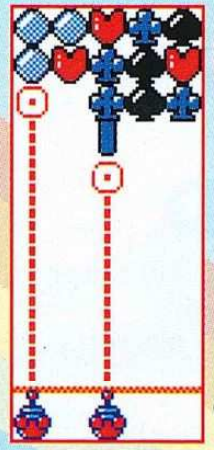
Use the A Button to fire connectors.



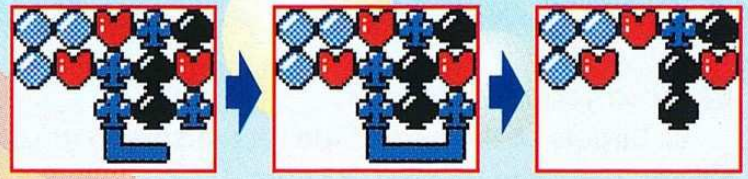
You can use the B Button to erase connectors if you want to change targets.

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

Clearing Targets

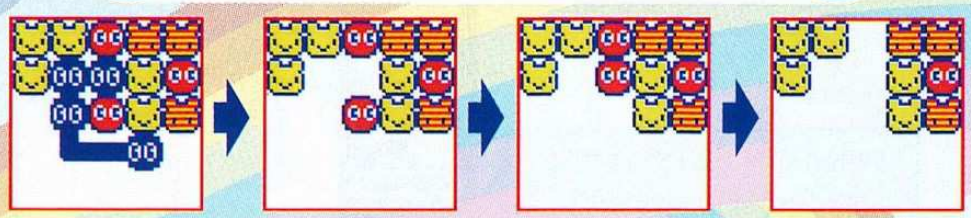


- Move your character directly under the target you want to clear.
- Press the A Button to fire a connector for the target type that the character is under.



- 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

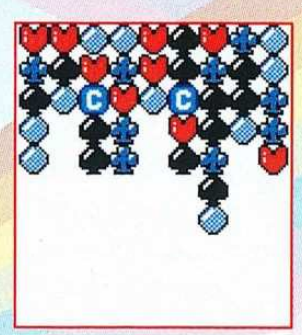
I. Card Game Mode

A Start

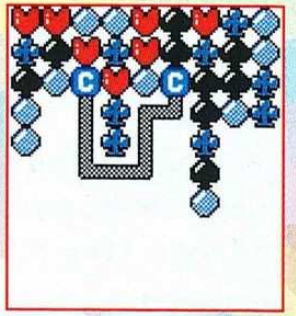
1. Level: You can choose from one of five difficulty levels.
2. Stage: Select any stage from among those you have cleared so far.
3. The game starts.

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!

C Game Over

- The game ends when eleven rows of targets stack up vertically and cross the deadline.

D Getting character cards

- You get a character card if you finish a round before the gauge runs out. Try to collect them all!
- The type of card you can get depends on the stage you have selected.

II. Endless Mode

A Start

1. Select Target: Choose from 2-4 target types.
2. Select Power UP: Toggle Power UP On or Off.
3. The game starts.

B Level Up

- The game level will increase in relation to how many targets you clear.
- The highest is Level 9.

C Game Over

- The game ends when eleven rows of targets stack up vertically and cross the deadline.

III. Battle Mode

In this mode, you compete head-to-head with another player using a NEOGEO POCKET LINK CABLE(sold separately).

A Set-up

What you need

- Two NeoGeo Pocket Color units
- Two Puzzle Link 2 game cartridges
- One NEOGEO POCKET LINK CABLE

Connect the NeoGeo Pocket Color units with the NEOGEO POCKET LINK CABLE. Make sure a game cartridge is properly inserted into each unit, and then turn both units ON.

B Starting a game

Once you see the title screen on both units, select Battle to start the game.

Special Battle Game Rules

- When you cause a chain reaction on your screen, you can send targets to your opponent's screen.
- You lose when eleven targets stack up vertically and cross the deadline.
- The player who gets three wins first wins the match.

Note! The Battle game will only operate properly if you follow the directions under "Set-up" given above. The Battle game will not operate properly if the cable is disconnected and reconnected during play.
If the Battle game is not operating properly, both players should turn off their units, and then start the Set-up procedure from the beginning.

IV. Clear Mode

A Start

❶ Type : Selected with Fixed (fixed puzzle order) or Random (random puzzle order).
❷ Round: If you selected Fixed order, you can select the round from which to start.
❸ The game starts.

B How to finish a round

❓ You finish a round by clearing all the targets on screen.

C Game Over

❓ The game ends if it is no longer possible to clear the remaining targets.

Undo Menu

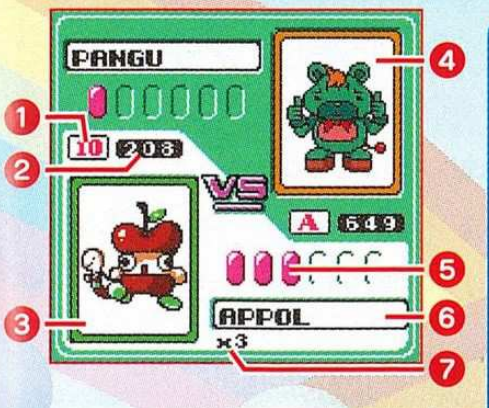
❓ Pressing the Option Button after clearing a target displays the Undo Menu.
❓ Selecting "Undo" returns the puzzle to its state before you cleared the previous target.
❓ Selecting "Restart" resets the puzzle to its beginning state.



V. Card Mode

This mode can be played against the computer or another player using the NEOGEO POCKET LINK CABLE.
If you wish to play against another player, refer to the "Set-up" guide on page 17.

A The Card Mode Screen



❶ Group
There are five groups :10, J, Q, K, and A.
❷ Card Score
❸ Your card
❹ Your opponent's card
❺ Points
The first player to get 6 points wins.
❻ Character card name
❼ Character Card type
This shows the number of cards you have of the type displayed. You can have up to 99 cards with the same name.

B How to Play

You must have at least 2 cards of each group (10, J, Q, K, A) in order to play. You can get cards by playing the Card Game Mode.

C Start

❶Select Ante Card : Choose the card you will ante against your opponent. If you lose the game, your opponent takes this card.

❷The game starts.

D Playing the game

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

E Getting cards

- The winner of a game keeps both Ante Cards.

F 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.

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

☆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

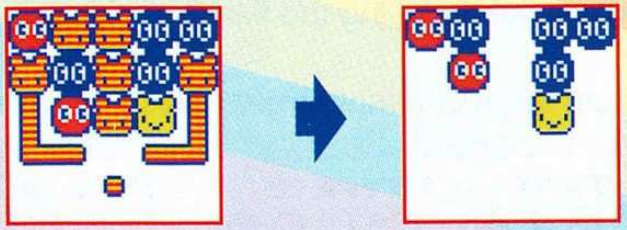
- Card File
  View detailed data for the character cards you obtained playing the Card Game Mode.
- Targets
  Select from three different target types:



- 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

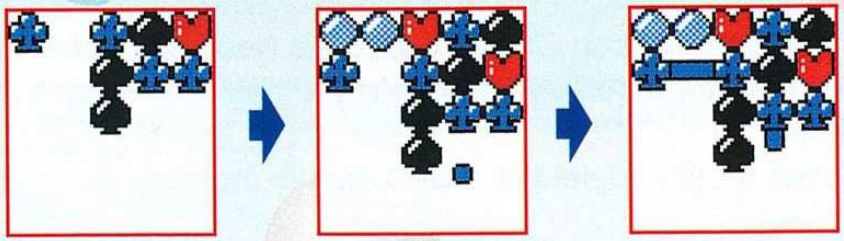
Clear three targets!



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