STAR MOBILE

Thank you for purchasing Star Mobile.
Please read these instructions
thoroughly before playing.

Contents

Aries, Taurus, Gemini...
"Star Mobile" is an enchanting action puzzle
game played before a
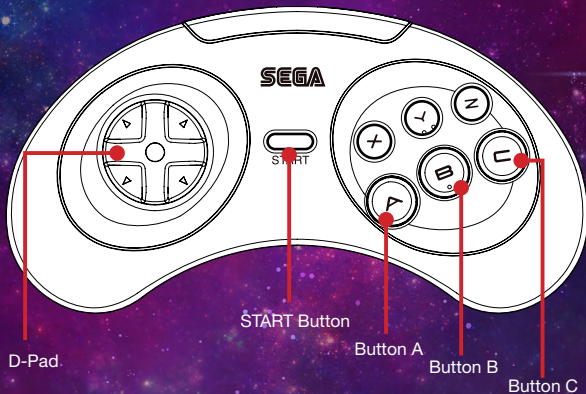constellation themed backdrop.

Stack the stars of varying weights as they fall
from the sky. Stack them carefully so as not to
unbalance the scales!

Controls

Star Mobile is a game for one player.

DESCRIPTION LABELS:
- D-Pad
- START Button
- Button A
- Button B
- Button C

START Button
Start Game / Pause Game / Resume Game

D-Pad
←→: Move Star left/right
↓: Increase Drop Speed (Fall Star)
Select Item at Options Screen

Button A / Button B / Button C
Remove Star at the cost of 1 REST (Break Star)
Confirm letter at Name Entry Screen

* Buttons X, Y and Z are not used.
* Commands above describe Control Type A which can be changed in Options.

How to Play

Basic Rules

- Stars fall from the top of the screen. Move them left and right to catch them in one of the plates. Keep the scales balanced as you build your stacks.

- PILE shows the total number of Stars stacked. NORM shows the number of Stars required to clear the LEVEL.

- As the LEVEL increases, the speed at which the Stars fall increases.

- REST will decrease if a Star is broken or drops out of the screen. When it reaches 0, the game is over.
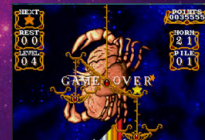
Starting the Game

- Press the START Button at the title screen to display the main menu.
- Choose "START" to begin the game.
- Choose "OPTIONS" to change game settings (p.10).

Game Screen

① NEXT
② REST 1 6
③ LEVEL 0 1
④ POINTS 0000046
⑤ NORM 1 0
⑥ PILE 0 4
⑦ WEIGHT 1 5

① **NEXT:** Displays the next Star to fall.

② **REST:** The number of remaining Stars. If you break a Star, or one drops out of the screen, this number will reduce. If it reaches 0, it's game over.

③ **LEVEL:** The stage you're currently playing.

④ **POINTS:** Your current score.

⑤ **NORM :** The number of Stars you need to stack to clear the LEVEL.

⑥ **PILE:** The number of Stars currently stacked. This figure includes Stars that have been canceled out.

⑦ **WEIGHT:** Shows how a Star's color relates to its weight.

Star Weights

Stars come in five colors, each representing a different weight. For example, a yellow Star weighs the same as three blue Stars.


1   2   3   4   5

Lighter ←――――――――――→ Heavier

GAME RANK in OPTIONS determines the kinds of Stars that will frequently appear.

Balancing the Scales

When a Star lands on a plate, the balance leans one measure per weight unit. The upper plates can lean up to four measures, and the lower plates can lean up to two. If you add any more weight after that, the stars on the plate will fall.

When a balance begins to lean hard in a given direction, stack Stars on the opposite side to counter it.
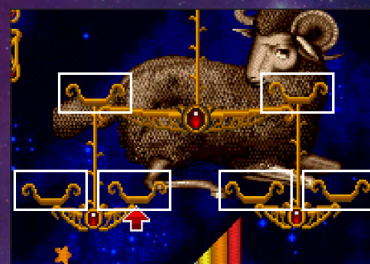
Upper plate

Lower plate

Name Entry

At game over, if you've achieved a new record, you will be prompted to enter your name.

Use the D-Pad to select letters and press Button A, B or C to confirm.

This game allows a variety of strategies and techniques.

Consecutive Color Stacking

Stack a Star on top of another Star of the same color to multiply your earned Points. The heavier the Star, the greater bonus you'll receive!

Stacking yet another Star of the same color triples or even quadruples your earned Points.

Outflanking

If two Stars of the same color (e.g. blue) sandwich one or more Stars of different colors, the outflanked Stars are canceled out.

The number of Stars canceled out are added to REST.

Nine of a Kind

If you stack 8 Stars of the same color on a single plate, than stacking a final 9th will cause all Stars on all plates to be canceled out.

In addition to receiving a SPECIAL BONUS, the number of Stars canceled out are added to REST.

* Stacking 9 Stars of varying colors on a single plate will cause all the Stars to spill over.

* If Stars have been canceled out via Outflanking or Nine of a Kind, the number of Stars stacked will be lower than the number shown under PILE.

Options

Select OPTIONS at the main menu to change game settings and listen to game music.

Press the START Button or select EXIT to return to the main menu.

GAME RANK
Choose a difficulty setting from 5 levels.

MUSIC TEST
Listen to the game music.

SOUND TEST
Listen to the game sound effects.

LECTURE MODE
Choose whether or not to include the Tutorial.

CONTROL PAD
Change the Control Pad button assignments to one of three configurations.

Credits

Game Design	Tetsuya Kawabata
Programmer	Takeshi Maruyama
Graphics	Hiroki Tatemukai
Sound	Tadashi Watanabe
Adviser	Jun Shimizu
	Yu Tanaka
Package Illustration	Memi Aizawa
Package Logo	Natsumi Natsukawa
Producer	Mikito Ichikawa