PALCOM™
SOFTWARE

SNSP-PT-UKV



Pop'n TwinBee

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

INSTRUCTION BOOKLET

Pop'n TwinBee®

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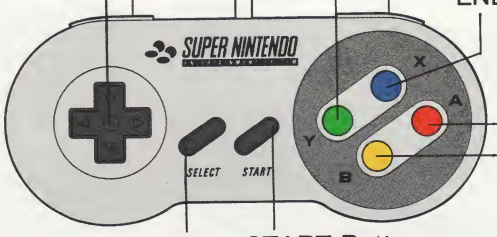
1
Story
Above Donguri Island one day, Twinbee and Winbee are happily buzzing about on patrol...
when suddenly...
Beep!
Beep!
Beep!
My name is Madoka. I'm being followed by Donguri soldiers.


Ever since my Grandpa hit his head on a pole, he has turned evil, using the Donguri Army to try to take over the world. Please make my Grandpa normal again! Please!
Alright!
We're on our way!
Winbee!
OK!

2 Basic Controls

● **Name of Control Pad Parts and their Main Functions**

This game can be played by one person or two people at the same time.



L Button: not used.

+Button: player movement; select categories

Y Button: BOMB PUNCH button

R Button: not used. (In 2P play, this is the THROW button.)

X Button: not used. (In 2P play, this is the ENERGY button.)

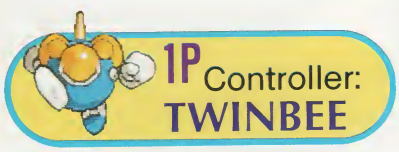
A Button: CHIBI button

B Button: SHOT button

SELECT Button:category selection at the title.

START Button: game start; pause; mid-game join in

These are the initial settings. You can change the settings of Buttons A-R in the OPTION mode. (See pp.12-13 about option settings.)





3 How to Play

You must destroy the Donguri soldiers that come at you and blast the headquarters of Dr. Mardock.

- **How Many Stages Are There?**

  Altogether there are seven stages, with one boss enemy that appears at the end of each stage. If you defeat the boss enemy, you clear the stage, and go on to the next stage.

- **Life System for Players**

  When you lose all life, you reach PLAYER OUT. You can restore life by picking up the items that appear during a stage. Also, when you clear a stage, all your life is restored.

- **Get Those Bell Power Ups!**

  If you shoot a cloud, a bell appears! The bell changes color if you shoot it a certain number of times. Depending on the color bell you pick up, many kinds of POWER UP are possible.

- **Super Fun 2P Simultaneous Play!**

  Use a swing-your-partner attack to defeat an enemy, share life, or play together in the COUPLE mode for greater enjoyment.

- **It's Okay to Join In Anytime in Mid-Game!**

  Even if the game starts in 1P play mode, if you press the START button of the other controller and a second player can join in. (Only when CONTINUE is being displayed.)



4 How to Start

GAME START

Insert the cartridge properly into the Super Nintendo Entertainment System main unit and turn on the power. After "PALCOM™" appears on the screen, the title screen will appear. (During the demo, you can press the START button to go immediately to the title screen.)

Title

Use the SELECT button or up/down keys to move the cursor to "1 PLAYER"or "2 PLAYERS" and press the START button.



1 PLAYER: 1PLAY play
2 PLAYERS: 2P play
OPTION: option settings

The name entry screen now appears.

With the 2P controller, if you select "1PLAYER", you can play with WINBEE.

Insert Name

Use the +button to select a letter, and the B button to enter it. When you want to move the letter entry cursor back to a previous letter, press the A button.



The name you entered appears here in the HIGH SCORE display.

Select END or press the START button to go to the TRANSFORMATION MODE screen.

Transformation Mode

Select TRANSFORMATION using the up/down keys and press the START button to fix.



Refer to p.15 for transformation types.

When it is fixed, the game starts.

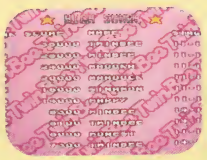
CONTINUE

When you reach player out, you arrive at the CONTINUE screen.
Within 10 seconds you must choose either, “KEEP IT UP!” or “GIVE IT UP!”,and press the START button to fix. if you select “KEEP IT UP!” you can continue playing from the beginning of that stage.

GAME OVER

When you have no more credits left, the game is over.

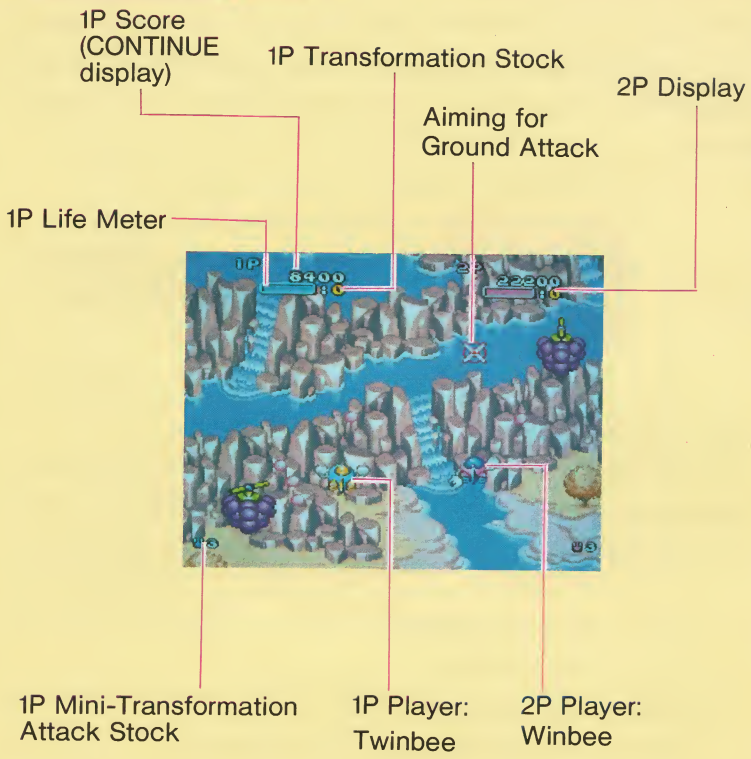
High Score
After the GAME OVER screen, the HIGH SCORE screen appears.



The STAGE display shows (starting round no., stage no.)-(ending round no.,stage no.).

You can record your score after each play.

SCREEN EXPLANATION



OPTION SETTINGS

When you want to change button controls, difficulty level and other settings, at the title screen select "OPTION" and press the START button. You will then go to the OPTION MODE screen.



Select categories with the up/down keys and content within each category using the left/right keys.

Button Control Settings

The six button control settings below can be set for any of the following buttons: A,B,X,Y,L,and R. Press the button you want to make the setting for, and the control is set to that button.

SHOT... Shot attack(flying)
PUNCH...Punch attack(flying)
BOMB...Bomb attack(ground)
CHIBI... Mini-transformation attack(special)

Only used for 2P play
ENERGY... Passing life from one player to another
THROW... Throw attack

Game Level

The level of difficulty for the game can be adjusted.



easy←medium→hard

Game Mode

The game mode can be set.

NORMAL...Normal game.

COUPLE...The enemy's attacks are concentrated on Twinbee. This lets a skilled player play together with a not so skilled player.

Sound Mode

Sound can be set to stereo or mons.

* When you press the START button, you return to the title screen.

5 Player Introduction

PLAYERS' BASIC ATTACKS

● Shot Attack — B button

Shooting bells will lead to power ups. (See p.17)

Attack an enemy that is in the air!



● Punch Attack — Y button

Hold down the button and you build up power. Release to punch, if you build up a lot of power, the punch becomes very strong.

An ultra-powerful attack against flying enemies!



● Bomb Attack — Y button

With both hands you hold a bomb that you throw at the enemy.
AUTO aiming.

Attack enemies that are on the ground!



(((Transformation)))

Transformation gives you extra equipment depending on the bell power up. If you suffer damage, you lose one piece of equipment.



There are three transformation types for each player to choose from.

Twinbee's Types

Normal...When the player pauses, equipment can be added on.
Surround...While spinning, you can attack forwards.
Engulf...By holding down the SHOT button (B button), you can stretch left or right, and bend upwards at the edge of the screen. When you release the button, you return to your original position.

Winbee's Types

Normal...When the player pauses, equipment can be added on.
Surround...While spinning, you can attack in all directions.
Engulf...The operation is the same as the Twinbee type, but you turn downwards at the edge of screen.

BELL POWER UPS

Shoot the clouds floating lazily at the top of the screen and a bell will appear. At first the bell is yellow, but for every four times you hit it, it changes color. You can get the following power ups by picking up the different bells.

Type	Effect
 Yellow:	Bonus Score...Picking these up consecutively adds more points.
 Blue:	Speed change...If you speed up past the fourth level, you return to the first level.
 White:	Cannon...A powerful shot to penetrate the enemy. Use with the SHOT button (B button).
 Purple:	3 WAY...Shot with a wide attacking range. Use with the SHOT button (B button).
 Pink:	Barrier...Guards you from damage up to a certain limit.



Green: Transformation...Add one piece of equipment from the transformation type you choose. (Maximum four pieces) If you get more than four of these bells, you can stock them. (Maximum: nine)



Flashing: Mini-Transformation Attack...You can stock one attack that gives damage to all enemies on the screen. (Maximum: nine) During the attack, the player cannot suffer damage.
Note: At game start, you are given three of these. Use by pressing the CHIBI button (A button).

In powering up, some items can be held at the same time while others cannot. It also differs between 1P play and 2P play.

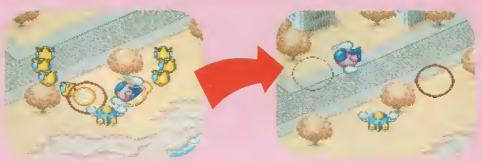
ITEMS



When you attack certain on-the-ground enemies, a "flash" (life-restoring heart) or "DUD" will appear. If you are able to pick up these items, you can get life restored.

2P PLAY ATTACKS

● Throw Attack **R button**



When the two players are lined up next to each other, if you press the R button, the one who presses the button swings the other around and throws him/her. The player that is thrown is invincible, and flies around the screen knocking out enemies.

● Life Sharing **X button**



Line the players up next to each other and hold down the X button. The player with more life gives life to the other.

Winbee's One-Point Advice

Some enemies can only be defeated with a punch attack, so try all kinds of attacks!

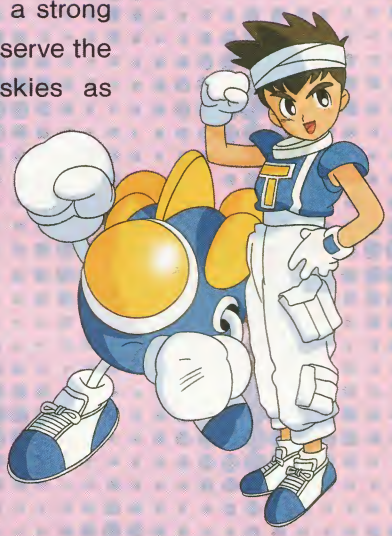


6 Introduction to Characters that Appear

ILLUSTRATION BY SHUZILOW. HA

Twinbee:

A robust little boy with a strong sense of justice. To preserve the peace, he flies the skies as Twinbee.





Winbee:

An active and spirited little girl. Twinbee's reliable partner flying her beloved Winbee.



Dr. Mardock:

An evil scientist out to control the world using the Donguri Army. Before banging his head on a pole in his laboratory he was really a nice guy. He is Madoka's great-grandfather.

Madoka:

She lives in Dandelion town and cares for her grandfather. In an effort to get Dr.Mardock back to normal, she gets on a small flying boat and seeks out the help of Twinbee and Winbee.



7 Stages



Stage 1: Dandelion town

You get a mellow mood from the growing vegetables. Don't let them get destroyed.



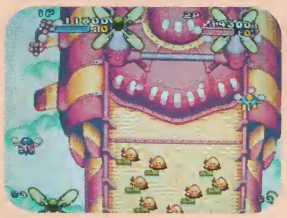
Stage 2: Aqua Park

Go after the cute little fish. Tonight there will be grilled fish for dinner!



Stage 3: Oolong Ruins

An Oriental mood. Break into the Great Wall of China in the sky that Mardock has built!



Stage 4: Battleship in the Air

Mardock's pride-a huge battleship. Attack it at full strength!



Stage 5: Lake Dompura

Is this heaven or hell!? Skim over the surface of the water and break out to the city in the sky.

Stage 6: Magma Base

An underground maze-like base where the entire Donguri Army is operating. Watch out because you never know what will come flying at you!





Stage 7: Mardock Lab

Dr. Mardock's headquarters. In the end, will the last soldier-Super Twinbee Devil-remove its veil?!

8 Enemy Characters



Kamoperra



Toko Toko



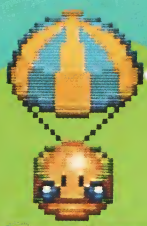
Carnin



Oke-donguri



Manbolin



Para-donguri



Pandalow

And lots more will appear!

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