



**LUMINES™**  
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# LUMINES™

P U Z Z L E F U S I O N



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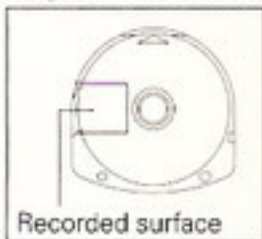
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.



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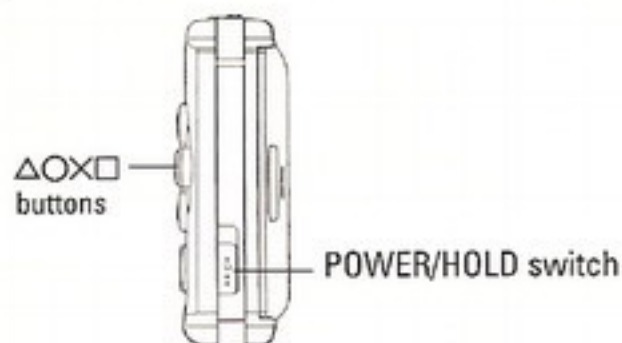
# LUMINES™

PUZZLE FUSION

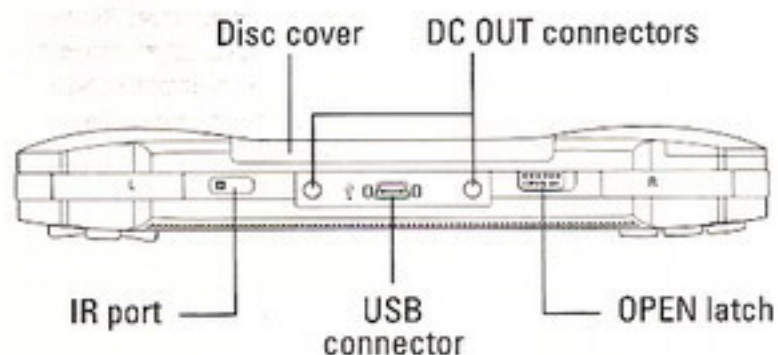
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## GETTING STARTED

### Right side view



### Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *Lumines™: Puzzle Fusion* UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD while it is playing.

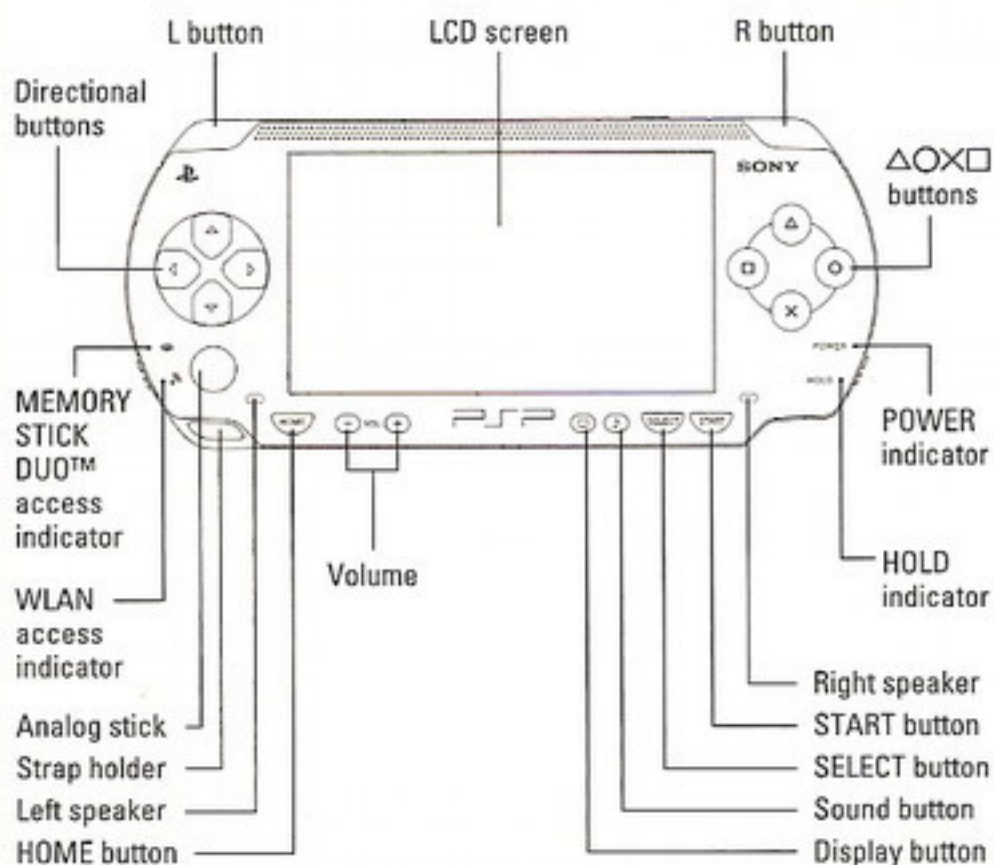
### MEMORY STICK DUO™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

## STARTING UP

### PSP™ handheld entertainment system configuration



### BUTTON CONTROLS

#### menu

- ↑↓←→** buttons: Select
- △** button: Return to the previous menu
- ⊗** button: Confirm

#### in-game

- ↑↓←→** buttons: Move blocks
- ⊗** button: Rotate block right
- ⊙** button: Rotate block right
- △** button: Rotate block left
- ⊙** button: Rotate block left

All button controls are default.

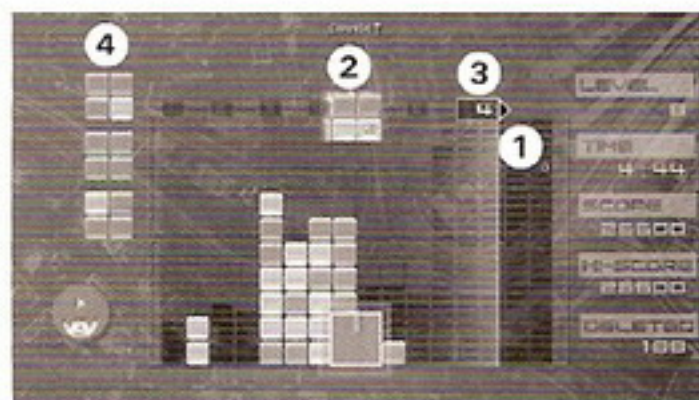
## STARTING THE GAME

When the Title screen is displayed, press the START button to begin the game.



### START MENU

- Single-Player mode
- 2P VS mode
- VS CPU mode
- Puzzle mode
- Options
- Credits

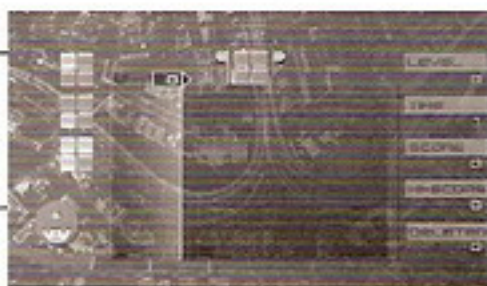


### SCREEN

1. Time Line
2. Blocks
3. Block number
4. Blocks in queue

### PLAY THROUGH

Rotate blocks using the  $\otimes$ ,  $\odot$ ,  $\otimes$ , and  $\ominus$  buttons and form a colored square.



When a colored square is formed, it will be eliminated by the Time Line.



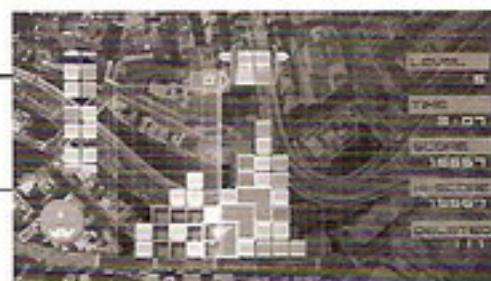
The Time Line moves from left to right.



When the Time Line passes the colored square, it will be eliminated, and points will be added to your score.



The more squares you eliminate at once, the higher your score.



When the blocks reach the top of the screen, it's Game Over.



### SPECIAL BLOCKS

Sometimes special blocks appear in the game. When you form a colored square using these special blocks, a chain reaction is set off: All blocks that are the same color as the colored square containing the special block – and are connected to that square – are cleared from the screen.



## LOGIN SCREEN

### SELECT A CHARACTER

Enter your character name of up to six letters. Use the **↑** and **↓** buttons to scroll and use the **⊗** button to confirm.



Select your character using the **↑↓←→** buttons to scroll and the **⊗** button to confirm. You can have multiple characters and save scores for each character.



### SAVING THE GAME

Your score, ranking, characters, etc. will be saved automatically to the Memory Stick Duo (sold separately).



### WARNING:

This game uses the Memory Stick Duo. At least 96 KB of space is needed to save the game. Before operating the software, insert the Memory Stick Duo.

When a Memory Stick Duo containing game files is inserted, files are automatically loaded and you will be able to continue playing with the previous high-score data.

Also, auto saves will be conducted in some situations, so do not turn the system off while the Save screen is displayed and do not remove or insert the Memory Stick Duo.

Auto saves are conducted:

- After Options are saved.
- After each mode is completed.
- When the game is over.



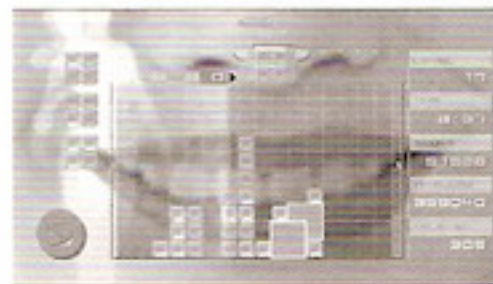
## CHALLENGE MODE

Background skins and music will change as you progress in the game. This game mode does not have a time limit.



## SINGLE-SKIN MODE

Select a background skin and use the skin throughout the entire game. The background skin will not change unless the player selects a new skin.



## TIME ATTACK MODE

This mode has a time limit of 60, 180, 300, or 600 seconds.



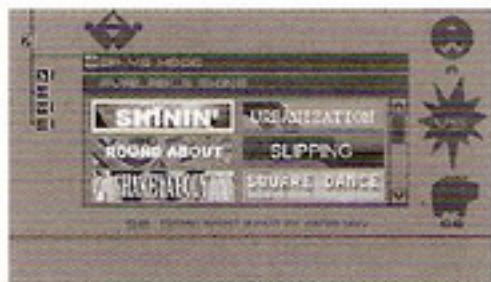
## 2P VS MODE

Requires two PSP handheld devices connected via wireless features. Select your character using the **↑↓←→** buttons to scroll and the **⊗** button to confirm. You can have multiple characters and save scores for each character.



### SELECT SKIN

Select a skin for VS mode.



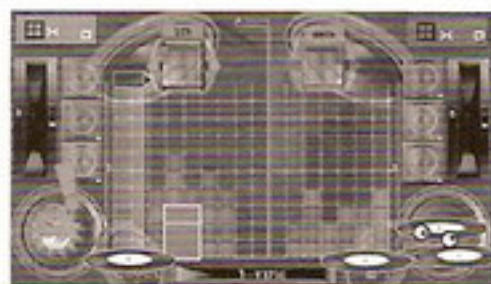
### VS MODE RULES

The playing field is split into two. The more squares you eliminate, the more your playing field increases.



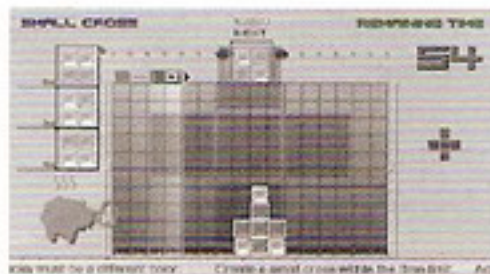
## VS CPU MODE

Play by yourself against the CPU opponent in VS 2P-style gameplay.



## PUZZLE MODE

The CPU will create puzzles with obstacles to overcome.



## OPTIONS

### BUTTON CONFIGURATION

The player may reassign button configurations to his or her preferences.



### VS HISTORY

View VS mode results.

### CHARACTER EDIT

Change and edit saved characters.



## CREDITS

Featuring the music:

"Shinin"

Performed by Mondo Grosso featuring KJ. Words by KJ. Music by Shinichi Osawa. KJ appears by courtesy of Mob Squad/Victor Entertainment, Inc.

"Shake Ya Body"

Performed by Mondo Grosso. Music by Shinichi Osawa.

"I Hear the Music in My Soul"

Performed by Eri Nobuchika. Words and music by Shinichi Osawa.

"Lights"

Performed by Eri Nobuchika. Words by Eri Nobuchika. Music by Shinichi Osawa.

All tracks produced by Shinichi Osawa (Mondo Grosso).

Licensed by Sony Music Associated Records Inc.

Zeiss II Planetarium Projector's image by courtesy of Osaka Science Museum.

Lumines™: Puzzle Fusion



## TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

### Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

## WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

## LIMITATIONS

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## NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

## REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

## PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

### IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

**Within the 90-Day Warranty Period:** Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

**After the 90-Day Warranty Period:** Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

### REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

### WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support  
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Suite 100  
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