

# Bust-a-Groove 2 FAQ/Character Info

by Matthew King

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Bust A Groove 2 FAQ (Version 1.05)

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## 1. UPDATES

Version 1.05 (January 8, 2001): Over a period of two days, I have received requests from four sites to post my FAQ. My FAQ is now posted at those five sites. I have also made some minor modifications within the sections and added the webmasters' names to the Credits.

Version 1.0 (January 5, 2001): This is the first draft.

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## 2. GAME MODES

### a. One-Player

In this mode, your character travels through a path consisting of eight dance matches (nine if you meet Pander). There are four possible stage patterns. To branch onto the upper paths of the pattern, you must obtain "Fever Time" in each stage. Regardless of the path you take, your eighth opponent will be Robo-Z Gold, and the ninth will be Pander if you meet him.

### b. Two-Player

You can compete against a friend in this mode. You and your opponent can select your favorite character, your optimum dancing mode, and the playing field before you compete against each other in a festive and exciting dancing contest.

### c. Practice

You can practice your moves in this mode. You can select your character and the playing field (unlike "Bust a Groove," where you could only select your character) for your practice session. Each character has different controller movements and techniques, so it is best to practice with all the characters so that you can decide which character is your best one.

### d. Dance View

In this mode, you can create a dance for your victorious characters and watch every one of their dance techniques. The fun part is that you can watch the character dance in all sorts of ways. You must beat the game with a certain character to unlock his or her (or its, in some cases) dance view. (For example, when you beat the game with Heat, you can use Heat in the Dance View mode.)

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## 3. HOW TO GROOVE

### a. Button Functions

Directional Pad:	used to perform dance movements highlights different selections in menus
Square Button:	enters dance command (Mix Mode only)
Triangle Button:	enters dance command (Mix Mode only) cancels selections in menus
X Button:	enters dance command (Normal and Mix Modes) confirms selections in menus

blocks an attack (Easy Mode only)  
Circle Button: enters dance command (Normal and Mix Modes)  
launches an attack (Easy Mode only)  
reflects an attack (Easy Mode only)  
Start Button: pauses the game [allows you to retry a battle or quit]  
R1 Button: launches an attack (Normal and Mix Modes)  
reflects an attack (Normal and Mix Modes)  
R2 Button: blocks or dodges an attack (Normal and Mix Modes)  
(All the other buttons have no function.)

#### b. Following the Beat

This is very basic: you press any direction or button in the green section BEFORE the fourth beat, and you press the given direction or button in the red section ON the fourth beat.

If you need help keeping the beat, you can:

1. tap your foot on each beat of a measure (a measure is four beats)
2. watch the command you are given (the commands in the green section will flash on Beats 1, 2, and 3 and the commands in the red section will flash on Beat 4)

#### c. The Difficulties

In this game, you may choose from three difficulties when you select your character. The difficulty settings can allow a beginner to compete with an expert.

EASY: This mode uses only directions (Up, Down, Left, and Right) as the primary commands.

NORMAL: This mode is the one from "Bust a Groove." Directional commands are used in addition to pressing X or Circle on the fourth beat.

MIX: This mode uses the directions and buttons (Up, Down, Left, Right, Square, Triangle, X, AND Circle) in dance moves. Any button can appear in any part of the dance move.

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## 4. GAME MECHANICS

### a. Your Score

This is a very important mechanic because it determines whoever will win the game. (Duh.) It will be dark blue and have no score at the start. As you dance successfully, your score will increase and turn lighter shades of blue, then to green, yellow, and red.

Like the first "Bust a Groove," the gauge fills as you attain a higher score, which is done by performing successful dance moves. However, harder moves are obtained quite differently, as shown in Section B. (For an explanation on moves, see Section B under "How to Groove.")

### b. The Just Command

In "Bust a Groove 2," harder dance moves are obtained by timing your press on the fourth beat so that the command in the red section enlarges. This will result in a higher score and the chance to execute better, albeit harder, dance moves. When an opponent attacks, you can also dodge or reflect the opponent's attack if you achieve the Just Command.

I have a method that I use to achieve this. It may or may not work for you, as everyone's timing is different. You need to wait for the red section of the move to flash, then as the flash disappears, hit the button. This should work, but remember that timing is extremely critical. If not, suggest a method by e-mailing it to me.

### c. Dance Patterns

The directions that are used for each dancer are quite different. Shorty's dance moves are relatively easy, McLoad's and Sushi Boy's are extremely easy, and Pander's and Robo-Z Gold's are extremely difficult. This time, you can only select one dance move to do, as opposed to two from the previous game.

### d. Solo Sections

These sections are your chance to shine without interruption from the opponent. You are given a sequence of four moves. If you achieve the Just Command, you can attain harder dance moves and earn a larger score. (That strategy may not be useful on Pander's stage.) You and your opponent cannot attack each other during this time.

### e. Jammers

These special Groovetron-generated powers are designed to totally screw up your opponent's groove and enhance yours. I have listed each dancer's attack with their Character Bio. To attack, you press the R1 Button (Normal/Mix) or the Circle Button (Easy) on the fourth beat. However, if you are about to be attacked, you can block or dodge the attack by pressing the R2 Button (Normal/Mix) or the X Button (Easy) on the fourth beat. If you wish, you can attempt to reflect the opponent's attack and hit them! To do this, hit R2 (Normal/Mix) or Circle (Easy) on the fourth beat, but you must achieve the special fourth beat to reflect.

Successfully connecting with an attack earns you 1,000 points and the opponent a deduction of 1,000 points. A good time to attack is two measures before an opponent's solo. (Why two measures? You need to start there because it takes one measure, or four beats, to launch an attack.) If the attack is successful, your opponent will not be able to perform his or her solo, which means that he or she will not get credit for it. Then you can perform both solos to achieve an extremely high score! ^\_^

### f. Groove Bars

These little bars between the two score bars are what control the stage's maximum point of activity. Green bars represent times that a dancer has gotten "Cool," a red bar stands for "Chillin'," and a blue bar signifies a "Freeze." These bars come in a set of three (three bars for each level). The first dancer to line all three bars will activate a special feature in the dancing field. The bars must be lined in the highest row in which there is a bar present.

### g. Fever Time

A dancer does this special dance after the match ends if he or she has a score of more than 23,000 points. Fever Times are critical in unlocking four secret characters. If both characters have met the quota and have scores with a difference of less than 1,000 points, both characters will participate in the Fever Time!

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## 5. CHARACTER INFORMATION

### a. HEAT

Age: 20

Dance Style: Break Dancing!

Jammer: launching a wave of fire at the opponent

Info: Heat is one of the most recognizable characters from this game. He was a Formula One racer, but hasn't returned to the track because he was nearly incinerated in a terrible crash. Miraculously, he made a complete recovery and developed the ability to manipulate fire. Heat wants to use

the Groovetron to become a racer again.

b. COMET

Age: 16

Dance Style: Rollerblade Dance

Jammer: a magic spell cast by her wand that transforms the opponent

Info: She is a waitress at Sushi Planet, the truck stop that caters to the needs of truckers that have a craving for sushi. Comet also has eleven other part-time jobs because her love for helping people. She donates her money to volunteer groups in an effort to save endangered species. One reason for her seductive clothing is that the truckers may have wanted to see sexy waitresses; as such, they could get their minds off the sushi. (Well, I don't know! :-P) She competes in the place of Frida, her older, artistic sister.

c. SHORTY

Age: 13

Dance Style: Jungle

Jammer: dropping a giant cake on the opponent

Info: She is the daughter of a father serving as a diplomat and a supermodel mother. She still collects 8-track tapes at flea markets. Shorty has picked up another hobby while collecting her tapes: collecting clothes and accessories formerly used by superstars. Columbo is her pet mouse given by her father as a gift and is her best friend. Columbo can dance alongside Shorty by consistently achieving the Just Command on "Level 5" dance moves.

d. STRIKE

Age: 22

Dance Style: Gangster Groove

Jammer: shooting the opponent with his gun

Info: Strike is out of the penitentiary and ready to dance with his dance group formed by his former inmates. While not dancing with "The Ball and Chain Revue," his dance group, he develops plans for using the Groovetron to take over society.

e. TSUTOMU

Age: 11

Dance Style: House

Jammer: throwing objects through a magical door

Info: He is the son of a professional baseball player as a father and a congressional representative as a mother. He is extremely disliked by almost all of the other kids because of his mannerisms. He takes after his mother in that he wants to use the Groovetron to become president of the student council of his school. He is also reported to have stalked his teacher, Ms. Monroe, and can behave similar to a train.

f. CAPOEIRA

Age: Unknown

Dance Style: Capoeira (which is a fighting style and not a dance style)

Jammer: a laser beam that shrinks the opponent's body (but not the head)

Info: The aliens Kiki and Lala, originating from the planet Capoeira and taking their name from their home, have come to Earth to collect old tinplate billboards. Each alien has developed a unique personality and dance with each other, not just beside each other.

g. BI-0

Age: 47

Dance Style: Zombie Dance

Jammer: his own head (!) that he throws at the opponent

Info: Bi-O is the father of Gas-O, a competitor in the previous "Bust a Groove" game. One day, he got into an argument with his son, which was a very bad move. Gas-O sprayed his father with caustic gas that melted most of his skin and lodged an ax in his head. Due to this incident, Gas-O is now in jail, and Bi-O is taking his place in this competition. He has adapted to his new zombie form well, dancing like the zombies in Michael Jackson's "Thriller."

h. HIRO

Age: 21

Dance Style: 70's Disco

Jammer: an autographed picture of himself

Info: Hiro is a very narcissistic dancing hero. Originating from Italy, he moved to Japan and lived in a box-sized apartment, but moved out due to an increase in rent. He loves Saturday nights as much as he loves himself, catching "dance fever" and letting his playboy antics fly. Unfortunately, he is shy around women! He wants to use the Groovetron to create the perfect hairstyle that can never be altered by anything - not even wind. He has remarkably dedicated fans that will follow him anywhere and are never afraid to scream his name in a heated competition.

i. KITTY NAKAJIMA

Age: 17

Dance Style: Jazz Dance

Jammer: grabbing the opponent with a giant claw

Info: Since the last competition, this lovable TV star has negotiated with KNN-TV to produce her show, "Litterbox Warriors 5." Her ambition to use the Groovetron to become the ultimate TV star appears to have succeeded. However, she may have gotten more than she wanted, as her studio can fall apart during dance matches! She apparently wants to make herself more famous by dancing.

j. KELLY

Age: 24

Dance Style: Sexy Hip-Hop

Jammer: a deafening scream enhanced by her megaphone

Info: She has been promoted from secretary to executive of a foreign capital trading firm. Her costume fetish has driven her to purchase many different costumes; as such, she now has massive debt. After a co-worker saw her in her baby suit, he became disgusted. Now she wears a skimpy police uniform. She wants to use the Groovetron to pay off all her debts.

k. COLUMBO

Age: Unknown

Dance Style: Jungle

Jammer: dropping a giant mold of flan on the opponent

Info: Columbo is Shorty's pet mouse. He learned how to dance from his owner. He was a gift to Shorty and is now her best friend.

l. ROBO-Z GOLD

Age: Unknown

Dance Style: Techno

Jammer: a homing missile

Info: This is an upgraded form of Robo-Z. It now has wings, but hardly ever uses them. Robo-Z Gold is the same as its predecessor: it dances like a female, yet it has a masculine voice. It may be a hermaphroditic robot. (Who knows?)

m. PANDER

Age: 31

Dance Style: African Dance (may have Japanese dance elements)

Jammer: many hands that flip the opponent off the stage

Info: Pander is the final opponent of this game. He is a cross between a human and a panda that wears one shoe and a watch. (Actually, he looks like a human spray-painted to resemble a panda.) He resides in a freaky, psychedelic world. His name actually means "one that caters to the weaknesses of others, a go-between in amorous intrigues, or a pimp." Maybe that is why he is so strange.

n. SUSHI BOY

Age: Unknown

Dance Style: Rollerblade Dance

Jammer: a magic spell cast by his wand that transforms the opponent

Info: Sushi Boy is the mascot of Sushi Planet, one of Comet's twelve places of employment. Basically, he is similar to the Tin Man from "The Wonderful Wizard of Oz" by L. Frank Baum except that he wears rollerblades and is very short. Sushi Boy is best used by beginners, as his dance moves are very easy to perform.

o. McLOAD

Age: Unknown

Dance Style: Sexy Hip-Hop

Jammer: many hands that attack the opponent

Info: McLoad is the giant green dragon found on Jungle Tours, which is in Shorty's stage. Oddly enough, he dances like Kelly. The pronunciation of his name is borrowed from McDonald's. He is a character for beginners, as his moves are easy to execute.

p. CHICHI & SALLY

Age: Unknown

Dance Style: Capoeira

Jammer: a laser beam that shrinks the opponent's body (but not the head)

Info: ChiChi and Sally are the weird mindless drones that hop around Capoeira's spaceship. It is hard to decipher which is which.

q. MICHAEL DOI

Age: 34

Dance Style: Jazz Dance

Jammer: a giant claw that grabs and drops the opponent

Info: This dancer is a rip-off of Mango from "Saturday Night Live." He is Kitty Nakajima's homosexual dance instructor. (That is why he dances as he does.)

r. HUSTLE KONG

Age: Unknown

Dance Style: 70's Disco

Jammer: an autographed picture of himself

Info: Hustle Kong is the giant gorilla that busts through one of the video walls in Hiro's stage.

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6. SECRETS

a. Secret Characters

In this section, I will explain how to get the eight secret characters: Columbo, Robo-Z Gold, Pander, Sushi Boy, McLoad, ChiChi & Sally, Michael Doi, and Hustle Kong.

COLUMBO: Beat the game with Shorty.

ROBO-Z GOLD: Release Columbo and ChiChi & Sally, then beat the game with any character in Mix Mode.

PANDER: Beat the game with the ten default characters, then beat the game with Robo-Z Gold in Normal Mode.

SUSHI BOY: Get 4 Fever Times while following the stage pattern beginning with Kitty Nakajima. Face Sushi Boy in the fifth stage and beat the game.

McLOAD: Get 4 Fever Times while following the stage pattern beginning with Comet. Face McLoad in the fifth stage and beat the game.

CHICHI & SALLY: Beat the game with Capoeira.

MICHAEL DOI: Get 4 Fever Times while following the stage pattern beginning with Hiro. Face Michael Doi in the fifth stage and beat the game.

HUSTLE KONG: Get 4 Fever Times while following the stage pattern beginning with Strike. Face Hustle Kong in the fifth stage and beat the game.

#### b. Miscellaneous Secrets

These are the rest of the secrets in the game.

ACTIVATE DANCE VIEW: Beat the game with the character for which you would like to have the Dance View.

ALTERNATE COSTUME: When selecting a character, press the Circle Button.

LEVEL SKIP: Anytime during a song, hold the L2 Button and press Start. This can only be done when all characters are activated in Dance View.

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## 7. CREDITS

I would like to credit the following people for information found in my Bust A Groove 2 FAQ:

Al Amaloo: for posting this FAQ on Game Winners

enigmaopoeia: for information on the characters

Enix of America: for releasing this wonderful game to the United States

Fans of Bust a Groove and Bust a Groove 2: for support :)

Fiefo: for understanding the nuances of playing this game

Peter Judson: for posting this FAQ on Neoseeker

Kao Megura: for creating the ideal FAQ format (this FAQ is based on it)

Jeremy Stroh: for posting this FAQ on Gaming Planet

Jeff Veasey: for posting this FAQ on GameFAQs

Christian Wirth: for posting this FAQ on Playstation cheat.net

IF I HAVE NEGLECTED TO CREDIT ANYONE, PLEASE E-MAIL ME AT mking3472@aol.com OR venerabledragoon@yahoo.com AND I WILL MAKE SURE YOU GET THE CREDIT YOU DESERVE.

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Go out there and BUST A GROOVE... again! Enjoy "Bust a Groove 2," everyone! If you need help with the first "Bust a Groove," read my FAQ on that game.



