

Super Yum Yum 2™ by NAMCO

Product Description

Yum yum! Help Leon the Chameleon eat his way through 36 puzzle levels by licking up all the fruit blocking his path. Save Leon's family from the belly of the Tum Tum! Chase Tum Tum through the puzzles by lapping up fruit that matches Leon's skin color. But think ahead! His skin changes color to match the fruit's leaves.

Can you figure out a way to the end and catch Tum Tum? It's a rollicking, licking good time in Super Yum Yum 2.

Screenshots



Using the Application

1. How to Start Super Yum Yum 2

Find and launch Super Yum Yum 2 by Namco.

Press [Menu] on the Title Screen to bring up the Main Menu.

If this is the first time you have played the game, selecting [Play Game] will present an introductory story of what has happened to Leon the Chameleon. You may press the [Skip] key to skip the story and get to the beginning of the game. If you are continuing from a previous game, selecting [Play Game] will get you to your last auto save point.

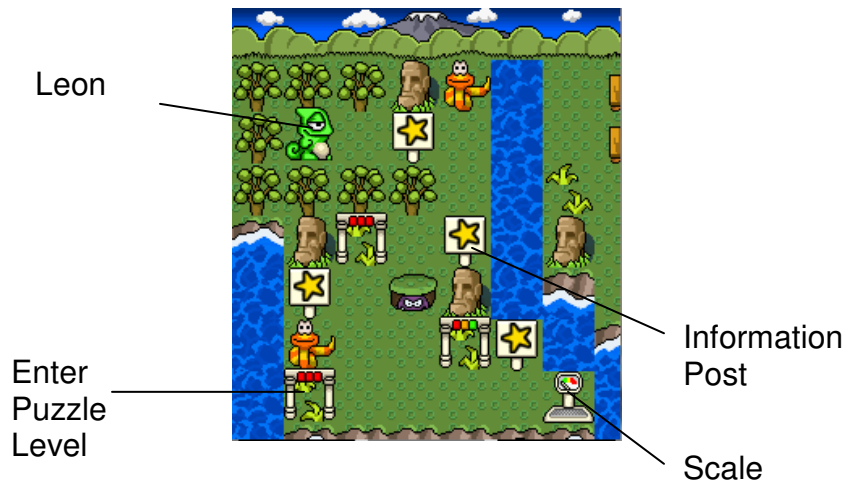
2. How to Play Super Yum Yum 2

The goal in each World and Puzzle Level is for Leon the Chameleon to eat as much fruit as possible and rescue all of his babies.

World Screen

There are four worlds, Jungle, Beach, Pond and Space, that Leon must travel through. Each world has nine puzzle levels each.

The following diagram illustrates how a World Screen works:



Enter Puzzle Level – Enter any level by walking under the doorway and pressing [OK] or the center key. Each doorway has 3 lights above them. If all 3 lights are red, Leon has not yet entered into that level. If all 3 lights are green, that level has been completed. If the 3 lights are red, yellow, and green, Leon has entered that level, but did not complete it. All levels do not need to be completed in order for Leon to continue on to the next level.

Scale – Some areas will become available only once Leon has eaten enough fruit. He must then stand on the scales to see if he is able to continue on with his adventure. You will also need to eat a certain amount of fruit to continue to the next World. Stand on the Scale at the end of the World to see if you can continue to the next World.

Information Post – Information Posts occur both within a World and within a Puzzle Level. Stand in front of the Information Post to get vital information on how to clear the World and the Puzzle Level.

Puzzle Level Screen

There are 36 Puzzle Levels, nine in each World, which Leon must travel through to complete the game.

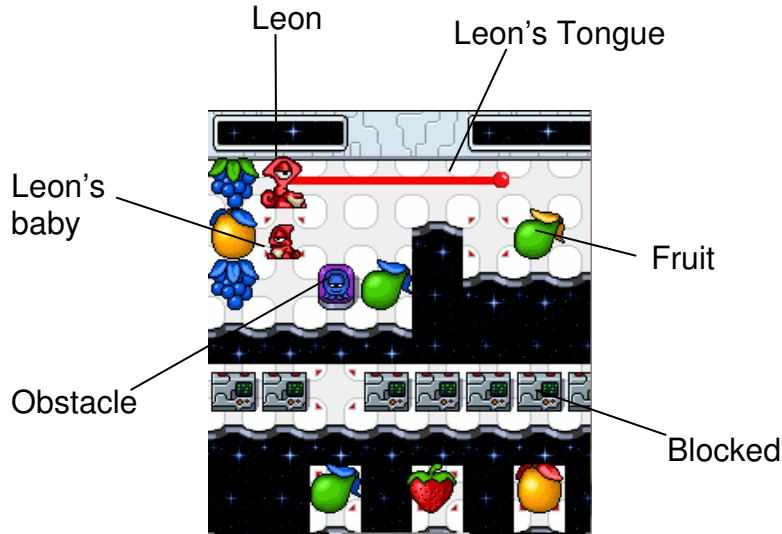
On each Puzzle Level, Leon must eat as many fruits as possible before exiting through the red and white striped portal marked with a green arrow. Leon may only eat fruit that matches his skin color. He will also change his skin color to match the color of the leaf on the fruit he just ate. If he eats a fruit, Leon will be dragged toward the location of the fruit.

Leon must also collect as many babies as possible, which he does in the same way as he eats fruits. If Leon collects a baby, the baby will be dragged toward Leon's location.

To eat the fruit or to collect babies, press [OK] or the center key to extend his chameleon tongue.

Rescuing the babies is an important part of the game. Collecting the babies will allow Leon to eat bigger fruits. The larger fruits display a number that corresponds to the number of chameleons (Leon plus his babies) you need in order to be able to eat the larger fruits. In addition, the more babies collected throughout the levels the easier it will be to complete the Mini-game.

The following diagram illustrates how a Puzzle Level works:



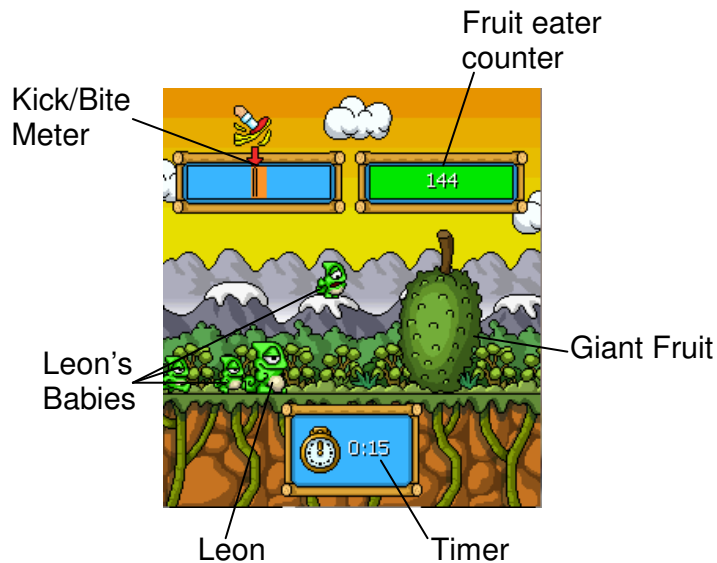
Mini-Game Screen

After completing the each World, Leon will be getting closer and closer to Tum Tum. Tum Tum will then release a giant fruit, blocking the pathway to him.

All the babies you collected in the proceeding World will be available to help you clear the giant fruit. Kick your babies into the giant fruit by stopping the moving target at the top of the screen within the orange colored band. Use the [OK] or center key to stop the moving target.

Once all the babies have been kicked, you can munch into the giant fruit by stopping the moving target at the top of the screen within the orange colored band. The more babies get successfully kicked into the fruit, the more of the fruit you will eat with each successful bite.

The following diagram illustrates the mini-game level:



3. Controls

1. General
 - Sound:** Navigate to the Options Menu and press **[Left]/[Right]** to change sound option.
 - Vibration:** Navigate to the Options Menu and press **[Left]/[Right]** to change vibration option.
2. Menus
 - Use the directional controller (**[Up]**, **[Down]**, **[Left]** and **[Right]**) on your cell phone to highlight the desired option and then press the **[OK]** key.

 - Press the **[Back]** key to return to the previous menu or screen.
3. Game Play (Player Control)
 - Lick:** **[OK]** / **[Center Button]** / **[5]** key
 - Up:** Press **[Up]** on the directional controller or **[2]** on the numeric keypad. Leon will walk up a pathway.
 - Down:** Press **[Down]** on the directional controller or **[8]** on the numeric keypad. Leon will walk down a pathway
 - Left:** Press **[Left]** on the directional controller or **[4]** on the numeric keypad. Leon will walk left.
 - Right:** Press **[Right]** on the directional controller or **[6]** on the numeric keypad. Leon will walk right.
 - Pause:** Press the **[Pause]** key.
 - Access and Scroll Camera:** Press the **[Scroll]** key to be able to move the camera around a Puzzle Level. Press **[Leon]** to gain control of Leon again.

4. Screens/Options

1. Main Menu
 - Play Game:** Starts the game.
 - Game Stats:** View your current game statistics.
 - Options:** Opens the Options menu.
 - Help:** Opens the Help menu.
 - More Namco Games:** Find more hit mobile games from Namco.
 - Quit:** Quits the game.
2. Pause Menu (while on a World Screen)
 - Resume:** Resumes the current game.
 - Game Stats:** View your current game statistics.
 - Options:** Opens the Options menu.
 - Help:** Opens the Help menu.
 - End Game:** Ends the current game and exits to the title screen.
3. Pause Menu (while in a Puzzle Level)
 - Resume:** Resumes the current game.
 - Restart Level:** Restarts current Puzzle Level.
 - Exit Level:** Exits the current Puzzle Level to World Screen.
 - Game Stats:** View your current game statistics.
 - Options:** Opens the Options menu.
 - Help:** Opens the Help menu.
 - End Game:** Ends the current game and exits to the Main Menu.
4. Options Menu
 - Sound:** Toggles game sound On or Off. **[*]** will also toggle the game sound.
 - Vibration:** Toggles Vibration On or Off. **[#]** will also toggle the game sound.
 - Delete Save:** Will delete current saved game.
5. Help Menu (Use directional controller, **[Up]** and **[Down]**, to scroll through the Help Menu).
 - Intro:** Introduction to the game.
 - Goal:** Tells you the goal of the game.
 - Rules:** Tells you the rules of the game.
 - Controls:** A guide to the controls for the game.

Hints & Tips: Hints and tips about the game.

About: Legal and Support information.

Tips & Tricks

- Leon can drag himself across gaps using his tongue as he eats fruit. In later Puzzle Levels, his tongue length will increase, allowing him to cross larger gaps.
- In bigger Puzzle Levels, you can press [Scroll] to scroll around the Puzzle Screen without having to walk Leon around the Puzzle.
- The fruits that Leon is able to eat will shake back and forth.
- The more babies collected throughout a world, the easier it is to complete the Mini-Game.
- Figure out the desired route during before you start to eat the fruit.
- Pressing the “Scroll” softkey will enable the user to use the camera view to scroll around the level.
- If you eat all the fruits and collect all the babies in the game, you will get a special ending!

Frequently Asked Questions

Why can't I eat certain Fruits?

Leon can only eat the fruits that match his current skin color.

What if I don't eat enough fruit to pass through the next area?

You must return to any of the Puzzle Levels that were not completed and attempt to eat more fruit. Only when you have eaten enough fruit will you be able to pass through to the next area.

How do I know what color Leon is going to change in to?

Most of the fruit is comprised of 2 colors. The first color is the main color of the fruit and the second color is on the leaves of the fruit. After eating any fruit that matches the color of Leon's skin, he will change to the color of the leaves on that fruit.

How do I save the game?

The game will always automatically save your current game progress.

Trouble Shooting

Why can't I hear any sound?

Go to the Options Menu of the game and ensure that the sound is on and the volume is turned up. If you still can't hear sound, exit the game and check your phone's settings and volume. The phone's sounds may be disabled and / or the volume may be too low to hear the game.

How come there is no vibration?

Go to the Options Menu of the game and ensure that the vibration setting is on and the volume is turned up. If you still can't hear sound, exit the game and check your phone's settings and volume. The phone's sounds may be disabled and / or the volume may be too low to hear the game.

Namco on the Internet

For more information about this game, our other games, or legal information please go to www.namcogames.com.

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