

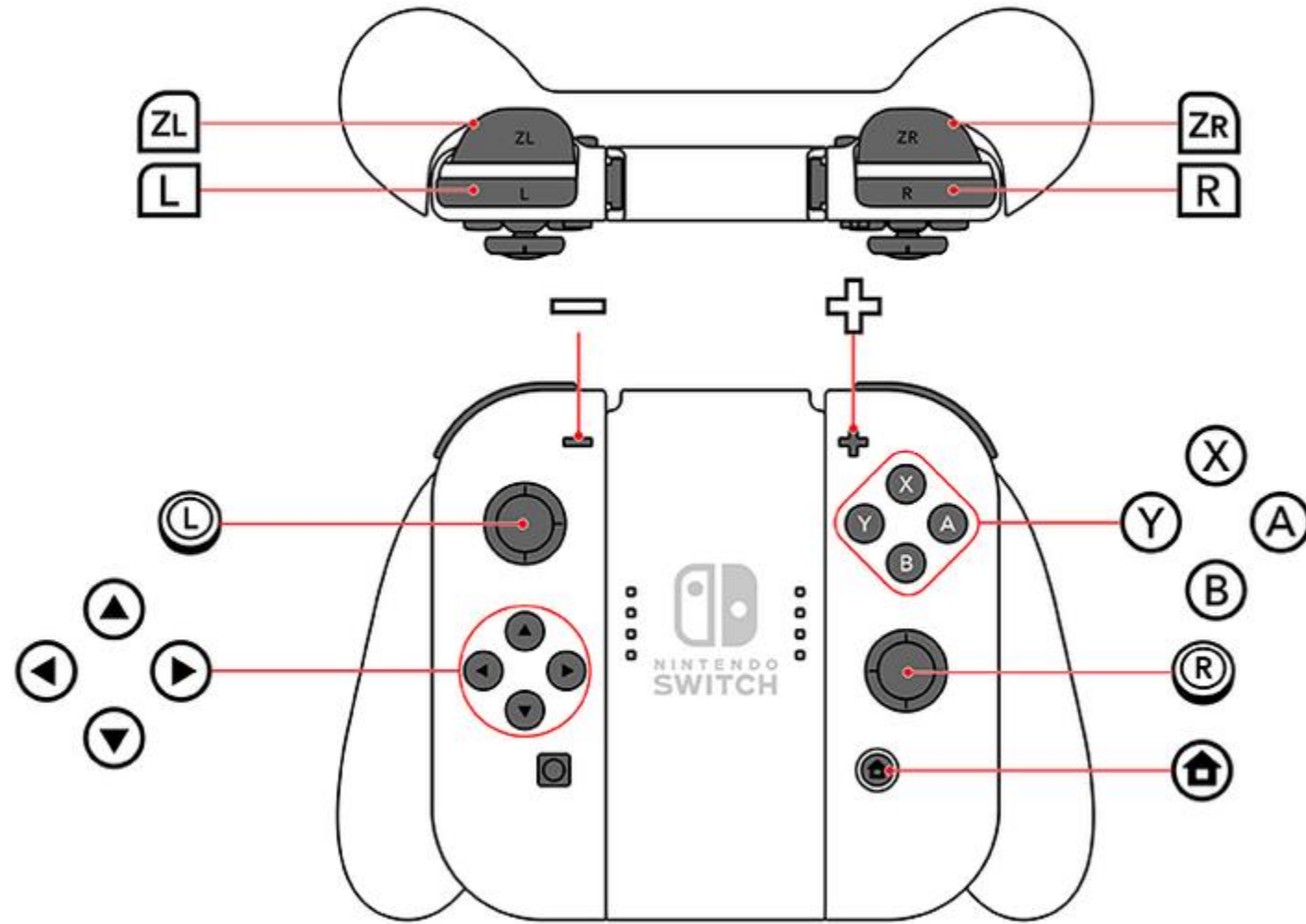
## Columns II: The Voyage Through Time

- [🔗 How to Play](#)
- [🔗 Arcade Mode](#)
- [🔗 Online Match](#)



# Basic Controls

## Joy-Con™ Grip



Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓕ) commands are identical.

\* The Nintendo Switch Pro controller uses the same commands.

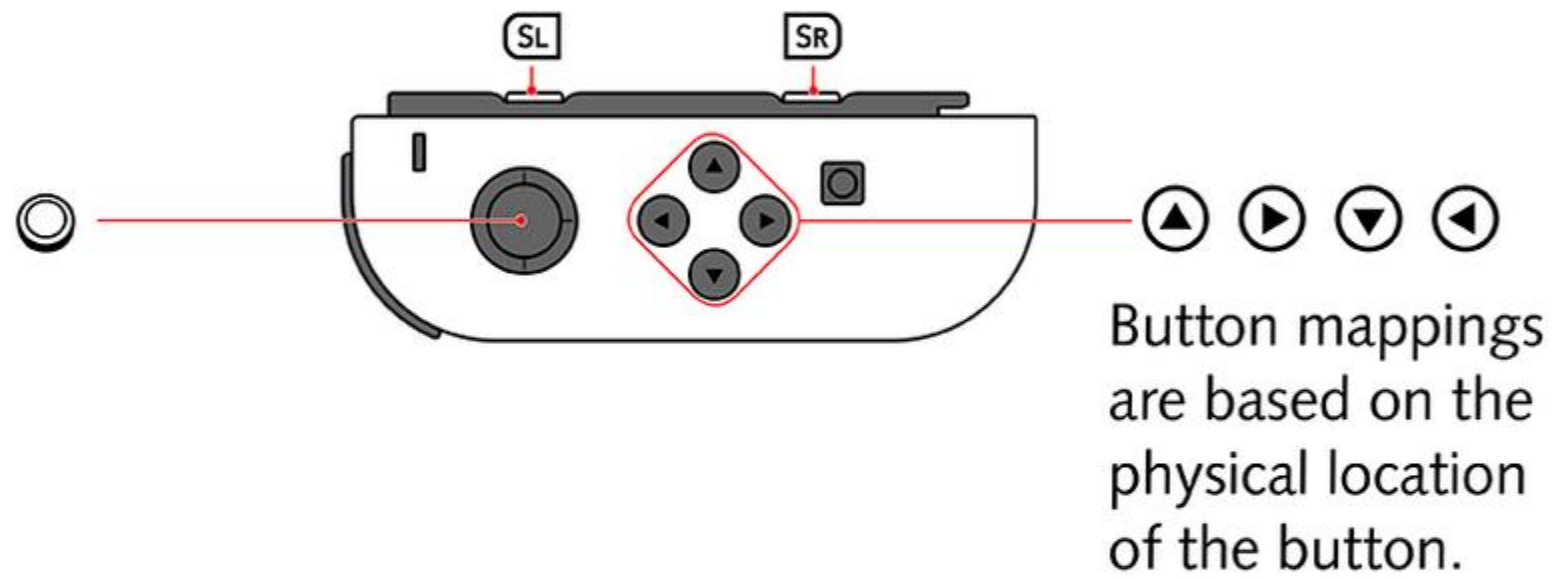
## Button Assignments (Default Setting)

◀ / ▶	Move Jewels
▼	Fast Drop
Ⓐ	Rotate
Ⓑ	Rotate
ⓧ	Insert Coin / Start
Ⓨ	Rotate
Ⓕ / Ⓩ	Unassigned
Ⓡ / Ⓩ	Unassigned

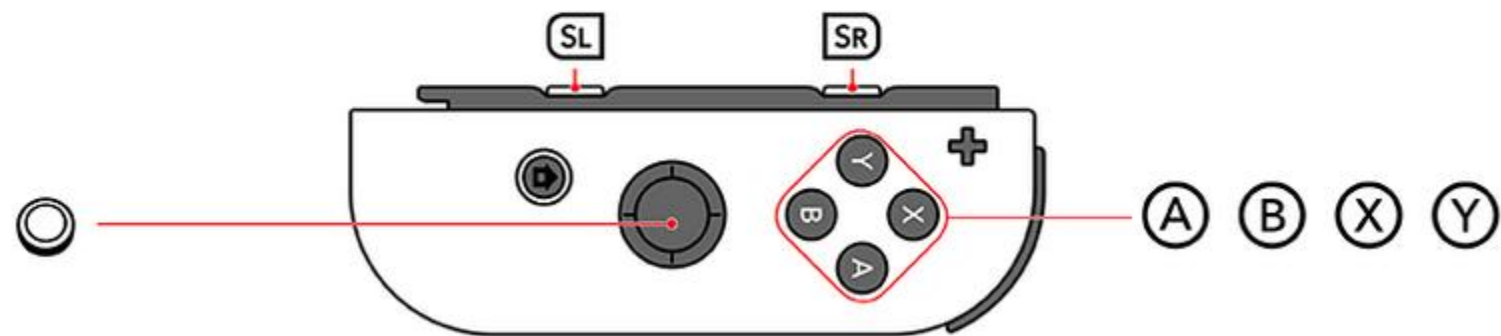
\* The action button assignments can be changed via the SETTING MENU.

## Basic Controls

### Joy-Con™ (L) Solo Horizontal Grip



### Joy-Con™ (R) Solo Horizontal Grip



### Button Assignments (Default Setting)

	Left/Right: Move Jewels Down: Fast Drop
	Rotate
	Rotate
	Insert Coin / Start
	Rotate
	Unassigned
	Unassigned

\* The action button assignments can be changed via the SETTING MENU.

# START MENU

Start the game to display the START MENU. Use ⬆ / ⬇ to select an option and press ⓐ to confirm.

## 🔗 Arcade Mode

A faithful reproduction of the original arcade game. Press ⬅ / ➡ to enable 🔗 STAGE SELECT and other helper modes.

## ■ Infinite Jewels

A brand new mode created especially for the SEGA AGES version. Gameplay is mostly identical to 🔗 FLASH COLUMNS in *Arcade Mode*, but features the following changes:

- Remove a flashing jewel and all jewels of the same color will be removed.
- A row of jewels will be added to the bottom of the gamefield at regular intervals.
- There are no skulls.

## 🔗 Columns I

An 'endless' mode based on the original Columns title.

## 🔗 Online Match

Play against opponents from around the world.

## ■ Load

Press ⬅ / ➡ to select a save slot, and begin from where you left off.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

\* Deleted data cannot be recovered. Please use with caution.

## START MENU

### ■ Ranking

See the most recent Ranking for each category. Press **(A)** to download the latest Ranking.

#### 📌 PRECAUTIONS WHEN GOING ONLINE

<b>(L)</b> / <b>(R)</b>	Switch between categories of ranking.
<b>(X)</b>	Switch between <i>Top Rank</i> and <i>My Rank</i> .
<b>(▲)</b> / <b>(▼)</b>	Switch between scores.
<b>(A)</b>	See information on selected scores (Top 50 only).

- \* The ranking category will be selected automatically based on game mode, helper setting and difficulty.
- \* Player 2 scores are not registered to the ranking server.

### ■ Play Replay

Press **(◀)** / **(▶)** to select a replay slot. Replay controls are as follows:

<b>(L)</b> / <b>(R)</b>	Change speed of playback.
<b>(◀)</b> / <b>(▶)</b>	Fast rewind / Fast forward.
<b>(A)</b>	Pause / Restart (while paused, press <b>(R)</b> to step one frame forward, or <b>(◀)</b> / <b>(▶)</b> to skip ahead or behind 5 seconds).
<b>(B)</b>	End playback.
<b>(Y)</b>	Restart playback from beginning.
<b>(X)</b>	Display / Hide command menu.

Press **(Y)** to lock and unlock the selected replay data. Hold **(L)** and **(R)** to delete a replay that isn't locked.

- \* Deleted data cannot be recovered. Please use with caution.

## START MENU

### ■ Manual

Open and view the online manual (this one).

✳ An internet connection is required for viewing the manual.

### ■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *Columns II*!

### Registering a Controller

For 2 player play, please prepare a second controller and register it to the console.

Detach the controllers to display the controller registration screen.



# SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU.

Press (L) / (R) to switch between categories of settings. When settings are complete, press (B) to return to the previous screen.

## ■ Game Settings

Difficulty	Set difficulty from <i>EASY</i> to <i>HARDEST</i> . This determines how many rows the floor rises as a fitting punishment for removing a skull.
VS Mode	Set to <i>On</i> to rotate the player 2 gamefield 180° making it easier for players to face each other, eyes locked in combat!
Input Precision	Set to <i>High</i> to increase the response speed of button input, but expect minor display anomalies to occur, keeping things interesting.
Jewel Style	Set to <i>Columns II</i> to enjoy a vast variety of different jewel styles for each stage, or <i>Columns</i> for a fixed jewel design for those with more conservative tastes.

\* The *Difficulty* setting only applies to ↗ **ARCADE MODE**.

\* For some settings to take effect, the game in progress will need to be restarted.

## ■ Command Settings

Select a controller and press (A). Then use (▲) / (▼) to select a controller button and (◀) / (▶) to assign a command.

## SETTING MENU

### ■ Screen Settings

Display Mode	Set to <i>Normal / Fit / Full / Dot by Dot / Vintage</i> .
Display Effect	Set to <i>Off / Scan line / Smoothing / Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.

\* When *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold Ⓨ to see a preview of the selected screen settings.

### ■ Sound Settings

Music Player	Listen to in-game music tracks.
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## PAUSE MENU

Press  $\oplus$  /  $\Rightarrow$  during gameplay to display the PAUSE MENU.

### ■ Save

Press  $\odot$  /  $\triangleright$  to select a save slot and save your game progress. Up to 10 games may be saved.

### ■ Load

Press  $\odot$  /  $\triangleright$  to select a save slot, and begin from where you left off.

### ■ The Jewel Case

Check your *Flash Columns* stage clear progress.

Additionally, as you reach certain progress milestones, various characters from the SEGA AGES series will appear serving the role of ring girls / ring boys.

### ■ Ranking

View the current  **RANKING**.

\* There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

### ■ Manual

Open and view the online manual (this one).

### ■ Game Reset

Select this option, then press and hold  $\textcircled{A}$  to reset the game. The PAUSE MENU will be exited automatically.

### ■ Return to Start Menu

Select this option, then press and hold  $\textcircled{A}$  to end the game and return to the START MENU.

# Gameplay

## ■ Columns Rules

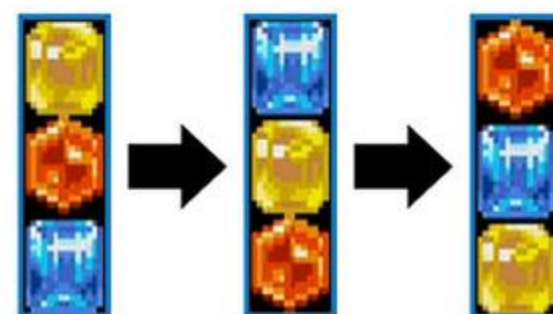
Arrange three or more jewels of the same color in a vertical, horizontal, or diagonal line to remove them from the gamefield. If jewels stack beyond the top row, the game will end (rudely and abruptly, in some cases).



## ● Moving Jewels

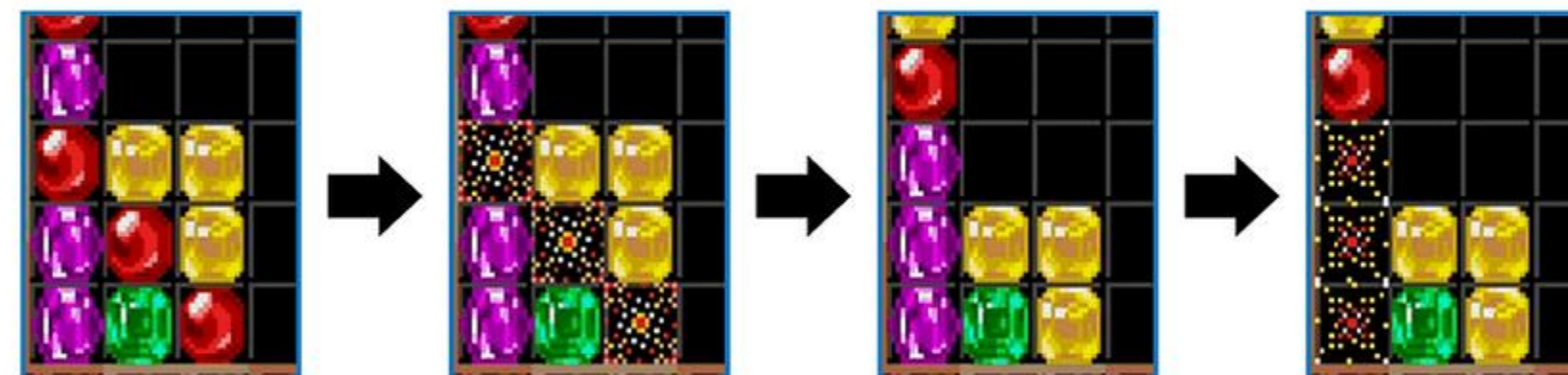
Press ◀ / ▶ to move the column of jewels left / right, and press ▼ to fast drop the column in an instant.

Press the *Rotate* button to rearrange the column in the illustrated sequence.



## ● Chains

When you remove a line of jewels, any sitting on top of them will drop down into the empty spaces. This can lead to a second line being formed which will also be removed. This is known as a chain, and is one of the secrets to scoring big!



## ● General Tips

- Try connecting the jewels diagonally. When horizontal and vertical lines are removed, it's easy to set up a chain this way.
- *FLASH COLUMNS* is extremely difficult! If you are really serious about clearing every stage, you might consider lowering the difficulty.

## Gameplay

### ■ Magic Jewels

In some game modes, jewels with magical powers sometimes appear. The effects are very powerful, so make sure you know how to use them effectively!



### ● Magic Jewel Effects

Fulfill a specific condition and a Magic Jewel column will drop into the gamefield. When the column lands, the Magic Jewel at the bottom of the column will determine the effect.



#### Banish

All jewels the same color as the one immediately under the Magic Jewel column will be removed. Result!



#### Down

The floor of your field drops 3 rows. Yay!



#### Raise

The floor of your opponent's field raises 1 row. Ouch!

\* There are no Magic Jewels in *FLASH COLUMNS* mode.

\* Down and Raise only appear in *VS COLUMNS* and *Online Match*.

### ● Magic Jewel Drop Conditions

In *Columns I* the conditions for Magic Jewel release depend on the level selected when you start the game:

#### EASY

Released once only when the field is half-filled with jewels.

#### MEDIUM / HARD

Released every time a certain number of jewels are removed.

# Arcade Mode

Select *FLASH COLUMNS* for a stage clearance based game, or *VS COLUMNS* for offline 2 player 'endless' play.

## ■ Game Screen



- ① Next jewel column
- ② Current stage

- ③ Score
- ④ Removed jewels

## ■ Flash Columns

Remove the flashing jewels to clear the stage and progress to the next. There are 70 stages in total.

If you fail to clear a stage, press the *Insert Coin / Start* button within the time limit to retry.

## ■ Skulls

Every now and then, one of the jewels will turn into a skull. Remove a skull and the floor will be raised as an angry punishment, making it that much harder to continue. Needless to say, try not to remove the skulls—they are not your friends!



\* If you'd rather not have nasty skulls messing up your lovely gameplay, select  **SKULL SMASH** at the START MENU.

## Arcade Mode

### ■ Bonus Stage

The bonus stage pops up every time you clear 2 regular stages. Try to remove them all by shooting colored jewels from the bottom of the screen.

Press ◀ / ▶ to move the jewel, ▲ / ▼ to change its color, and the *Rotate* button to fire! Fire as many times as the time limit will allow. Good luck!



### ● Two Player Play

For two player play, press the *Insert Coin / Start* button on the controller corresponding to the vacant gamefield to jump in.

- \* A 2nd  **CONTROLLER** must be registered to the console.
- \* Two player play in *FLASH COLUMNS* has no competitive elements.

### ● Rewards for Stage Clearance

As you progressively clear the stages, ring girls and ring boys will appear in The Jewel Case. Try to clear all the stages to unlock them all!



### Helper Options

When choosing *Arcade Mode* at the START MENU, press ◀ / ▶ to select *Stage Select* or *Skull Smash*.

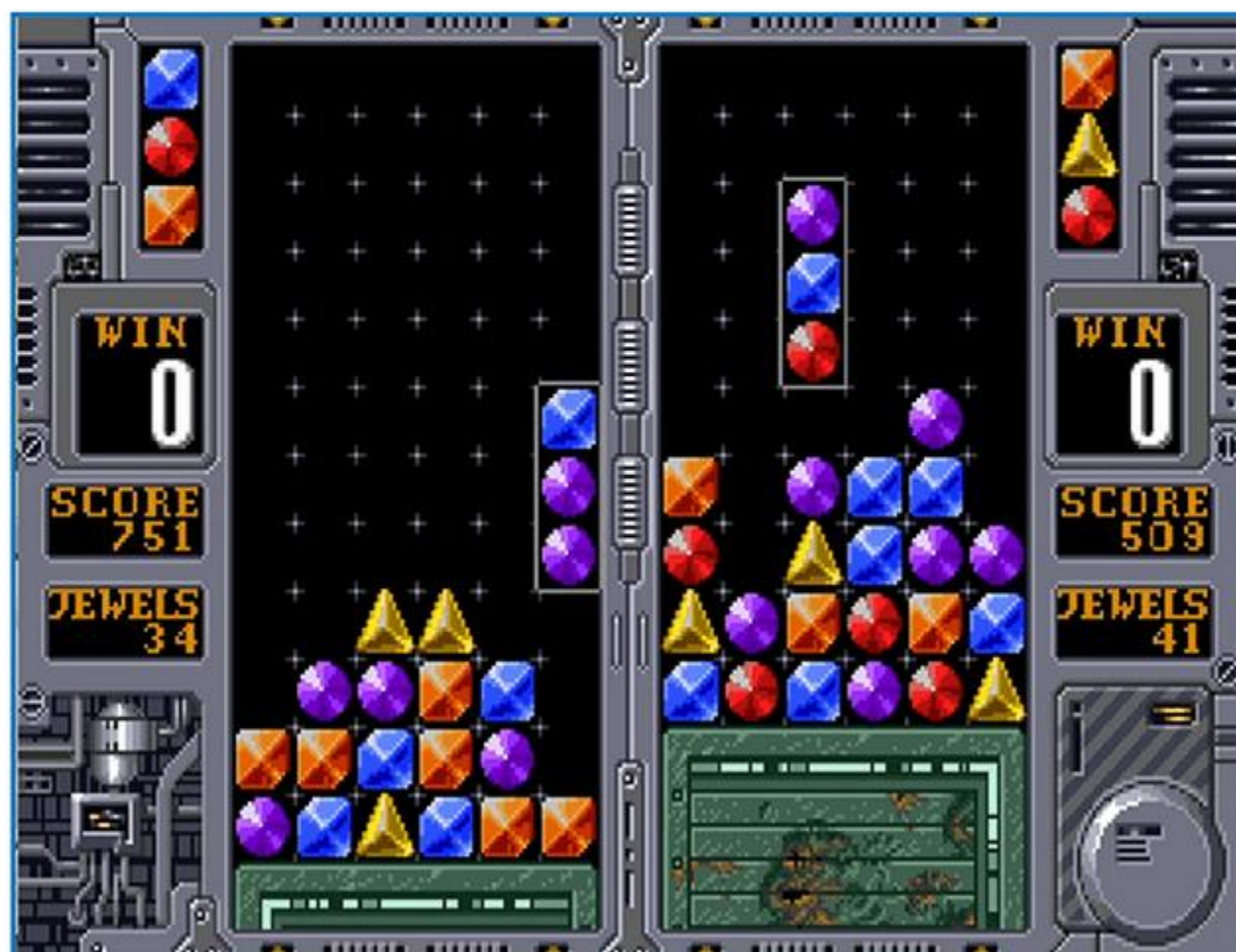
*Stage Select* allows you to select the stage you wish to start from at the beginning of each game.

*Skull Smash* allows this also, but additionally stops skulls from making a nuisance of themselves.

## Arcade Mode

### ■ VS Columns

Player 1 takes on the left gamefield, and player 2 the right.



The trick is to try to remove four or more jewels simultaneously. This triggers a chain event with the following effects:

- Your opponent's floor will be raised.
- The falling column of jewels on your opponent's gamefield will vanish.
- Your own floor will drop (if raised).

Time your strategy carefully to mess up your opponent's gamefield when they need it the least! Watch out though—what goes around comes around!

At the end of a game, press the *Insert Coin / Start* button within the time limit for an instant rematch. Best two out of three is always a good option when you've just been beaten!

- \* A 2nd  **CONTROLLER** must be registered to the console.
- \* **VS COLUMNS** is only available as an offline mode. For online play, select  **ONLINE MATCH** at the START MENU.

# Columns I

Arrange the jewels as they drop and remove as many as you can for as long as you can!

## ■ Game Screen



1 Next jewel column


2 Most recently earned points

3 Score

4 Level

5 Removed jewels

## ■ Select Level / BGM (Music)

Start the game to display the *SELECT LEVEL* screen. Press  $\triangle$  /  $\nabla$  to set level, and  $\triangleleft$  /  $\triangleright$  to set music.  **MAGIC JEWELS** release conditions are determined by your level choice here.

### EASY

Begin at level 0. For the first 3 levels, jewels removable with the current column will flash.

### MEDIUM

Begin at level 5 with a 20,000 point bonus.

### HARD

Begin at level 10 with a 50,000 point bonus.

\* Removing a certain amount of jewels increases your level. This will have an effect on the drop speed.

\* There is no Continue function in this mode.

# Online Match

## ■ Random Online Match

Play against a randomly selected player from around the world. Select *Random Online Match* at the START MENU, and the match will begin as soon as a suitable opponent is found.

### Opponent Connection Status

Before and during an online match, the connection status of your opponent is displayed. The more bars shown, the smoother gameplay will be!



### Ending Online Match

Press  $\oplus$  /  $\Rightarrow$  to open the PAUSE MENU. Choose *Return to Start Menu* to finish up and, well, return to the START MENU.

Please note that gameplay in this mode **does not pause** when you open the PAUSE MENU.

## ■ Create a Room / Join a Room

Create a passworded room so you can play against a player of your choosing. One player must create a room and the other must join it.

### ● Create a Room

Select *Create a Room* at the START MENU and set a 4 digit password. Tell a friend the password and wait for them to join.

### ● Join a Room

Select *Join a Room* at the START MENU to see a list of the currently available rooms. Choose the room your friend created and enter the password they told you.

The match will start upon successful connection.

## Online Match

### ■ Connecting to the Internet

Online Match requires the following:

- Wireless internet connection
- A Nintendo Account
- **You must be a paid member of “Nintendo Switch Online”.**

For details, see the following site: [support.nintendo.com](https://support.nintendo.com)

### ■ Precautions When Going Online

No guarantees are made about the quality of your network connection. Delays, dropped data and disconnection may occur depending on your and your opponent's network environment.

SEGA accepts no responsibility for any trouble or damage due to connectivity issues when using the network functionality. This service will be available for a set period of time, and may be terminated at any time without notice.

During online play, the user name registered to the console will be visible to others. Please avoid registering personally identifiable information such as your real name or telephone number. Try to avoid registering names that are likely to make other users feel uncomfortable.

# Replay and Ranking

## ■ Saving Replay Data

Replay data is saved every time you finish a game. Up to 10 replay data files can be stored, with the oldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

## ■ Ranking

When you finish a game, your score will be registered to the Ranking.

Replay data will be uploaded together with your score, and the top 50 will be viewable by anybody.

- \* Scores cannot be registered if the *Load* function has been used.
- \* If network connection issues prevent you from registering your score, it cannot be registered at a later time.

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