

BUBBLE BOBBLE

1 Controls

2 Getting Started

3 Basic Play

4 Game Screen

5 Scoring

6 Items

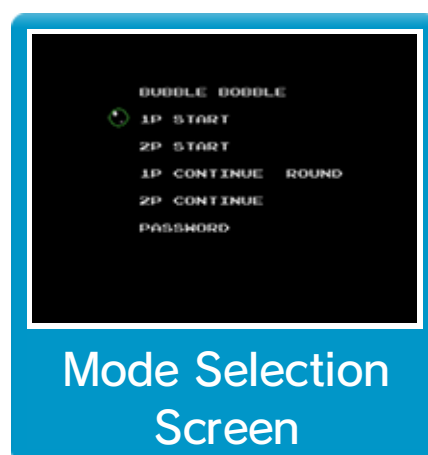
7 Password

Basic Controls

Move left and right/Enter password	+
Jump	A
Blow bubbles	B
Confirm/Pause/Resume game	START
Menu navigation	SELECT

Select either 1P START or 2P START with SELECT, then press START to begin the game. Select 1P START to begin a single-player game or select 2P START to begin a two-player cooperative game. In two-player mode, player 1 starts on the left side of the screen and player 2 on the right.

- ◆ Press START on the title screen to advance to the mode selection screen.



Move Bub (player 1) and Bob (player 2) around the screen and encase enemy beasties in your bubbles.



Once you've trapped an enemy inside a bubble, pop the bubble to finish off the foe. Defeat all on-screen enemies to proceed to the next round. You will lose a life if you are touched by an enemy or enemy attack.

Lose all your lives and it will be game over.

Teamwork is crucial to succeeding in two-player games, so be sure to work with your partner to take down all the enemies.

● Continuing

After your game ends, the game over screen will be displayed. Press **START** to return to the mode selection screen. Select **1P CONTINUE** or **2P CONTINUE** and confirm with **START**. You can continue your game from any round you previously reached by selecting it with **A** or **B** and confirming with **START**.

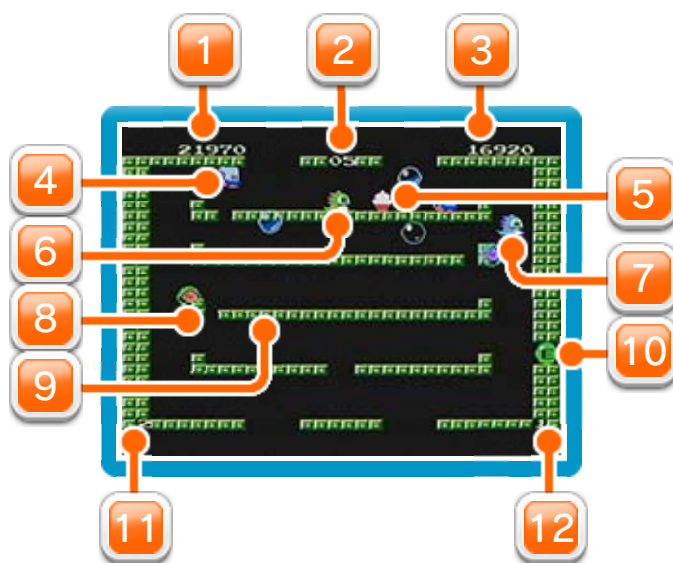
● Adding a Second Player

If a second player wants to join in the action during a single-player game, press **START** on the first player's controller to pause the game, then press **SELECT**. Player 1 will have to give up one life to bring Bob (player 2) into the game as a teammate.

● Reviving Your Teammate

If one of the two players runs out of lives and drops out of a two-player game before the other player, the remaining player can give up a remaining life to bring the fallen teammate back into the game using the method described

previously.



1 Player 1's score

2 Current round

3 Player 2's score

4 Enemy

5 Bonus item

Appears in the spot an enemy lands after it is defeated.

6 Player 1 (Bub)

7 Player 2 (Bob)

8 Enemy trapped in a bubble

9 Platform

You can pass upward through platforms, but you cannot fall down through one platform to the next.

10 Letters collected (spell EXTEND)

11 Lives remaining (player 1)

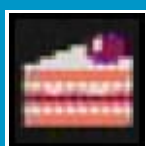
12 Lives remaining (player 2)

The more bubbles you burst at once, the more points you receive. You can also boost your score by picking up bonus



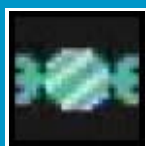
items and using certain power-ups to defeat enemies. You can score even more points in secret bonus rounds, so try to figure out how to get to these!

Burst a bubble	10 points
Jump on a bubble	10 points
Burst an enemy-filled bubble	1,000 points
Burst two enemy-filled bubbles at once	2,000 points
Burst three enemy-filled bubbles at once	4,000 points
Burst four enemy-filled bubbles at once	8,000 points
Burst five enemy-filled bubbles at once	16,000 points
Burst six enemy-filled bubbles at once	32,000 points
Burst seven enemy-filled bubbles at once	64,000 points



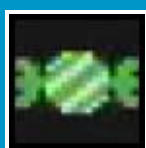
Bonus items

Appear after you defeat an enemy. Grab one to add extra points to your score. There are several different food items.



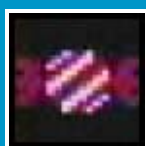
Candy (blue)

Appears after you pop a certain number of bubbles. Grab one of these to increase the speed of your bubbles and the distance they fly.



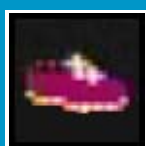
Candy (green)

Appears after you pop a certain number of bubbles. Grab one of these to increase the rate at which you can blow bubbles.



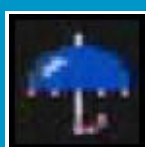
Candy (red)

This item combines the effects of the blue and green candies.



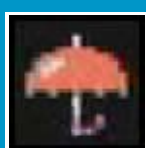
Shoe

Appears after you have jumped on a certain number of bubbles. This increases the speed at which you move.



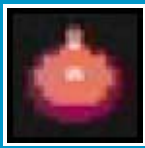
Parasol (blue)

Appears after you pop a certain number of water bubbles. Grab this item to warp forward three rounds.



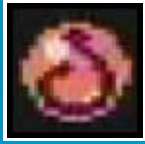
Parasol (orange)

Appears after you pop a certain number of water bubbles. Grab this item to warp forward five rounds.



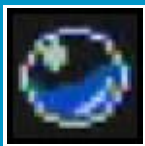
Bomb

Appears after you pop a certain number of fire bubbles. Grab this item to cause a massive explosion that eliminates all on-screen enemies.



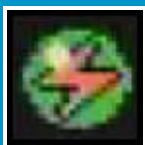
Fire bubble

A bubble filled with red-hot flames. When you burst one of these, a flame will fall to the ground and ignite into a fiery row, taking out any enemies it touches.



Water bubble

A bubble filled with water. Pop it to release a torrent of water that travels down and washes away your enemies.



Lightning bubble

A bubble containing lightning. When you burst this bubble, a thunderbolt will fly out behind you, taking out any enemies it touches.



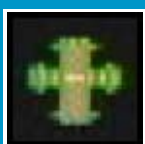
Cross of Power (fire)

Allows you to shoot ten piercing blasts of fire.



Cross of Power (water)

Summons a mighty flood that destroys all on-screen enemies.



Cross of Power (lightning)



Makes an immense bolt of lightning rip through the screen, destroying all on-screen enemies.



EXTEND bubble

Collect bubbles with the letters E-X-T-E-N-D to earn an extra life.

Once you've lost all your lives and your game is over, you will receive a password. You should make a note of the password, as it will allow you to resume your game from where you left off. To resume your game with a password, select **PASSWORD** from the mode selection screen, and then enter the password you wrote down.

To enter a password, use  to move the bubble, and  to enter a letter. Once the password is ready, press **START** to enter it. Then select either **1P CONTINUE** or **2P CONTINUE**.