

## BUBBLE BOBBLE

Meet BUB and BOB our bantam-weight brontosauers who are bent on battling big bullies by blowing and bursting bubbles. Before battling these brazen bullies, beware that bubble blowing is better than blasting bullies with bazookas, or better than bouncing bombs from biplanes, and even beats boxing these brainless barbarians. So now that we briefly belayed the Bub and Bob biographies, begin by browsing the play instructions below and becoming the best BUBBLE BOBBLE bubble blower on the block.

### How to Destroy:



#### 1) Blow Bubbles



#### 2) Box up Bullies, then



#### 3) Burst Them!!!

By bursting bubbles containing fire, thunder, and water that appeared in the previous stage, you can quickly destroy the bullies. Fire, Thunder, and Water flow in the direction in which you stretch yourself. You can even bounce on the bubbles (by keeping the joystick pushed up )!!!

## SCORING:

### A Burst the Bubbles for the following points:

10	100	100	100	500

### B Bonuses for destroying Bullies!!!

500	1000	2000	4000	8000	16000	32000

### C TIMING TARGETS:

Clearing a stage quickly allows for high-point targets in the next stage.

.....						
.....	5000	6000	7000	8000	9000	10000

### D MAGIC TARGETS:

Magic Targets mysteriously appear!  
Destroy them and power up!

						..... ?
BUBBLE UP!	SPEED UP!	ONE-SHOT ROLL PACK!	CHANCE!	LUCKY!	1 UP!?	..... ?

Its best to destroy several enemies at the same time. Can you reach the "True ending" by clearing all 100 stages?

A "Sudden Reversal" awaits you there!

A player can join at any time by pressing the fire button. You start the game with an extra 8 credits. To keep playing after you have lost all your lives, just press the fire button quickly.

## EXTEND

Get all the letters. They appear when destroying several enemies at the same time!

### E



1-P BUB



2-P BOB



Benzo



Bonnie-bo



Boa-bao



Blubba



Boris



Bonner



Baron von Blubba

If you take too much time, you are no match for him!

## KEY CONTROLS

### COMMODORE -

1 OR 2 TO START WITH 1 OR 2 PLAYERS RESPECTIVELY.

[IN GAME]

⌂ PAUSE

Q QUIT

JOYSTICKS

PORT 2 FOR PLAYER 1

PORT 1 FOR PLAYER 2

LEFT AND RIGHT

UP

FIRE

LEFT AND RIGHT

JUMP

BUBBLE/JOIN GAME

### SPECTRUM -

BOTH PLAYERS CAN SELECT FROM THE FOLLOWING OPTIONS:

1. KEYBOARD (DEFINABLE - ONE PLAYER ONLY)
2. SINCLAIR (+2, +3, INTERFACE 2) STICK
3. KEMPSTON JOYSTICK
4. CURSOR (PROTEK) TYPE JOYSTICK

(IF 2 PLAYER, ONLY 1 MAY USE THE KEYBOARD, THE OTHER JOYSTICK)

PAUSE: SYMB SHIFT.

UNPAUSE: CAPS SHIFT

ABORT GAME: BREAK

(CAPS SHIFT + SPACE)

PRESS 1 OR 2 TO START THE GAME

## LOADING INSTRUCTIONS

### COMMODORE C64 CASS

HOLD DOWN SHIFT AND PRESS RUN/STOP THEN  
PLAY ON TAPE

### COMMODORE C64 DISC

TYPE LOAD "\*", 8, 1

### SPEC 48K OR + CASS

TYPE LOAD " " AND PRESS ENTER

### SPEC 128K, +2 OR +3 CASS

PRESS ENTER

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