BUBBLE BOBBLE

Meet BUB and BOB our bantam-weight brontosaures 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



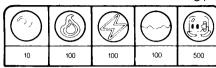
3) Burst Them!!!

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.

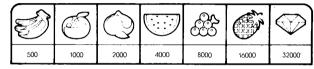
You can even bounce on the bubbles (by keeping the joystick pushed up)!!!

SCORING:

A Burst the Bubbles for the following points:



B Bonuses for destroying Bullies!!!



C TIMING TARGETS:

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

				ಉ ್ಪಾ	
 5000	6000	7000	8000	9000	10000

D MAGIC TARGETS:

Magic Targets mysteriously appear!
Destroy them and power up!

				#	8	?
BUBBLE UP!	SPEED UP I	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.



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

E



1-P BUB







Benzo Bonnie-bo





2-P BOB





Boa-boa

oa Blubba

Boris

Bonner

(O)

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]

C PAUSE

Q QUIT

JOYSTICKS

PORT 2 FOR PLAYER 1

LEFT AND RIGHT LEFT AND RIGHT

UP JUMP

FIRE 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

Licensed from © Taito Corp., 1987

Programmed for Commodore, Spectrum, Amstrad CPC and Atari ST by
British Telecommunications P.L.C.
Export outside Europe, Australia and New Zealand prohibited.
Conversions by Software Creations



FIREBIRD IS A TRADE MARK OF
BRITISH TELECOMMUNICATIONS P.L.C.

