TAITO™

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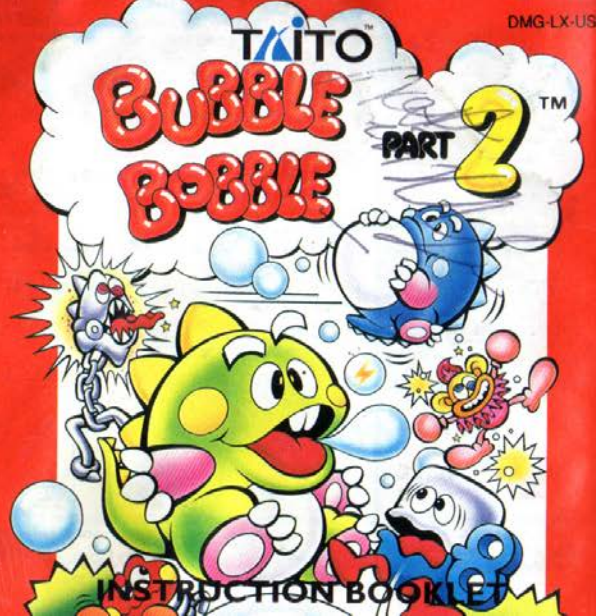
Nintendo®

GAME BOY®

DMG-LX-USA

TAITO™

BUBBLE BOBBLE PART 2™



INSTRUCTION BOOKLET

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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TAITO Thank you for buying BUBBLE BOBBLE PART 2™ for Game Boy. We suggest you read the manual completely before playing the game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

TAKING CARE OF YOUR GAME

1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
5) Store the Game Pak in its protective case when not in use.





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BEGINNING

Insert the Game Pak and turn on your Game Boy. Push Start for the title screen, then push Start again to enter the select screen. Choose the Start or Password option with the Select button and push Start.





Pick Start or Password on the select screen.



Push the Start button to skip the game demo.

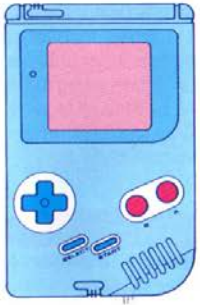


Use Control Pad and A to enter your password.

THE CONTROLS

This game has four levels, with 20 stages in each. You cannot move on to a new stage until all enemies in the current stage are defeated.





START/SELECT

Push Start to begin or pause game. Use Select only on select screen.

CONTROL PAD

You can only move to the right and left, not up or down.

B BUTTON

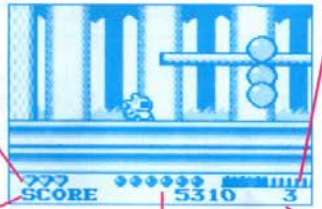
Use B to blow bubbles, Super Bubbles, or to wrap yourself in a bubble.

A BUTTON

Press A to jump. Use with Control Pad to jump right and left.

GAME SCREEN

When you or your enemies fall into holes, you reappear from above. Push Start to see how many Lives you have.



STAMINA

You lose a Heart when injured. Collect Hearts.

POWER METER

Push B until the meter is charged, then let go to blow Super Bubbles. Continue holding B after the meter is charged to wrap a bubble around yourself and float.

POINTS

Your points increase as you defeat enemies.

EXTEND

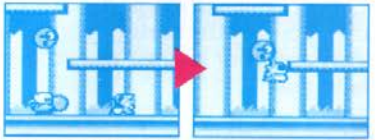
Collect bubbles to spell EXTEND and get a 1-Up.

ENEMIES

This is the number of enemies still left.

BLOWING BUBBLES

Use bubbles as weapons. You can trap an enemy in a bubble, then pop it with your spines to defeat him. Or blow your bubbles at enemies that can't be trapped to bump them off.

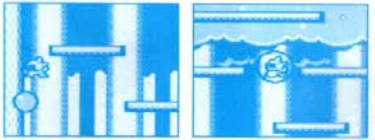


Once caught, your enemy cannot fight. Pop the bubble with your sharp spines.



SUPER BUBBLES

Attack three enemies at once by holding B until the meter charges, then releasing it.



SPECIAL MOVE

Push A to bounce on bubbles. Keep holding B after the meter charges to float.

ITEMS

Collect Fruit and magic items during the game. Gathering Fruit will increase your points; magic items help you.







HEART
Increase your stamina by collecting up to 3 Hearts.



CHALICE
All enemies on a stage are beaten when you get this.



DOOR
Enter a bonus stage with this Door and win big!



CANE
Beat up all the enemies on a stage with this Cane.



CRYSTAL
The Star Rod appears if you don't pick up Crystals.



CLOCK
This stops enemies, but you should not touch them.



SHOES
Wear this Shoe to move fast until you lose one Life.



CANDY
Blow bubbles farther with this until you lose a Life.



1-UP STATUE
When you collect the Statue, you get an extra Life.



TREE
Get the Tree, then defeat enemies to gather Fruit.



JEWEL
Get this, then destroy all enemies to find a Big Diamond.



UMBRELLA
The Umbrella warps you through three stages.



BIG COIN
This gives you five 1-UP Statues and lots of points.



BIG BELL
Its ring means powerful magic items are on this stage.

OTHER ITEMS

You will find these and many other items hidden throughout the stages. You can collect several items on each stage.

SPECIAL BUBBLES

Watch for bubbles with special marks. Pop them to release their power, but be sure to avoid the effects yourself.



FIRE

Fireballs drop to the floor and roll into your enemies.



ION

The lethal light particles float through obstacles.



WATER

Foes are washed away in the flood from this bubble.



WIND

A mighty tornado sweeps upward, carrying off foes.



THUNDER

These bolts will frizzle enemies even through walls.



STAR

The wide ranging cloud of stars destroys enemies.

TRICKS

Beware of the many tricky places in this game. You could get injured or miss the chance to complete a stage and move on. Explore everywhere and expect anything.



Don't touch spikes on the ceiling or floor.



Black holes warp you to other stages.

Game Over

When you use up all your Lives, the game ends. You can continue (push Start) or record a password.



Select Password to enter a password.



Choose No to return to the title screen.

ENEMIES

Most enemies will attack you with body slams, but a few of them have dangerous weapons. Study how each kind of enemy moves and fights to find his weaknesses, then attack.



Hoppit

He jumps after you, but is not very dangerous.



Apogo

Attack him just before he lands after jumping.



Nimbus

He floats, but can't go through obstacles.



Invader

He fires beams, but cannot fly or jump.



Slider

Watch out for him bouncing off the walls.



Borracho

After emptying bottles, he'll fire them at you.



Haron

This flying rabbit will chase you. To stop him, hit him four times in a row with your bubbles.



Thor

The hammers this guy throws can smash right through floors and still pound you hard.



Helio

This flying foe will appear in Level 1, firing missiles as he chases you.



Fire Viper

On this vase is a fire spitting snake that will attack when you get too close.



Invader Crate

Many Invaders are packed into this crate. Use Special or Super Bubbles to destroy it.

Sawbones

If you don't defeat your enemies by a set time, Sawbones attacks. He stays till you lose a Life or beat all foes.



HELPFUL HINTS

Pop bubbles with letters on them to spell out the word EXTEND. You will then earn a 1-UP and be able to move on to the next stage.



The letter from the bubble appears below.



HAPPY ENDING

For a happy ending, you must collect Big Diamonds in each level and keys from each boss. Otherwise, your games will have different endings--none of them pleasant!



WARRANTY

Taito America warrants to the original purchaser of this Taito product that this Game Pak is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

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