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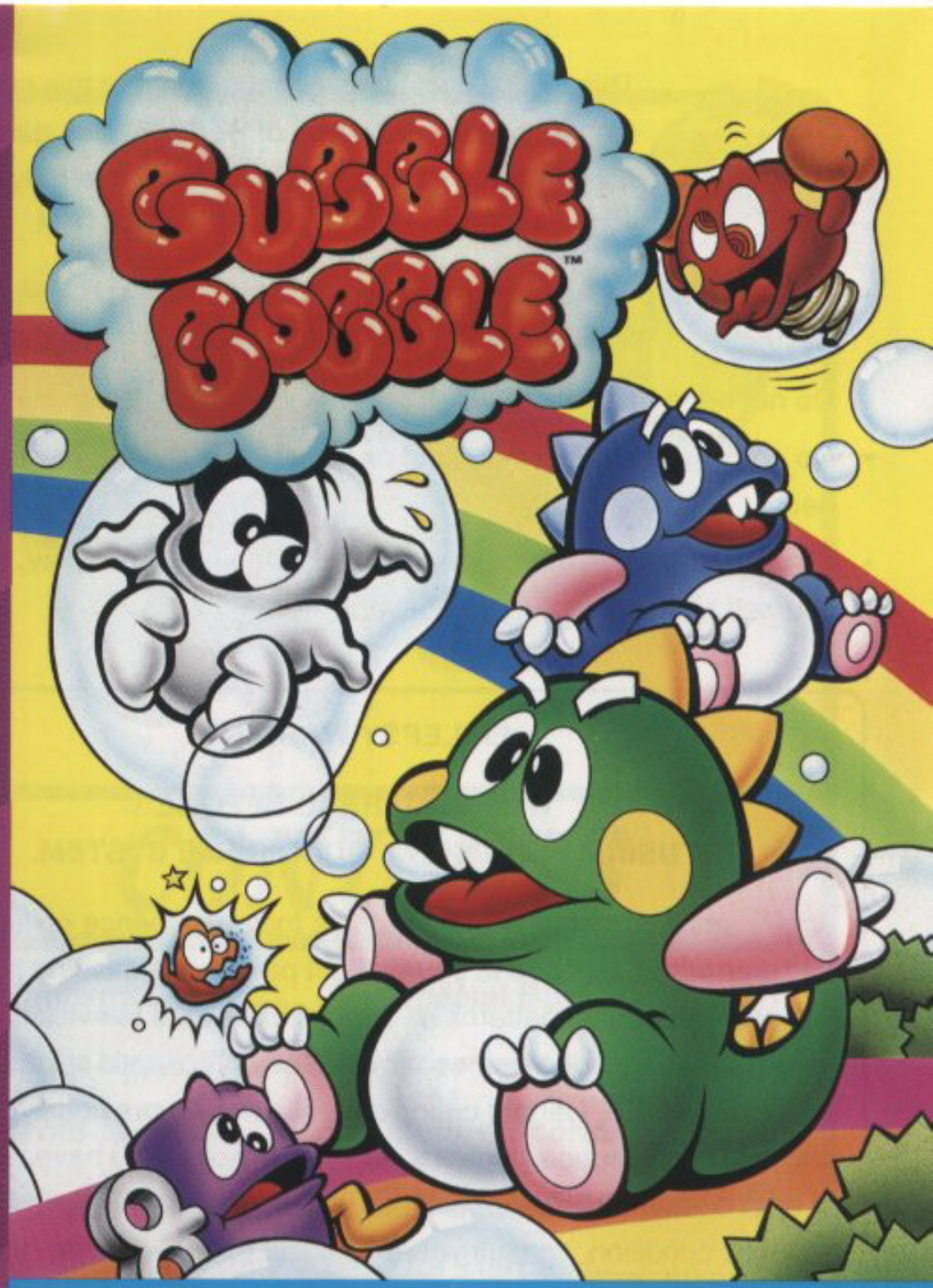
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SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY



INSTRUCTION MANUAL

TAITO®

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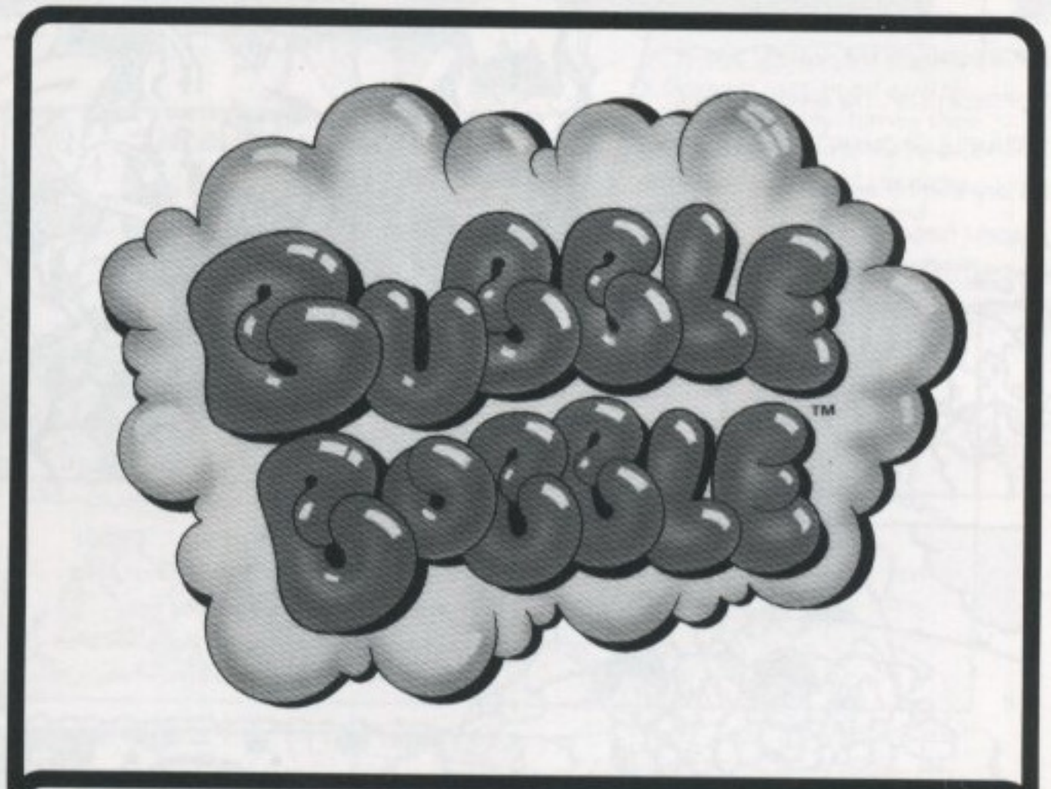
This official seal is your assurance that this product meets the highest quality standards of SEGA™ . Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



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Evil is brewing in the peaceful land of 'POPDROPOLIS". The sinister wizard, 'GRUMPLE GROMMIT", has revived after his long slumber and plans to conquer this peaceful fantasy world.

GRRR...

The sons of 'KING BURSTY", "BUBBY and BOBBY", were enjoying a relaxing picnic with their girlfriends, not knowing that they were being watched by some of Grommit's henchmen.

Ha.ha.ha

"What have we here? The party's over, kiddies!"

ZAPPP!!

Grumple Grommit appeared before the children and used his evil magic to cage the two girls in escape proof bubbles. He then ordered his henchmen to take the innocent young victims to his "CAVE OF MONSTERS".

HELP!

HELP!

"And as for you, you snivelling little brats - take that!"

KAZAMMM!!

Grommit cast an evil spell on Bubby and Bobby, turning them both into dinosaurs. The hooded fiend then quickly fled the scene, leaving the two transformed heroes lying unconscious.

Urghhh...

Bubby and Bobby awoke only to find out that they had been changed into magic bubble breathing dinosaurs.

BOP

BOING

"C'mon Bobby - we've gotta rescue the girls and save the Kingdom! Let's get blowing bubbles and blasting beasties!"

SKEDADDLE!!

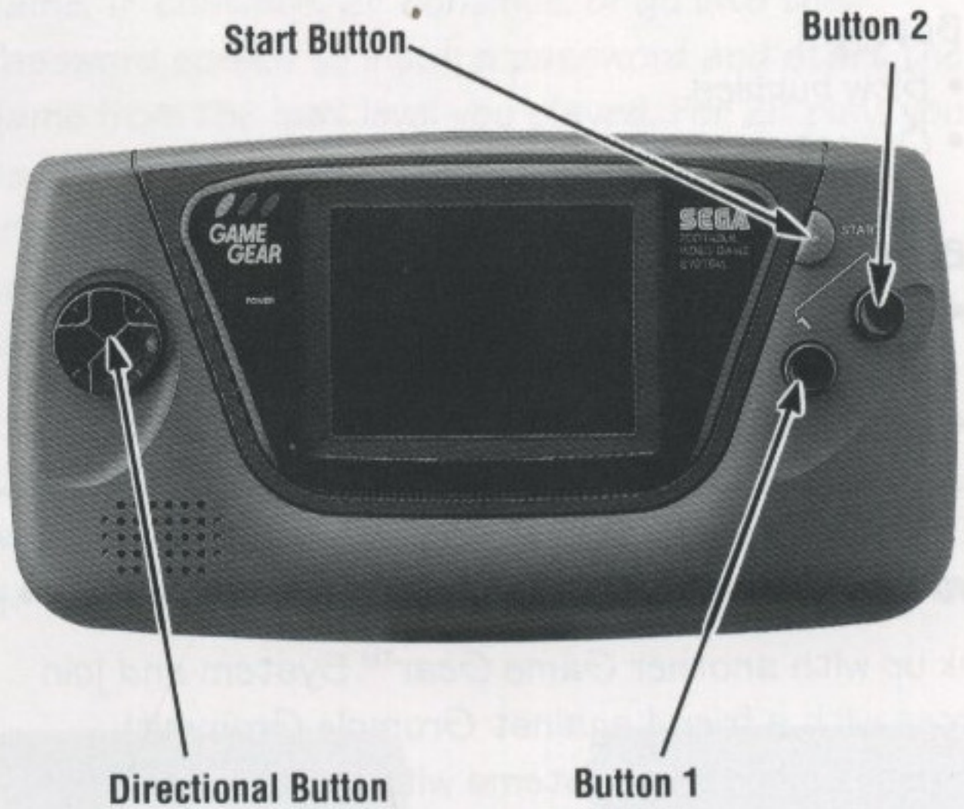
STARTING UP

1. Make sure the power switch is OFF.
2. Insert the "Bubble Bobble" cartridge into the Sega™ Game Gear™ System as described in your Game Gear™ System instruction manual.
3. Turn the power switch ON. In a few moments the Sega screen and the Title screen will appear.
4. Press the Start Button at the Title screen to start the game.

IMPORTANT: Always make sure the power switch is OFF before inserting or removing the Sega cartridge.

CONTROLS

As a dinosaur, you can run and jump, blow bubbles at enemies, and ride up into the air on bubbles.



Directional Button (D-Button)

- Move Bub or Bob left or right.
- Select the game mode.
- Move the bubble cursor on the Password screen.

Start Button

- Press to start the game at the Title screen.
- Press once during game play to pause the game, and check your point score and item store. Press again to resume play.

Button 1

- Blow bubbles.
- Change password letters.

Button 2

- Jump. Continue holding down Button 2 to ride up on a bubble coming up from below.
- Input password letters.

Two Dinosaurs are Better than One! . . . . . .

Link up with another Game Gear™ System and join forces with a friend against Grumple Grommit! Connect up the two systems with the special Gear-to-Gear™ connection cord. (available separately) The dinosaurs are different colors during a link game - Bob (player 1) is green, and Bub (player 2) is green.



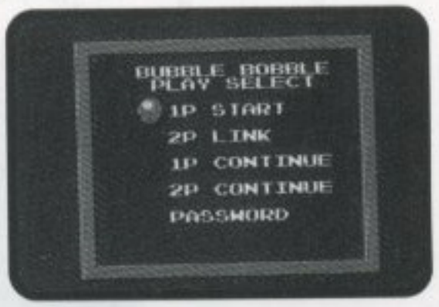
HOW TO PLAY

Press the Start Button at the Title screen and the Play Select screen will appear. Select the game mode from this screen - choose from 1P game, 2P game, 1P continue, 2P continue, or go into the Password screen to input a password and start the game from the last level you played. For 2P play, you need to connect your Game Gear™ system to a friend's with the special Game Gear™ connection cord. Choose a mode with the D-Button and set it with Button 1 or 2.

Each player starts with three lives. A life is lost each time Bub or Bob is touched by a beastie or one of its weapons (fireballs, bottles, stones or lasers). The game ends when you lose your last life.



Title Screen



Player Select Screen

Move Bub and/or Bob around each level. Hold down Button 2 and hop onto a bubble to ride upwards. Capture the beasties by pressing Button 1 and blowing bubbles at them. Trap the beasties in bubbles and smash them with a mighty jump or a high speed charge. Try to eat the food items that are left after the beastie bubbles burst. Get rid of all the beasties and go to the next level. There are 200 levels in the game.



GAME OVER

At the end of the game, the Game Over screen appears. The password for the level you were just playing will be shown on this screen. Make a note of it so that you can start playing from this level the next time you play the game.

See the next page for more information about passwords.



Game Over Screen

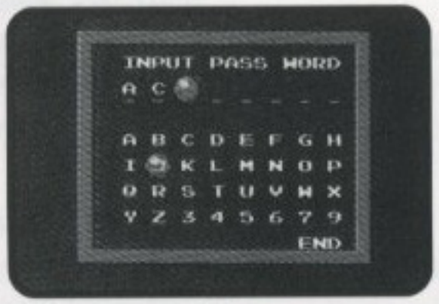


PASSWORD

Each level has a special password made up of eight letters and numbers. It appears each time the game ends. When you turn on your Game Gear™ System, enter the password and you can start from the last level you played.

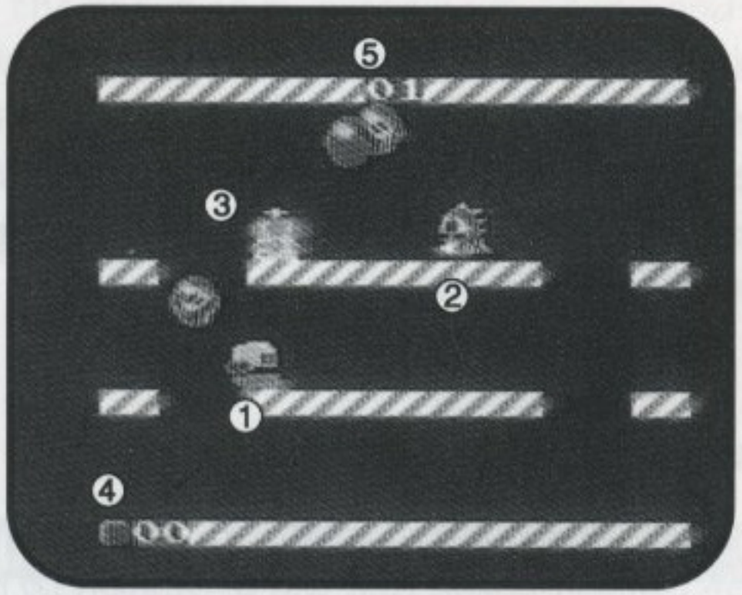
Inputting the Password

Choose the Password option with the D-Button and press Button 1 or 2. Use the D-Button to move the bubble cursor and select letters/numbers. Use Button 2 to input a letter or number. Use Button 1 to move back and change a letter or number.



Password Screen

GAME SCREEN



These are the different things you'll see on screen:

① Beastie
One of the many mean and nasty critters who'll try to block your way!

② Hero
In 2-Player mode, each of the dinosaurs is a different color.

③ Item
You will find many items in the stages. Take them before they disappear. A food item will appear each time you burst a bubble with a beastie trapped inside.

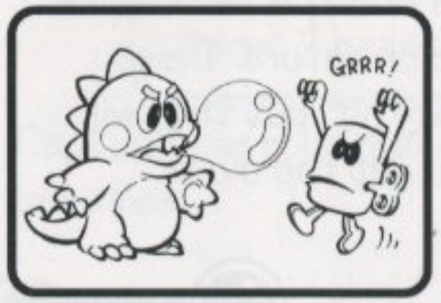
④ Life Meter
If you lose a life when the meter is down to zero (your last life), the game is over.

⑤ Level Number
The number of the level you've reached.

BUBBLE ATTACKS

You use bubbles as your weapon. They wrap up your enemies and trap them. After you have trapped a beastie, burst the bubble. If you don't burst the bubble, the beastie will eventually escape, red in the face and very, very angry! Face in the direction you want to blow your bubbles and push Button 1.

Bubble attacks are not effective against Boss characters or Baron von Blubber.



Blowing Bubbles



Trapped Beastie

Bursting a Beastie Bubble

- Jump onto a bubble with a trapped beastie and crush him. Jump upwards and crush him into the ceiling.
- Crash a trapped beastie into the wall.
- Charge into a trapped beastie.
- Groups of bubbles can be broken by bursting the one at the end.

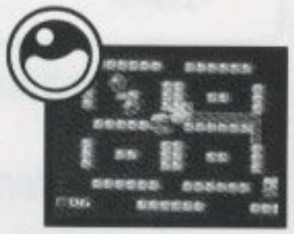
- Stop a bubble by lightly touching it. You can group them this way and then burst them all at once.
- One of the best ways to burst a beastie is to run right into him while blowing a barrage of bubbles.

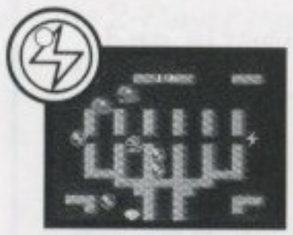
SPECIAL BUBBLES

When you find and pop one of the special bubbles, it releases a powerful force of nature. These forces will defeat all enemies they hit, but they will also harm you temporarily if you get too close.

Water bubble . . . . . .

Pop this to release a flood that will wash away and drown your enemies.





Thunder bubble . . . . . .

A lightning bolt zaps out to blast nearby beasties.

Fire bubble . . . . . .

Flame bursts out of this bubble and briefly forms a pool on the floor.



SCORING

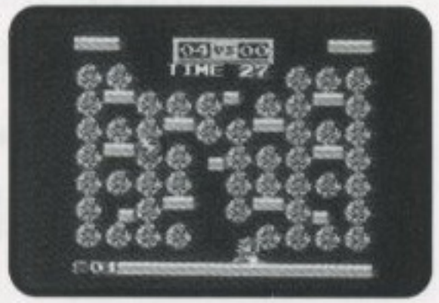
Burst bunches of bubbles for the following points:

Burst an empty bubble:	10
Burst 1 beastie:	1,000
Burst 2 beasties:	2,000
Burst 3 beasties:	4,000
Burst 4 beasties:	8,000
Burst 5 beasties:	16,000
Burst 6 beasties:	32,000
Burst 7 beasties:	64,000

Capturing special magic items will help you burst the beasties!

BONUS SCORING

Collect as many bonuses as you can!



Bonus Rounds . . . . . .

Magic jars appear on some levels. Capture one and a special bonus screen appears. Gather all the targets in less than 30 seconds and score up to 100,000 points!

Enemy Bonuses

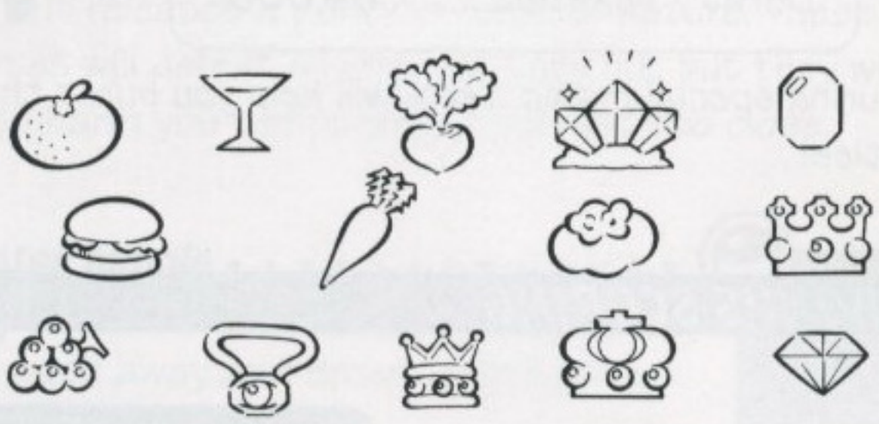
An enemy bonus (food item) appears when you burst a beastie.

Timer Bonus

A timer bonus appears for a short time at the beginning of a new level.

Round Clear Bonus

A round clear bonus appears when you burst all the beasties on a level. The value of a bonus depends upon the color.



EXTEND Bonus

Collect all the letters to spell EXTEND and receive a 1-UP.





MAGIC ITEMS

All of these items are important in Bub and Bob's quest to save their brontosaurus buddies. Grab them before they disappear!



Shoes

The Shoes will speed you up.



Candy

The Candy gives you the power to blow bubbles farther and faster.



Heart of Power

Makes you invincible for a limited time.



Parasol

Capture a Parasol to warp up to five levels.



Power Diamond

Gives you the power to summon fire, lightning or water to stop the beasties.



Treasure Box

Grab a treasure box for a big reward when the last beastie is burst!



The Wizard's Staff

This mysterious staff turns leftover bubbles into food items at the end of a level.



Bomb

A great explosion that can wipe out all beasties on the screen.



Book of Death

Wipes out the beasties with a mighty earthquake.



Crystal Ball

Gives you the power to see where items and food are located.



Blue Ring

Falling stars will wipe out the beasties.

Green Ring

Falling rocks will descend.



Red Necklace

An energy ball appears to bounce around and stop the beasties.

Green Necklace

A bubble changes to either a Bub or Bob at the end of the level.

Blue Necklace

A special EXTEND bubble appears.



Drug of Thunder

Lets you blow thunder bubbles.



Magic Jar

A special bonus screen will appear.



OUR HEROES

Meet the two brave bubble-blowers setting off to save their buddies!

Bub

Bub is green - when he fights the beasties he's a mean machine!





Bob

Bob is blue - and he's ready to join the bubble-hullaballoo!



THE BEASTIE BRIGADE

Each enemy has different abilities. Some enemies are heavily armed with weapons.



Bubble Buster

You'll see him often - don't let him get too close.



Super Socket

Make sure this nasty critter doesn't fry you with his laser!



Stoner

This weird little wizard throws rocks at you.



Incendo

A real nasty character who loves to spit fire at dinosaurs.



Willy Whistle

Grumple Grommit's bottle-throwing sidekick.



Coiley

If this beast lands on you, you'll be in trouble!



Beluga

A nasty beastie who'd love to wrap his chops around you.



Baron von Blubber

The Baron's immune to bubble attacks, and appears when you're taking too long to wipe out the beasties. A very tough customer.



Hullaballoon

He's full of hot air - don't let him catch you!



Grumple Grommit

The evil and magical brontosaurus kidnapper. You'll have to defeat him to save your pals.

HINTS & TIPS

- Learn to be a bubble rider - you won't get very far unless you do!
- Air currents move the bubbles around so plan your shots well.
- Grab magic items and bonuses as often as you can: they'll help you to defeat the beasties.
- Bursting a water bubble can knock out many beasties; it's also a great way to escape.
- Sometimes the best strategy is to let the beasties come to you.

TAITO Hint Line

1-900-28-TAITO (U.S.)

- *$.75/min for recorded hints*
- *$1.25/min for live hints*
- *Must be 18 years or older*
- *Touch-tone phone only*

1-900-451-4824 (Canada)

- *$1.25/min for recorded hints*

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