
TAITO
BUBBLE BOBBLE
NES—B2—USA
HOW TO PLAY

TAITO

TAITO SOFTWARE INC.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

Bubble Bobble™ is a trademark of Taito America, Inc. © 1988.

THANK YOU

for buying Bubble Bobble™ from Taito.
This arcade hit is now yours to enjoy at home.
For the most fun, read this instruction manual
thoroughly before you begin your journey!

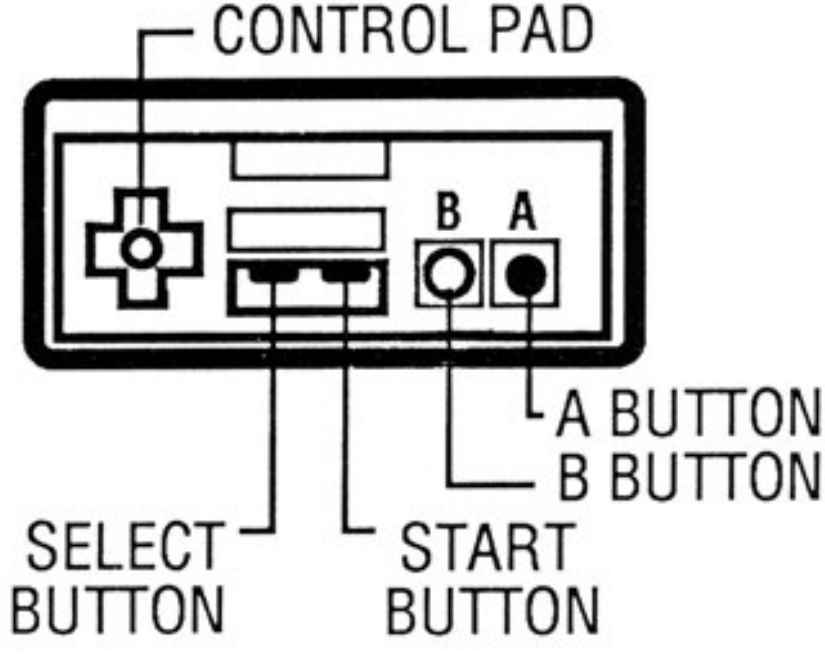
	Page
THE STORY	**2**
HOW TO OPERATE	**3**
HOW TO PLAY	**6**
SCORING	**8**
BONUS SCORING	**9**
MAGIC BONUS ITEMS	**12**
HINTS AND TIPS	**16**
CHARACTERS	**18**
COMPLIANCE WITH FCC REGULATIONS	**20**
WARRANTY	**21**


IN A STRANGE AND MAGICAL FOREST FULL OF DANGER AND DELIGHT, WHERE EVERYTHING IS GOOD TO EAT AND JOLLY ROUND DINOSAURS BOUNCE AND PLAY IN PEACE. LIVED TWO SUCH CREATURES NAMED BUB AND BOB. ONE DAY BUB AND BOB GOT WORD THAT TWO OF THEIR BRONTOSAURUS BUDDIES HAD BEEN ABDUCTED BY BARON VON BLUBBA WHO LIVED IN THE EVIL FOREST JUST BEYOND THE HORIZON. SO BUB AND BOB SET OFF TO FIND THEIR FRIENDS AND BRING THEM TO SAFETY BUT THE BARON HAD SENT MANY ILL-TEMPERED AND HUNGRY BEASTIES TO THE FOREST TO STOP BUB AND BOB FROM FINDING THEIR FRIENDS ONLY BUB AND BOB'S MAGIC BUBBLE BLOWING POWERS COULD SAVE THEM FROM SPONTANEOUS INGESTION
HEY, BUB. LOOKS LIKE WE'VE GOT SOME TROUBLES AND TRULY THEY'RE IN THE SHAPE OF BUBBLES!
NO KIDDIN', BOB WE'RE IN A CRUNCH! THESE BUBBLE BOUND BEASTIES ARE HOPIN' TO HAVE US FOR THEIR LUNCH!
LETS NOT STEW. THERE'S ONLY ONE WAY OUT OF THIS JAM.
@!!★&&
RIGHTIE-O! BOB A LOW ON THE COUNT OF THREE IT'S TIME TO BLOW!
ONE
WHAM!
TWO
CMON, BOYS. LET'S GET THOSE BUBBLE HEADS!
R R R R
BOING! BOING!
SLURP!
ACK!
THREE!
LETS GET BLOWIN'
GRRR!

HOW TO OPERATE

Controller

Controller 1 - **Bub**
Controller 2 - **Bob**



"**A**" Button: Jump Up
"**B**" Button: Blow Bubbles

Bub/Bob



HOW TO OPERATE (continued)

Select Button (to choose one of these options:)

- 1 or 2 player(s) game.
- 1 or 2 player(s) CONTINUE lets you choose a starting level (by pressing the **A** or **B** button) from any of the ones you reached in the last game as long as the NES has not been turned off.

Start Button

- Push **START** to begin play after player selection.
- Press **START** and then **SELECT** to have Bob join the game during play.

Pause Function

- Push the **START** button once during game play to pause.
- Push the **START** button again to resume play.

Password Function

Each level has a special password which is five letters long and uses the first ten letters of the alphabet (ABCDEFGHIJ). It appears each time the game ends. When you turn on your NES, enter the password and you can start from the last level you played.

Typing the Password

Press the **SELECT** button to choose the password option and press **START**. Use the controller arrow keys (up/down) to select a letter. Use the left/right keys to move the bubble cursor across the password. Press the **START** button. If the bell rings the password is correct. If you're wrong, the bubble cursor moves back to the first letter of the password.

After choosing the correct password, select **1P** or **2P CONTINUE** and press **START**.

HOW TO PLAY

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 the number of lives reaches zero.

Move Bub and Bob around each level. Capture the beasties by pressing the "**B**" button and blowing bubbles at them. Trap the beasties in the bubble and smash them with a mighty jump or a high speed charge. Try to eat the food items that are left after the bubbles burst. Get rid of all the beasties and go to the next level.

Bubble Bobble has two worlds. Each one has 113 levels. You must successfully complete the first world to advance into the second one. The secret to completing each world lies in level 99.



Beastie Bursting Techniques

- Jump onto a bubble with a trapped beastie and crush him.
- 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.
- Press the "**A**" button to jump. By keeping this button down, you can ride up on bubbles that come from below. This technique is very useful for getting to higher sections of some levels.
- One of the best ways to burst a beastie is to run right into him while blowing a barrage of bubbles.

SCORING

Burst Bunches of Bubbles for the Following Points:

Burst a bubble	10
Burst a beastie	1,000
Burst 2 beasties	2,000
Burst 3 "	4,000
Burst 4 "	8,000
Burst 5 "	16,000
Burst 6 "	32,000
Burst 7 "	64,000

Capture special magic items to help you burst the beasties!

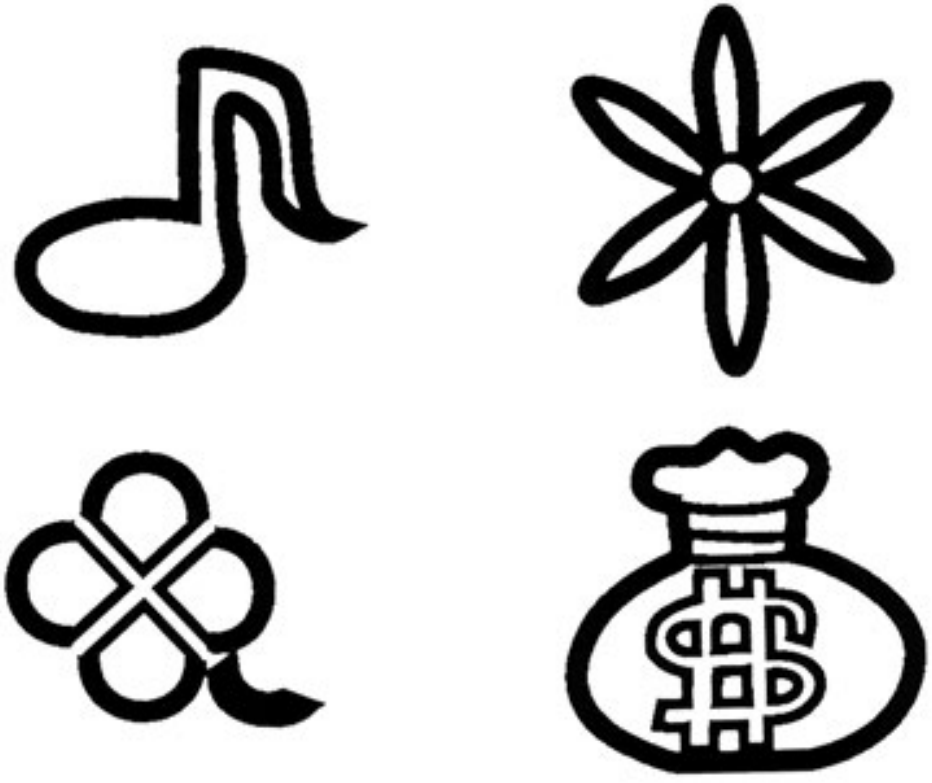


BONUS SCORING

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!

Bonus Screen Targets appear on bonus screens.



BONUS SCORING (continued)

Enemy Bonus Appears when you burst a beastie.

Timer Bonus Appears for a short while at the beginning of a new level.



BONUS SCORING (continued)

Round Clear Bonus Appears when you burst all the beasties.

The value of a bonus depends upon the color.



MAGIC BONUS ITEMS









Capture these special items to help you win the game.

CANDY

- These goodies give Bub and Bob the power to blow bubbles farther and faster.

PARASOLS

- Capture these items and you can warp up to five levels.

CROSS OF POWER

- This magical bonus can give Bub and Bob the power to summon fire, lightning or water to stop the beasties.

TREASURE BOXES

- Grab a treasure box. When you burst the last beastie, a big reward falls from the sky.

MAGIC BONUS ITEMS (continued)



THE WIZARD'S STAFF

- Pick up the mysterious staff. When all the beasties are gone, the reward is yours.



SHOES

- The shoes will speed up Bub and Bob.



BOMB

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



HEART OF POWER

- Makes you invincible for a limited time.

MAGIC BONUS ITEMS (continued)







Capture these special items to help you win the game.

BOOK OF THUNDER

- Lets Bub and Bob blow thunder bubbles.

BOOK OF DEATH

- Wipes out the beasties with a mighty earthquake.

CRYSTAL BALL

- Only appears in round 99.

BLUE RING

- Falling stars will wipe out the beasties.

GREEN RING

- Falling rocks will descend.

MAGIC BONUS ITEMS (continued)



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

- Appears in the last round of each world. Lets you blow thunder bubbles.

MAGIC JAR

- This item gives you the special bonus round.

HINTS AND TIPS

- Air currents move the bubbles around so plan your shots well.
- Grab magic bonuses as often as you can; they'll help you to overcome the beasties.
- Sometimes the best strategy is to let the beasties come to you.
- Baron von Blubba disappears as soon as you burst the last beastie on the screen.
- Bursting a water bubble can help you knock out many beasties. It's also a great way to escape.
- When you burst a thunder bubble, point Bub or Bob in the opposite direction you want the lightning to travel.
- Beasties can escape from the bubbles. Watch out! They're going to be very, very angry.



Collect the letters to spell **EXTEND**. After you have completely spelled Extend, a special screen appears and you move on to the next level.

- Beluga is very clever; don't try and outguess him.
- Incendo, Stoner, Super Socket and Willy Whistle are particularly nasty.
- Sometimes two players are better than one.
- Learn how to be a bubble rider. You won't get far if you don't.

CHARACTERS

Meet the Stars of Bubble Bobble

Take the time to get to know the personalities of each player. Your game will improve as you do.



Bob



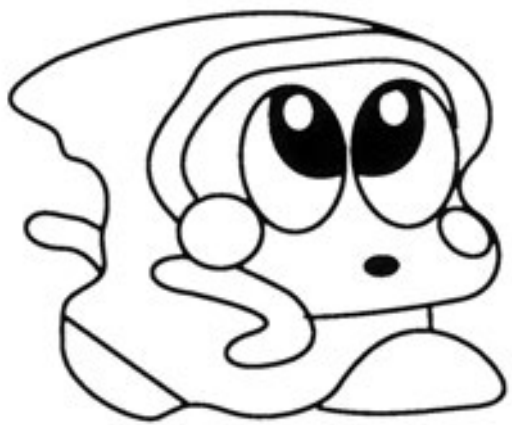
Super Socket



Beluga



Stoner



Grumple Grommit



Bub

CHARACTERS (continued)



Bubble Buster



Incendo



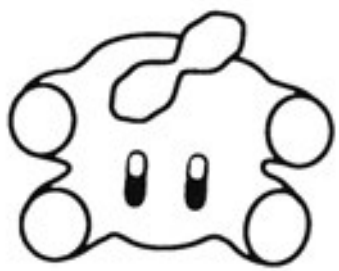
Willy Whistle



Coiley



Baron von Blubba



Hullaballoon

If you take too much time, you are no match for Baron von Blubba!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

TAITO SOFTWARE, INC. LIMITED WARRANTY

Taito Software, Inc. warrants to the original purchaser of this Taito software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito software program 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 software when returned to a Taito authorized dealer, with dated proof of purchase.

This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LOOK FOR OUR OTHER EXCITING GAMES!



COMING SOON!



AVAILABLE NOW!



COMING SOON!

Taito Software, Inc. TAITO The Only Game In Town™

Printed in Japan.