PlayStation™

NTSC | U/C

PlayStation™

Bubble Bobble®

also featuring Rainbow Islands™



ADDICTION GOES RETRO!

2 classic arcade games in 1

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00370
#21067

TAITO®

Acclaim® entertainment, inc.

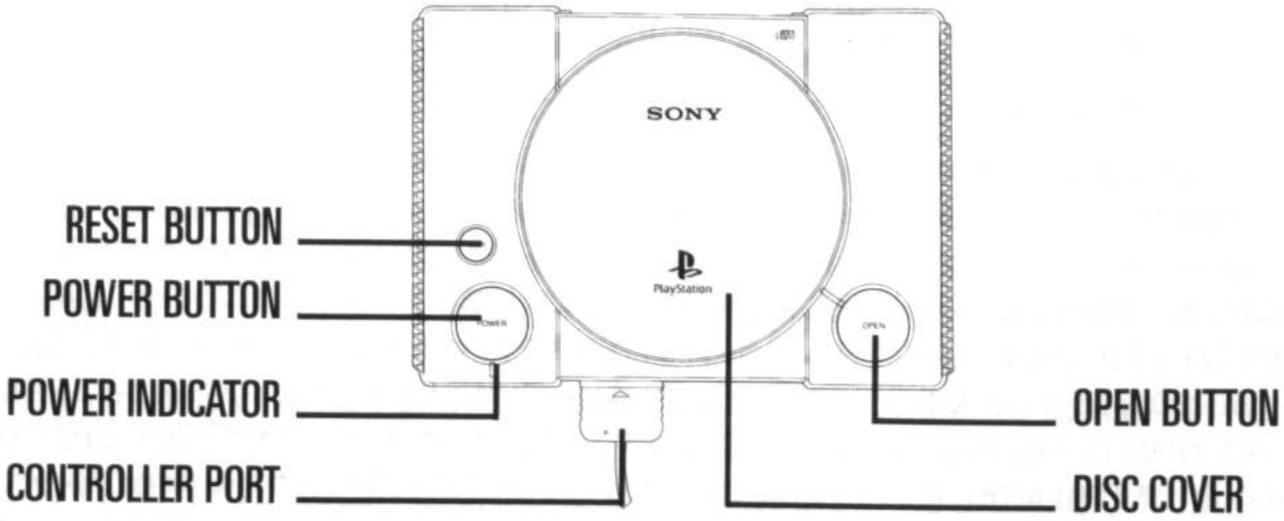
1. Set up your PlayStation™ according to the instructions in its instruction manual. Make sure the PlayStation™ power is OFF before inserting or removing a compact disc.

2. Insert the Bubble Bobble® disc and close the Disc cover.

3. Insert game Controllers and turn on the PlayStation™.

4. Follow on screen instructions to start a game.

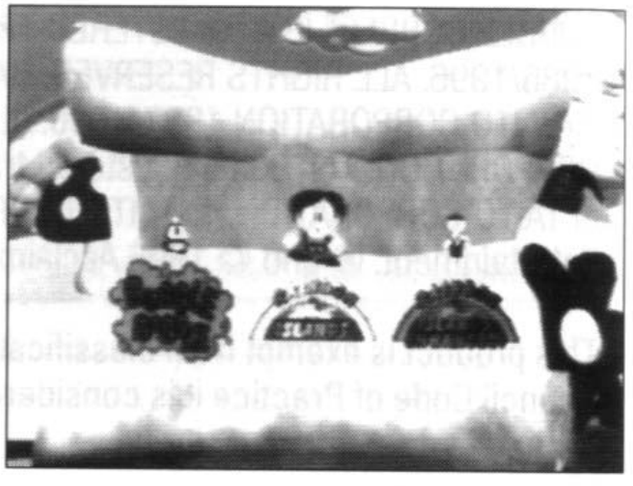
It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.



BEGINNING

This Compact disc contains two games-- Bubble Bobble® and the dynamic sequel, Rainbow Islands™; and a bonus game, Rainbow Islands Enhanced™.

Follow the antics of Bubby, Bobby, Betty and Patty in Bubble Bobble® as they try to survive through 100 levels of gameplay to rescue their sweethearts. Or join in the star-filled wonderland of Rainbow Islands™, where you'll climb rainbows to new heights of gaming fun!



When you see the game select screen, highlight the desired game and press

the START BUTTON. You will come to the Main Menu Screen for whichever game you've selected.

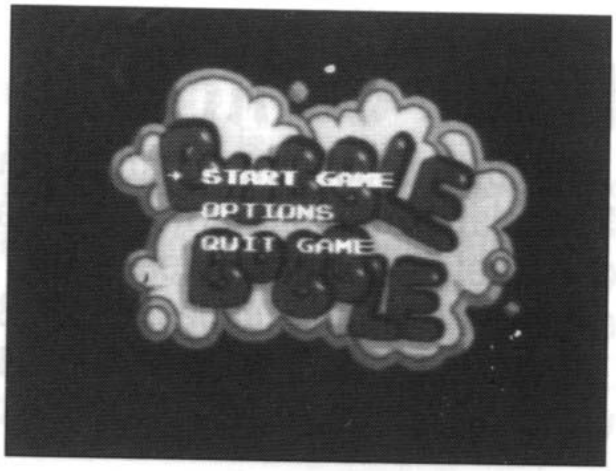
BUBBLE BOBBLE®

Game Story

Bubby & Betty and Bobby & Patty are lovers who have pledged their futures to each other. In the village where they live there is a terrifying "Wizards' Wood" -- the people of the village are too frightened even to approach it.

The four of them drifted into this wood one day by mistake. Oh no! The wizards turned the boys into bubble-blowing dinosaurs, and dragged the girls off to a cave 100 floors under the earth.

Despite being in dinosaur form, the boys bravely forged their way into the caves in an attempt to rescue the girls. So how does the story end? That's for you to find out ....



Once you've chosen Bubble Bobble®, you will see the Main Menu, featuring these choices: START GAME, OPTIONS and QUIT GAME. Highlight your choice and press the START BUTTON.

START GAME: Begins a new game.

OPTIONS:

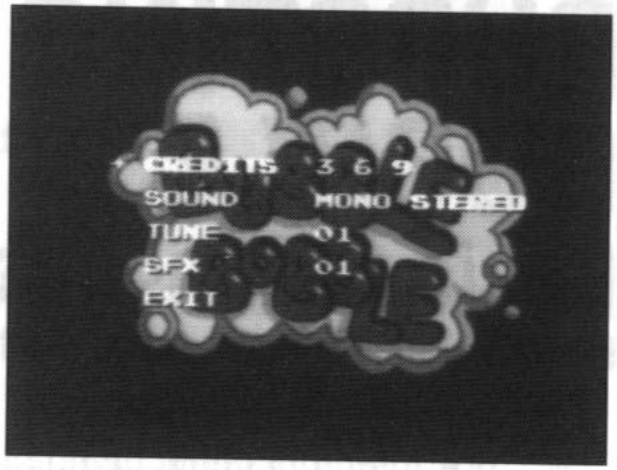
Credits: Choose between 3, 6, 9, 12 or 15 credits

Sound: Mono/Stereo

Tune: Sample the tunes in Bubble Bobble®!

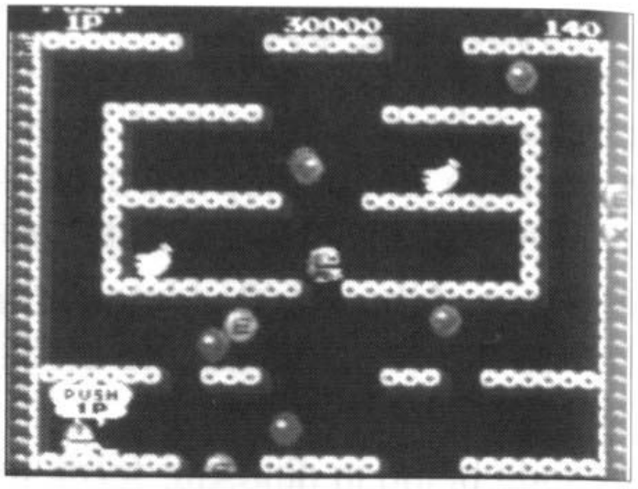
Sound Effects: (SFX) Sample the sounds used in Bubble Bobble®!

Exit: Return to the Main Menu



QUIT GAME: Quits Bubble Bobble® and returns to the Game Select Screen.

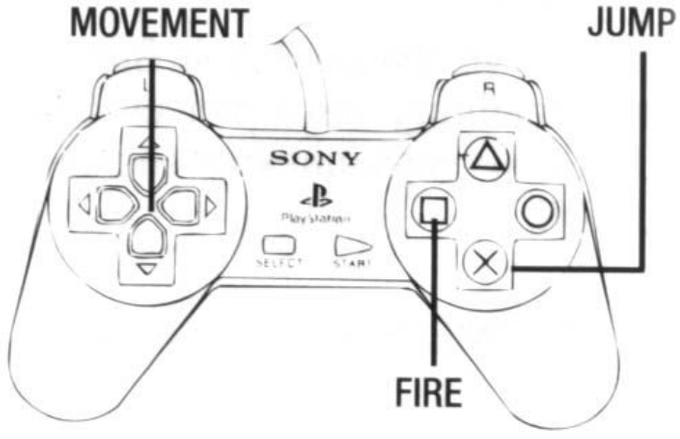
HOW TO PLAY BUBBLE BOBBLE®



You blow green or blue bubbles and trap the enemies inside them, then burst these with your horns or spines to kill the enemies. The object of the game is to clear all 100 rounds. As you progress, you will be pursued by an ever-increasing cast of troublemakers intent on destroying you. You need to be quick-witted and bold, with lightning reflexes. There are hidden levels, enemies and pick ups. Good luck!

Basic Controls

Jump by pressing the X button. You can jump all over, from platform to platform. If you fall through the bottom of a level, you will reappear at the top, so be careful! You can also jump on bubbles. Fire A Bubble by pressing the □ button. This will disable your enemies, and the bubble will change colors.



BURSTING BUBBLES

Basic techniques

In addition to the "horn burst" techniques, you can burst bubbles in the following ways:

1) ART OF STAMPING

Burst a bubble containing an enemy with the pressure of your body.

2) ART OF CRUSHING
Press a bubble against a wall and burst it.
(You can also burst them between the heads of the two players.)

3) CHARGING BURST
A forceful way of bursting; you run forward and use your "power" to burst them.

4) CHAIN BURST
Bubbles which are stuck together can all burst in a chain reaction. This hi-tech move can be applied to kill many enemies at once.

5) REVERSE MULTIPLE BURST
Use your head gently to stop a flow of bubbles coming your way and gather as many as possible... then turn around suddenly, so that they all burst at once on your spines!

About Bubbles

Newly blown bubbles are green and blue. Those blown by the player are surrounded by a shiny orange aura until they are a certain distance away. While this aura is present, bubbles can trap enemies inside them. Also, while the aura is present, bubbles move without regard to the air currents inside the maze (see later); once it disappears they float along these air currents.

After awhile, the bubbles change color to yellow, then red, then flashing, and if left alone they burst naturally. The same applies to bubbles which are not blown by the player but enter from the outside world.

Unless you burst them quickly, bubbles containing enemies also burst by themselves. This makes the enemy inside get angry and speed up.

You need to destroy them quickly by enclosing them in another bubble.

Jump on top of bubbles

Normally, if you land on a bubble, the bubble will burst. However, if you press the X button just before landing on it, you can jump onto a bubble without bursting it--a secret "Bubble-riding" technique!

Those who find the timing difficult can keep the X button held down while jumping! You should be able to jump quite easily. In some later levels there are places you cannot get past without using this technique.

Players can jump onto any type of bubble, not just the ordinary ones.

Apart from simply jumping onto bubbles, you should also press the X button if you are about to land on a bubble you don't want to burst.

For example, if you are about to gather quite a few bubbles containing enemies (to burst them all together), it would be a shame to burst them individually. If you are on the point of bursting one, press the jump button and avoid doing so. Once you've got them all together, then burst them!

Bubbles containing fire / lightning / water

In some levels, bubbles containing fire, lightning and water emerge from the bottom (or the top, depending on the air currents), mixed in with ordinary bubbles. If the player bursts these, the element inside comes out, and it is possible to use this to kill enemies. The direction in which you burst the water and lightning bubbles is important, as doing so unleashes either a torrent of water which you can ride (destroying enemies) or a bolt of lightning in a particular direction. Experiment with these bubbles!

EXTEND BUBBLES

Sometimes bubbles with letters will emerge from the vents.

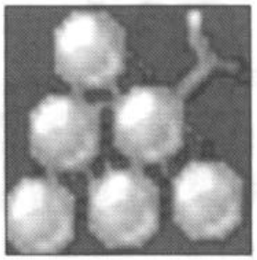
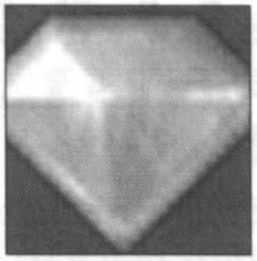
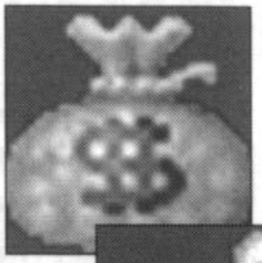
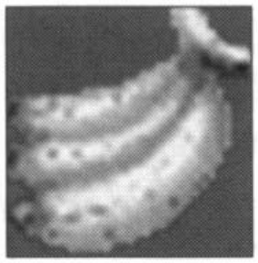
You can clear a round by bursting them all: the Extend Show will then appear, and the player gains an extra life.

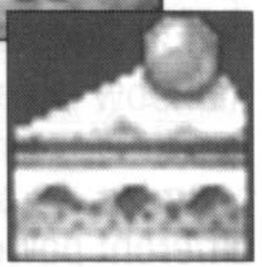
Just touching these marks (bubbles) does not count as taking them -- you can only take them once you have burst them. When you take one, it joins the stock on the left-hand (or for 2P, the right-hand) side of the screen. Even if you clear a round, this stock is carried over into the next one, and even if you reach Game Over, it remains for as long as other players are playing. You can keep the marks if you use the "continue" feature, too. (When a player reaches the Extend level, all their marks are cleared away.)

If you take the flame necklace item (which looks like a red string of beads), 10 extend bubbles appear one after another in the next round.

Collecting power ups

There are literally hundreds of pick ups which have different point values. These can be food, toys--any kind of object!



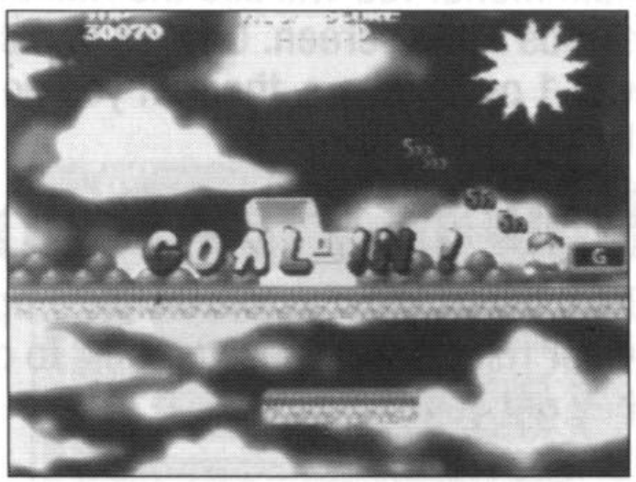
Scoring

"ROUND CLEAR" RANKING

The "How far did you get this time?" and "Today's record is Round ..." displays which appear at the Game Over Screen are called the "Round Clear Displays."

This shows at a glance how far you got when burrowing through the underground world. Note that the rounds displayed for 1P and 2P -- also displayed in the demo games -- are the highest rounds achieved by 1P

or 2P that day. If "Today's Record" is Round 32, there is a red line by the corresponding level.

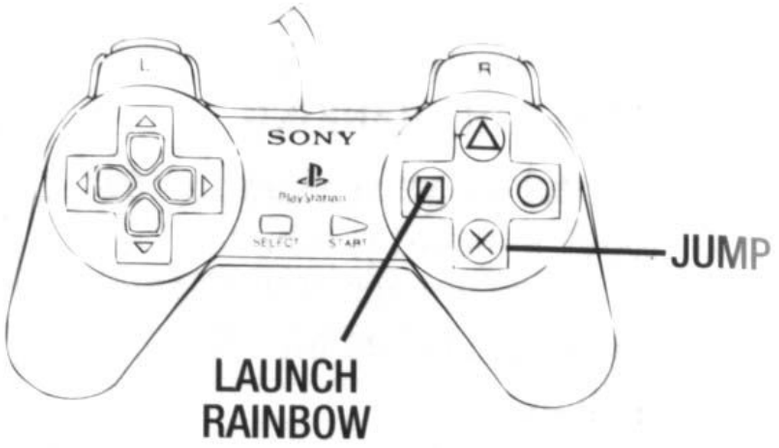


Saving Games

Sorry, no save feature in this game. Even if you get to round 99 and then die, you have to start all over from the beginning. Life is tough, but this game is even tougher.

HOW TO PLAY RAINBOW ISLANDS™

The adventure continues on magical Rainbow islands™. Here, you'll use rainbows to climb ever higher, and to fire stars at your enemies. As always, different objects have different powers and point values.



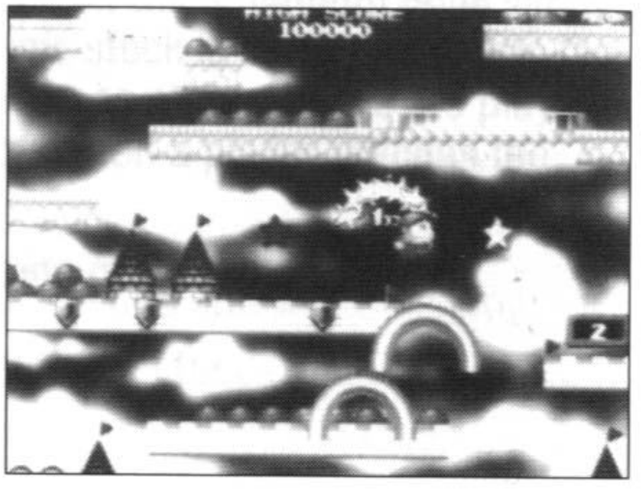
To play, select Rainbow Islands™ or Rainbow Islands Enhanced™ from the Main menu. You will see the Rainbow Islands™ title screen. Choose to play with 1 or 2 players, then off you go to the first adventure!

How to Play Rainbow Islands™

Rainbow Islands™ is devilishly simple: You must reach the top of the map you're on before the water rises and wipes you out! To do so, you've got to avoid or destroy angry enemies before they get you!

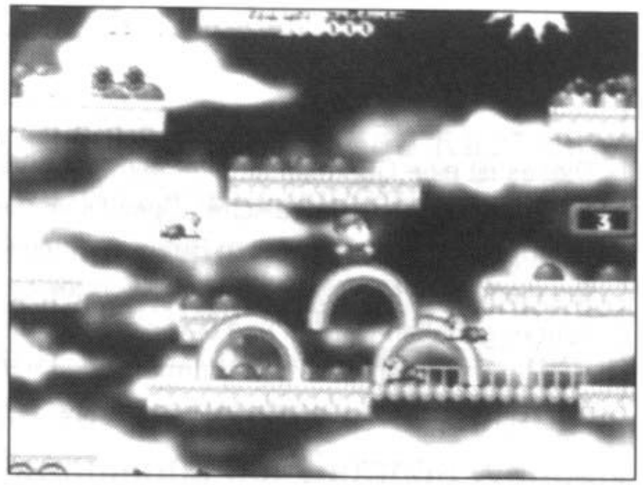
RAINBOWS

Rainbows are formed in the direction you are facing by pressing the ○ or □ BUTTONS. Rainbows can be walked (up) on to reach platforms and can be fired to trap or destroy enemies (there's a star at the end of each rainbow). Rainbows only last a short time, so don't dawdle on top of one. They will also disappear when you jump from them. You can fire as many rainbows as you like in a row. Be careful: enemies can walk on rainbows, too! And just touching an enemy is fatal!



To trap an enemy:

Fire a rainbow to enclose an enemy inside the rainbow's arc. That enemy will be trapped as long as the rainbow is intact.



To destroy an enemy:

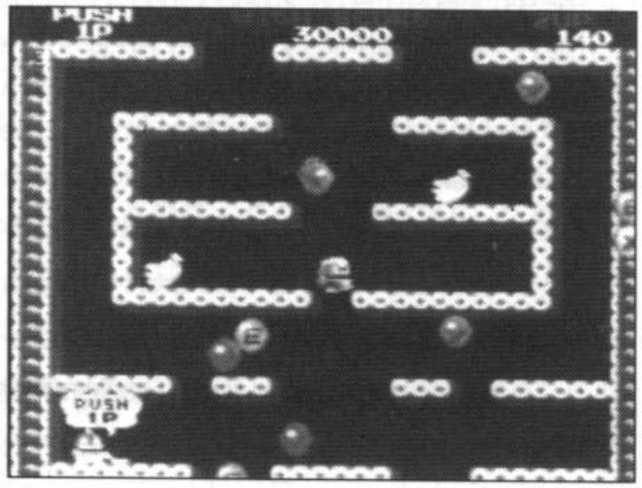
Fire a rainbow at an enemy to strike it with the star at the end. This will transform the enemy into a valuable object which you can walk over to get points!

To capture/release pick ups:

You can fire a rainbow at a pick up to collect it. Sometimes, objects will be trapped within a rainbow. You either fall through the rainbow to collect them or fire another rainbow at the pick ups. You can also collect pick ups by walking over them.

BOSSES

At the end of each island level is a tough, grouchy boss whom you must destroy to go on. The boss has a meter at the top of the screen showing health. The more you strike the boss, the lower the meter gets, until the boss is defeated. You'll have to figure out the pattern the boss follows in order to triumph!



Scoring

Earn extra points by touching the stars found in mid-air.

Continuing

To continue (if you have any credits left), press the X button when you see the Game Over Screen.

That's all we'll say about it-- and seven islands packed with plenty of different puzzles should give you plenty to talk about!