



The game

Clear from enemies as many cave rooms as

you can! Bubby can fire bubbles from its mouth and trap enemies inside. When an

enemy is inside a bubble you can pop it to

scatter him around and turn him in a diamond!



The story

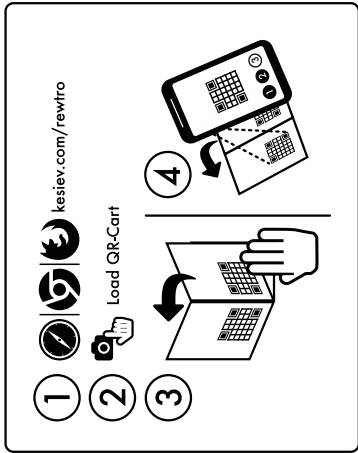
An ancient legend says that there is a cave somewhere hiding unlimited richness. Bubby the dragon loves mysteries so he started traveling the world in search of the cave... and finally, he found it!



BUBBY POP

2.9kb

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Coder's Review

With few not-breaking improvements to the game engine, Rewtro now allows jump through platforms and bit-wise operations. A nice opportunity to port a slice of my favorite game and explore procedural level generation!

History and Wikipedia

Bubby Pop is inspired by the original 1986 Tairo game "Bubble Bobble". The designer Fukio Mitsuji intended the game to be played by couples, leading to the creation of the multiple endings, which differ based on player performance. It's one of the first!

Scores

Pop a bubble with an enemy inside to earn 5 points but each diamond worth 50 points! Take them as soon as possible and don't make them disappear!

How to play

Use LEFT/RIGHT to move Bubby. Hit the A BUTTON to jump and the B BUTTON to fire a bubble. Keeping the A BUTTON down Bubby can jump over bubbles to go higher. Bubby can also spawn from the bottom of the screen from the top!

