General analysis:

***Puzzle Bobble*** (パズルボブル *Pazuru Boburu***[?](http://gaming.wikia.com/wiki/Encyclopedia_Gamia:Help:Installing_Japanese_character_sets?action=edit&redlink=1" \o "Encyclopedia Gamia:Help:Installing Japanese character sets (page does not exist))**), also known as ***Bust-a-Move***, is a 1994 arcade [puzzle game](http://gaming.wikia.com/wiki/Computer_puzzle_game?action=edit&redlink=1" \o "Computer puzzle game (page does not exist)) (for 1 or 2 players) created by[Taito Corporation](http://gaming.wikia.com/wiki/Taito_Corporation). It is a simple game based on Taito's popular 1986 arcade game *[Bubble Bobble](http://gaming.wikia.com/wiki/Bubble_Bobble" \o "Bubble Bobble)*, featuring characters and themes from the original. The game's characteristically ["cute"](http://gaming.wikia.com/wiki/Cuteness_in_Japanese_culture?action=edit&redlink=1) [Japanese animation](http://gaming.wikia.com/wiki/Japanese_animation?action=edit&redlink=1" \o "Japanese animation (page does not exist)) and music, along with its play mechanics and level designs, made it successful as an arcade title and spawned several sequels and ports to home gaming systems.

­ Genre,

**Puzzle video games** are a genre of [video games](https://en.wikipedia.org/wiki/Video_game" \o "Video game) that emphasize [puzzle](https://en.wikipedia.org/wiki/Puzzle" \o "Puzzle) solving. The types of puzzles can test many problem solving skills including [logic](https://en.wikipedia.org/wiki/Logic" \o "Logic), pattern recognition, sequence solving, and word completion.

There is a large variety of puzzle games. Some feed to the player a random assortment of blocks or pieces that they must organize in the correct manner, such as *[Tetris](https://en.wikipedia.org/wiki/Tetris" \o "Tetris)*, *[Klax](https://en.wikipedia.org/wiki/Klax_(video_game)" \o "Klax (video game))* and *[Lumines](https://en.wikipedia.org/wiki/Lumines" \o "Lumines)*. Others present a preset game board or pieces and challenge the player to solve the puzzle by achieving a goal (*[Bomberman](https://en.wikipedia.org/wiki/Bomberman" \o "Bomberman)*, *[The Incredible Machine](https://en.wikipedia.org/wiki/The_Incredible_Machine_(game)" \o "The Incredible Machine (game))*).

Puzzle games are often easy to develop and adapt, being manifest on dedicated [arcade units](https://en.wikipedia.org/wiki/Arcade_game" \o "Arcade game), home [video game consoles](https://en.wikipedia.org/wiki/Video_game_console), [personal digital assistants](https://en.wikipedia.org/wiki/Personal_digital_assistant), and [mobile phones](https://en.wikipedia.org/wiki/Mobile_phone" \o "Mobile phone).

### Action puzzle[[edit](https://en.wikipedia.org/w/index.php?title=Puzzle_video_game&action=edit&section=3" \o "Edit section: Action puzzle)]

An **action puzzle** or **arcade puzzle** requires that the player manipulates game pieces in a real-time environment, often on a single screen and with a time limit, to solve the puzzle or clear the level.[[3]](https://en.wikipedia.org/wiki/Puzzle_video_game#cite_note-allgame-3) This is a broad term that has been used to describe several subsets of puzzle game. Firstly, it includes falling-block puzzles such as *Tetris* and *KLAX*.[[3]](https://en.wikipedia.org/wiki/Puzzle_video_game#cite_note-allgame-3) It includes games with characters moving through an environment, controlled either directly (*[Lode Runner](https://en.wikipedia.org/wiki/Lode_Runner" \o "Lode Runner)*) or indirectly

similar games,

CLONES

Many popular [clones](http://gaming.wikia.com/wiki/Clone_(video_games)?veaction=edit&redlink=1) of *Puzzle Bobble* have been produced, including:

* [*Frozen Bubble*](http://gaming.wikia.com/wiki/Frozen_Bubble)
* [*Snood*](http://gaming.wikia.com/wiki/Snood_(video_game)?veaction=edit&redlink=1)
* [*Bubble Shooter*](http://gaming.wikia.com/wiki/Bubble_Shooter?veaction=edit&redlink=1)
* [*Squirrel Bobble*](http://gaming.wikia.com/wiki/Squirrel_Bobble?action=edit&redlink=1) for the *[Vii](http://gaming.wikia.com/wiki/Vii?veaction=edit&redlink=1" \o "Vii (page does not exist))*

market positioning.

­ Technical profile: hardware used (spu, memory),

**TECHNICAL INFORMATION**

**TAITO B SYSTEM**



## Taito B System hardware Specifications[[edit](https://en.wikipedia.org/w/index.php?title=Taito_B_System&action=edit&section=1" \o "Edit section: Specifications)]

* **Main**[**CPU**](https://en.wikipedia.org/wiki/Central_processing_unit): [Motorola](https://en.wikipedia.org/wiki/Motorola) [MC68000](https://en.wikipedia.org/wiki/Motorola_68000) @ [12 MHz](https://en.wikipedia.org/wiki/Clock_rate)[[1]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-s16-1) ([16](https://en.wikipedia.org/wiki/16-bit)/[32-bit](https://en.wikipedia.org/wiki/32-bit) [instructions](https://en.wikipedia.org/wiki/Instruction_set" \o "Instruction set) @ 2.1 [MIPS](https://en.wikipedia.org/wiki/Instructions_per_second)[[2]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-retro-2))
* **Sound CPU**: [Zilog](https://en.wikipedia.org/wiki/Zilog" \o "Zilog) [Z80](https://en.wikipedia.org/wiki/Zilog_Z80) @ 4–6 [MHz](https://en.wikipedia.org/wiki/Hertz)[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) ([8](https://en.wikipedia.org/wiki/8-bit)/16-bit instructions @ 0.58–0.87 MIPS[[2]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-retro-2))
* [**Sound chips**](https://en.wikipedia.org/wiki/Sound_chip):
  + Main sound chip: [Yamaha](https://en.wikipedia.org/wiki/Yamaha_Corporation) [YM2610/YM2610B](https://en.wikipedia.org/wiki/Yamaha_YM2610)[[1]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-s16-1) @ 8 MHz or [YM2203](https://en.wikipedia.org/wiki/Yamaha_YM2203) @ 3 MHz[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)
    - [Yamaha YM2610](https://en.wikipedia.org/wiki/Yamaha_YM2610): 4 [FM synthesis](https://en.wikipedia.org/wiki/Frequency_modulation_synthesis) channels, 3 [SSG](https://en.wikipedia.org/wiki/Programmable_sound_generator) channels, 6 [ADPCM](https://en.wikipedia.org/wiki/Adaptive_differential_pulse-code_modulation) channels @ 12-bit (18.5 kHz), 1 ADPCM channel @ 16-bit (1.85–55 kHz)[[4]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-ym2610-4)
    - [Yamaha YM2610B](https://en.wikipedia.org/wiki/Yamaha_YM2610): 6 FM synthesis channels, 3 SSG channels, 6 ADPCM channels @ 12-bit (18.5 kHz), 1 ADPCM channel @ 16-bit (1.85–55 kHz)
    - [Yamaha YM2203](https://en.wikipedia.org/wiki/Yamaha_YM2203): 3 FM synthesis channels, 3 SSG channels
  + Sound communication chip: [Taito](https://en.wikipedia.org/wiki/Taito_Corporation" \o "Taito Corporation) TC0140SYT[[5]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-5)
  + Optional: [Oki](https://en.wikipedia.org/wiki/Oki_Electric_Industry" \o "Oki Electric Industry) [MSM6295](https://en.wikipedia.org/wiki/MSM6295) @ 1.056 MHz[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) (×1 or ×2)[[1]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-s16-1) (4-8 [ADPCM](https://en.wikipedia.org/wiki/Adaptive_differential_pulse-code_modulation) channels,[[6]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-6) 8–32 kHz [sampling](https://en.wikipedia.org/wiki/Sampling_(signal_processing)" \o "Sampling (signal processing)) rate,[[7]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-7) [12-bit audio](https://en.wikipedia.org/wiki/Audio_bit_depth)[[4]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-ym2610-4))
* [**GPU chipset**](https://en.wikipedia.org/wiki/Graphics_processing_unit):
  + [Video display processor](https://en.wikipedia.org/wiki/Video_display_controller): Taito TC0180VCU @ 27.164 MHz[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)
  + [Palette](https://en.wikipedia.org/wiki/Palette_(computing)) chip: Taito TC0260DAR[[1]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-s16-1)[[8]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-tz-8)
* [**I/O**](https://en.wikipedia.org/wiki/Input/output)**chip**: Taito TC0220IOC or TC0510NIO[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)[[8]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-tz-8)
* [**RAM**](https://en.wikipedia.org/wiki/Random-access_memory): 356 [KB](https://en.wikipedia.org/wiki/Kibibyte)[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)
  + 68000 main RAM: 32 KB
  + 68000 [video RAM](https://en.wikipedia.org/wiki/Video_memory" \o "Video memory): 46 KB (8 KB palette, 36 KB [tilemaps](https://en.wikipedia.org/wiki/Tile_engine" \o "Tile engine), 2 KB [scrolling](https://en.wikipedia.org/wiki/Scrolling" \o "Scrolling))
  + TC0180VCU video RAM: 270 KB (7808 [bytes](https://en.wikipedia.org/wiki/Byte) main, 6528 bytes sprite attributes, 256 KB [framebuffer](https://en.wikipedia.org/wiki/Framebuffer" \o "Framebuffer))
  + Z80 sound RAM: 8 KB
* [**Video resolution**](https://en.wikipedia.org/wiki/Display_resolution): 320×224[[1]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-s16-1) to 512×256[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) [pixels](https://en.wikipedia.org/wiki/Pixel" \o "Pixel), [progressive scan](https://en.wikipedia.org/wiki/Progressive_scan" \o "Progressive scan)
  + [Refresh rate](https://en.wikipedia.org/wiki/Refresh_rate): 60 [Hz](https://en.wikipedia.org/wiki/Hertz) ([V-sync](https://en.wikipedia.org/wiki/V-sync_(video)" \o "V-sync (video)))[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)
* **Colors**:
  + [Color palette](https://en.wikipedia.org/wiki/List_of_color_palettes) [depth](https://en.wikipedia.org/wiki/Color_depth" \o "Color depth): 4096 ([12-bit RGB](https://en.wikipedia.org/wiki/List_of_monochrome_and_RGB_palettes#12-bit_RGB)), or 32,768 ([15-bit RGB](https://en.wikipedia.org/wiki/High_color))[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)
  + Colors on screen: 4096 (palette RAM)[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3)
* **Graphical layers**:
  + [Tilemap](https://en.wikipedia.org/wiki/Tile_engine) planes: 3 tile layers, 64×64 tiles resolution, 16 colors ([4-bit](https://en.wikipedia.org/wiki/Color_depth)) per tile[[3]](https://en.wikipedia.org/wiki/Taito_B_System" \l "cite_note-mame-3)
    - Background layer: 16×16 pixels per tile, 1024×1024 pixels resolution, [scrolling](https://en.wikipedia.org/wiki/Scrolling" \o "Scrolling), [line scrolling](https://en.wikipedia.org/wiki/Parallax_scrolling" \l "Raster_method" \o "Parallax scrolling)
    - Foreground layer: 16×16 pixels per tile, 1024×1024 pixels resolution, scrolling, line scrolling
    - [Pageable](https://en.wikipedia.org/wiki/Paging) [text](https://en.wikipedia.org/wiki/Text_processing) layer: 8×8 pixels per tile, 512×512 pixels resolution
  + [Sprite](https://en.wikipedia.org/wiki/Sprite_(computer_graphics)) plane: 408 sprites on screen (6528 bytes sprite attributes,[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) 16 bytes per sprite[[9]](https://en.wikipedia.org/wiki/Taito_B_System" \l "cite_note-video-9)), 16×16[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) to 256×256[[9]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-video-9) pixels per sprite, 16[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) to 64[[9]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-video-9) colors per sprite
    - [Buffering](https://en.wikipedia.org/wiki/Data_buffer): Dual 512×256 [framebuffers](https://en.wikipedia.org/wiki/Framebuffer" \o "Framebuffer),[[9]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-video-9) [double buffering](https://en.wikipedia.org/wiki/Double_buffering" \o "Double buffering)
    - [Sprite pixels](https://en.wikipedia.org/wiki/Texel_(graphics)): 27.164 MHz video [clock cycles](https://en.wikipedia.org/wiki/Clock_signal" \o "Clock signal) (60 Hz refresh),[[3]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-mame-3) 452,733 pixels per frame (256 [scanlines](https://en.wikipedia.org/wiki/Scan_line" \o "Scan line)), 1768 sprite pixels per scanline, 110 sprites per scanline
    - Hardware capabilities: Sprite flipping (horizontal & vertical),[[9]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-video-9) [sprite scaling/zooming](https://en.wikipedia.org/wiki/2.5D" \o "2.5D) (shrinking, horizontal & vertical, 0 to 256 pixels)[[1]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-s16-1)
  + Optional pixel [bitmap](https://en.wikipedia.org/wiki/Bitmap" \o "Bitmap) plane[[3]](https://en.wikipedia.org/wiki/Taito_B_System" \l "cite_note-mame-3)[[9]](https://en.wikipedia.org/wiki/Taito_B_System#cite_note-video-9)

Players : 4  
Control : 8-way joystick  
Buttons : 3

­ History of the game:

LORE

**TRIVIA**

Puzzle Bobble was released in June 1994.  
  
The game was originally called "Bubble Buster". The Bubble Buster title screen is buried in the game itself.  
  
This game is known in US as "**[Bust-A-Move](http://www.arcade-history.com/?n=bust-a-move&page=detail&id=64497" \o "go to bust-a-move)**".  
  
This game was re-released 6 months later (December 1994) on the SNK Neo-Geo MVS hardware as "Puzzle Bobble [MVS]".  
  
As well as typically cute Japanese animation (Bub and Bob from "**[Bubble Bobble](http://www.arcade-history.com/?n=bubble-bobble&page=detail&id=343" \o "go to bubble bobble)**" operate the cannon) and music, the game's mechanics and level design were beautifully balanced, and the game was terrifically successful at the arcades, spawning several sequels (see Series section for more information). It is unusual in being popular with women and girls.  
  
If you look closely at the bubbles, you'll notice that the enemies from "**[Bubble Bobble](http://www.arcade-history.com/?n=bubble-bobble&page=detail&id=343" \o "go to bubble bobble)**" are trapped inside; a different enemy for each different colored bubble. The following chart shows which enemies are trapped in which color bubble :  
Legend : Color of Bubble => "**[Bubble Bobble](http://www.arcade-history.com/?n=bubble-bobble&page=detail&id=343" \o "go to bubble bobble)**" Enemy Inside  
Blue => Zen-Chan  
Yellow => Pulpul  
Red => Invader  
Green => Drunk  
Purple => Monsta  
Orange => Banebou  
Black => Hidegonsu  
White => Mighta  
  
The game forbids the initials 'SEX' on the high score table. If you try, it gets changed to 'AAA'.  
  
During the credits you can see one of the constellations form the image of a fish, that fish is a boss from the "**[Darius](http://www.arcade-history.com/?n=darius&page=detail&id=585" \o "go to darius)**" series; also made by Taito.

Original creators

**STAFF**

Game designer : **[Seiichi Nakakuki](http://www.arcade-history.com/index.php?page=person&name=Seiichi+Nakakuki" \o "List of game where this person appears)**Programmer & Game designer : [**Tkhc.02**](http://www.arcade-history.com/index.php?page=person&name=Tkhc.02)Programmer & System designer : **[Tmr](http://www.arcade-history.com/index.php?page=person&name=Tmr" \o "List of game where this person appears)**Programmer & Play designer : **[Nob](http://www.arcade-history.com/index.php?page=person&name=Nob" \o "List of game where this person appears)**Character & Game designer : **[Kazuhiro Kinoshita](http://www.arcade-history.com/index.php?page=person&name=Kazuhiro+Kinoshita" \o "List of game where this person appears)**Character designers : **[Komai Ryota](http://www.arcade-history.com/index.php?page=person&name=Komai+Ryota" \o "List of game where this person appears)**, **[Miwa Kamiya](http://www.arcade-history.com/index.php?page=person&name=Miwa+Kamiya" \o "List of game where this person appears)**Music composed by : **[Kazuko Umino](http://www.arcade-history.com/index.php?page=person&name=Kazuko+Umino" \o "List of game where this person appears)**, **[Yasuko Yamada](http://www.arcade-history.com/index.php?page=person&name=Yasuko+Yamada" \o "List of game where this person appears)**Sound effects : **[Hideki Takahagi](http://www.arcade-history.com/index.php?page=person&name=Hideki+Takahagi" \o "List of game where this person appears)**Sound soft : **[Naoto Yagishita](http://www.arcade-history.com/index.php?page=person&name=Naoto+Yagishita" \o "List of game where this person appears)**Sound producer : **[Hiroshige Tonomura](http://www.arcade-history.com/index.php?page=person&name=Hiroshige+Tonomura" \o "List of game where this person appears)**Designers : **[Hiroyasu Nagai (Super Star Nagai)](http://www.arcade-history.com/index.php?page=person&name=Hiroyasu+Nagai+%28Super+Star+Nagai%29" \o "List of game where this person appears)**, [**T. Yoshiba**](http://www.arcade-history.com/index.php?page=person&name=T.+Yoshiba), [**M. Osaka**](http://www.arcade-history.com/index.php?page=person&name=M.+Osaka), **[Nobuaki Kuroki](http://www.arcade-history.com/index.php?page=person&name=Nobuaki+Kuroki" \o "List of game where this person appears)**, [**Y. Onogi**](http://www.arcade-history.com/index.php?page=person&name=Y.+Onogi)Supervisers : **[Masaki Yagi](http://www.arcade-history.com/index.php?page=person&name=Masaki+Yagi" \o "List of game where this person appears)**, [**T. Saito**](http://www.arcade-history.com/index.php?page=person&name=T.+Saito), [**G Rox**](http://www.arcade-history.com/index.php?page=person&name=G+Rox), [**H. Kato**](http://www.arcade-history.com/index.php?page=person&name=H.+Kato), [**K. Tajima**](http://www.arcade-history.com/index.php?page=person&name=K.+Tajima)

Versions

**SERIES**

1. **Puzzle Bobble** (a.k.a. **Bust-a-Move**) – 1994
2. [**Puzzle Bobble 2**](http://gaming.wikia.com/wiki/Puzzle_Bobble_2) (a.k.a. **Bust-a-Move 2** in Europe, **Bust-a-Move Again** in [North America](http://gaming.wikia.com/wiki/North_America)) – 1995
3. [**Puzzle Bobble 2X**](http://gaming.wikia.com/wiki/Puzzle_Bobble_2X?veaction=edit&redlink=1) (with holiday-themed attract mode animations and a special mode with new levels) – 1995
4. [**Puzzle Bobble 3**](http://gaming.wikia.com/wiki/Puzzle_Bobble_3) (a.k.a. **Bust-a-Move 3** in Europe, **Bust-a-Move '99** in North America) – 1996
5. [**Puzzle Bobble 4**](http://gaming.wikia.com/wiki/Puzzle_Bobble_4) (a.k.a. **Bust-a-Move 4**) – 1997
6. [**Puzzle Bobble Mini**](http://gaming.wikia.com/wiki/Bust-A-Move_Pocket?action=edit&redlink=1) (on [Neo Geo Pocket Color](http://gaming.wikia.com/wiki/Neo_Geo_Pocket_Color)) – 1999
7. [**Super Puzzle Bobble**](http://gaming.wikia.com/wiki/Super_Puzzle_Bobble) (a.k.a. **Super Bust-a-Move**) – 1999
8. [**Azumanga Puzzle Daioh**](http://gaming.wikia.com/wiki/Azumanga_Daioh?action=edit&redlink=1) (Spin-off based on the characters of [Azumanga Daioh](http://gaming.wikia.com/wiki/Azumanga_Daioh?veaction=edit&redlink=1" \o "Azumanga Daioh (page does not exist)), Arcade) - 2001
9. [**Super Puzzle Bobble 2**](http://gaming.wikia.com/wiki/Super_Puzzle_Bobble_2?action=edit&redlink=1) (a.k.a. **Super Bust-a-Move 2**) – 2002
10. [**Super Puzzle Bobble All-Stars**](http://gaming.wikia.com/wiki/Super_Puzzle_Bobble_All-Stars?action=edit&redlink=1) (a.k.a. **Super Bust-a-Move All Stars** in Europe, **Bust-a-Move 3000** in North America) – 2003
11. [**Puzzle Bobble Mobile**](http://gaming.wikia.com/wiki/Puzzle_Bobble_Mobile?action=edit&redlink=1) (on various mobile devices) – 2003
12. [**Puzzle Bobble VS**](http://gaming.wikia.com/wiki/Puzzle_Bobble_VS?action=edit&redlink=1) (on [Nokia N-Gage](http://gaming.wikia.com/wiki/Nokia_N-Gage)) – 2003
13. [**Puzzle Bobble Pocket**](http://gaming.wikia.com/wiki/Puzzle_Bobble_Pocket?action=edit&redlink=1) (on [PlayStation Portable](http://gaming.wikia.com/wiki/PlayStation_Portable)) – 2004
14. [**Ultra Bust-a-Move**](http://gaming.wikia.com/wiki/Ultra_Bust-a-Move) (on Xbox) – 2004 in US, 2005 in [Japan](http://gaming.wikia.com/wiki/Japan" \o "Japan)
15. [**Puzzle Bobble DS**](http://gaming.wikia.com/wiki/Puzzle_Bobble_DS?action=edit&redlink=1) – 2005
16. [**Hippatte!! Puzzle Bobble**](http://gaming.wikia.com/wiki/Bust-a-Move_DS?action=edit&redlink=1) (a.k.a. **Bust-a-Move DS**) – 2006
17. [**Ultra Puzzle Bobble Pocket**](http://gaming.wikia.com/wiki/Ultra_Puzzle_Bobble_Pocket?action=edit&redlink=1) (a.k.a. **Bust-a-Move Deluxe** in US, **Bust-a-Move Ghost** in Europe) – (on PlayStation Portable) – 2006
18. [**Bust-A-Move Bash!**](http://gaming.wikia.com/wiki/Bust-A-Move_Bash!) (on Wii) – 2007
19. [**Bust-a-Move Online**](http://gaming.wikia.com/wiki/Bust-a-Move_Online?action=edit&redlink=1) – 2007
20. [**Bust-a-Move Mobile!**](http://gaming.wikia.com/wiki/Bust-a-Move_Mobile!?action=edit&redlink=1) (on [Mobile Phones](http://gaming.wikia.com/wiki/Mobile_Phones?veaction=edit&redlink=1)) – 2008[[1]](http://gaming.wikia.com/wiki/Puzzle_Bobble#cite_note-News_story_in_Blast_Magazine-0)
21. [**Space Puzzle Bobble**](http://gaming.wikia.com/wiki/Space_Bust-A-Move?action=edit&redlink=1)[[2]](http://gaming.wikia.com/wiki/Puzzle_Bobble#cite_note-1) (aka **Space Bust-a-Move** in North America, **Puzzle Bobble Galaxy** in Europe) (Nintendo DS) - 2008[[3]](http://gaming.wikia.com/wiki/Puzzle_Bobble#cite_note-2)
22. [**Puzzle Bobble Plus!**](http://gaming.wikia.com/wiki/Puzzle_Bobble_Plus!?action=edit&redlink=1) (a.k.a. **Bust-A-Move Plus!**) (on [WiiWare](http://gaming.wikia.com/wiki/WiiWare" \o "WiiWare)) - 2009
23. **Puzzle Bobble Live** (Xbox Live Arcade) – 2009
24. **Puzzle Bobble** (a.k.a. **Bust-A-Move**) (iOS) - 2009

dates realease PORTING TO CONSOLES

Nintendo Super Famicom japan (January 13, 1995) "Puzzle Bobble [Model SHVC-AYKJ]" : Re-released as Nintendo Power edition (December 1, 1997)   
Nintendo Super Famicom usa (March 1995) "Bust-A-Move [Model SNS-AYKE]"   
Nintendo Super Famicom europe (June 29, 1995) "Puzzle Bobble: Bust-A-Move [Model SNSP-AYKP]"   
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