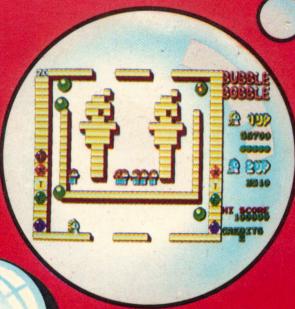


"...it's fun!"

# Bubble Bobble



FOR  
1 OR 2  
PLAYERS

# Bubble Bobble™

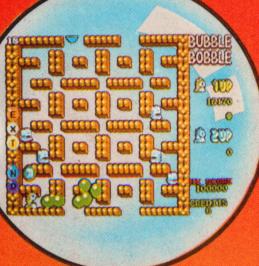
"Bubble Bobble has it all—  
alluring graphics, outstanding

sound, intriguing mental challenge." —Run Magazine

"...it's a whole lotta fun!" —Bob and Dino Times



100 LEVELS OF ARCADE ACTION!



APPLE II, II+, IIC  
AND 2E

Requires: Joystick

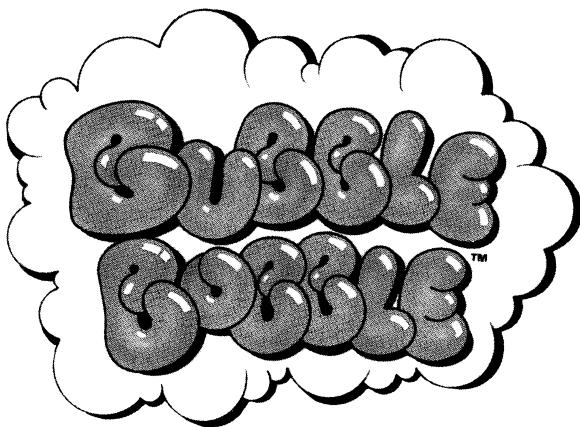
08NB

**TAITO**™  
ARCADE SERIES

# Bubble Bobble™

"...it's fun!"

**TAITO**™



***GAME PLAY  
INSTRUCTIONS***

## **DISK LOADING INSTRUCTIONS**

Turn on the computer. Insert the diskette into drive 1 with the label facing up.

**RESET** the computer; the game will load automatically.

**Bubble Bobble** for Apple II computers is supplied on a 5.25 inch “Flippy” diskette. This means **BOTH** sides of the diskette are used.

After side one is loaded, you will be requested to take out the diskette, turn it over (label now faces down) and re-insert the same diskette. The game will now access side two of the diskette as required.

**RESET** is best performed in the following manner:

**Apple II, II+, IIc** - Press **CONTROL** and **RESET** keys simultaneously.

**Apple IIc+, IIe** - Press **CONTROL, OPEN APPLE** and **RESET** keys simultaneously.

### **Attention IIc Plus and IIgs owners:**

This game is designed to run at Apple II+/IIe system speed.

Please adjust your **CPU** speed to **NORMAL**.

## **CONTROLS**

This game uses a Joystick.

### **\* IMPORTANT \***

Plug the joystick into the appropriate port before turning on the power.

**Apple II, II+, IIc+, IIe, GS**

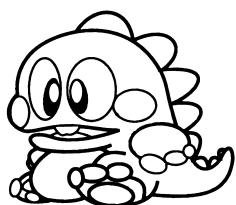
Use the Joystick port

**Apple IIc**

Use the Joystick/Mouse Port

## MEET THE STARS OF BUBBLE BOBBLE!

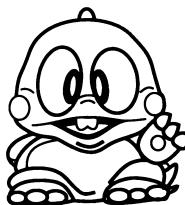
Take the time to know the personalities of each player.  
Your game will improve as you do.



Bub



Baron von Blubba



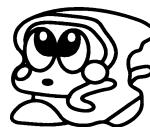
Bob



Stoner



Incendo



Willy Whistle



Beluga



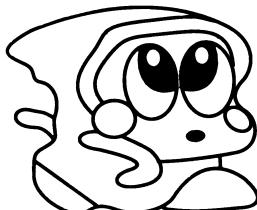
Super Socket



Coiley



Hullaballoon



Grumple Grommit



Bubble Buster

Apple II is a trademark of Apple Computer, Inc.

Taito® and Bubble Bobble® are registered trademarks of Taito America Corporation.

Copyright ©1988. All rights reserved.

Printed in U.S.A.

## **When the Title Screen appears:**

Press “**1**” for a **one** player game; “**2**” for a **two** player game.

Press a **fire** button to automatically start a **one** player game.

## **During game play:**

Move the joystick **LEFT** and **RIGHT** to move **BUB** and **BOB** in the corresponding direction.

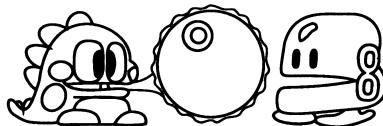
Press **Fire Button 0** to jump up. Holding this button down allows you to bounce on the bubbles.

Press **Fire Button 1** to blow bubbles.

Press **ESC** to pause the game; press **ESC** again to resume play.

## **HOW TO BURST BEASTIES:**

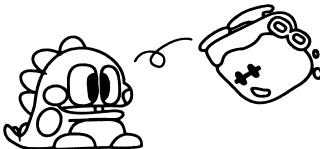
1) Blow bubbles



2) Box up beasties, then...



3) Burst them!



## SCORING

### A Burst the Bubbles

By bursting bubbles containing fire, thunder and water, you can quickly burst the beasties. Fire and Water travel in the direction you are facing. Thunder travels in the opposite direction.

10	100	100	100	1000

### B Bonuses for Bursting Beasties

500	1000	2000	4000	8000	16000

### C Timing Bonus

Be on the lookout for these valuable targets!

5000	7000

### D Magic Bonus

Magic bonuses mysteriously appear. Catch them and power up!

BUBBLE UP	SPEED UP	EXPLODING BOMB	CHANCE	POWER CROSS	RING of FIRE

**IT'S BEST TO BURST SEVERAL BEASTIES AT THE SAME TIME.**

**CAN YOU REACH STAGE 100?**



Spell the word **E X T E N D** -

You move to the next level and receive an extra life.

## **HIGH SCORE SCREEN**

Enter your initials into the Bubble Bobble Hall of Fame by using the keyboard. Your position on the high score screen is indicated by three periods (...). Press **RETURN** when you are finished.

## **CONTINUE OPTION**

You can continue the current game by pressing the fire button before the timer reaches zero. Only 10 continues are allowed.

## **HINTS AND TIPS**

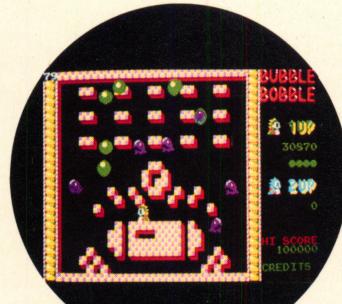
- Grab every magic bonus that appears; they will help you to beat the beasties.
- Bursting a water bubble knocks out many beasties. It's also a great way to escape.
- Beasties can escape from the bubbles. Watch out! They're going to be very angry! Never get in front of Grumple Grommit.
- Air currents move the bubbles around; plan your shots well.

# TAKE A LIGHTHEARTED ADVENTURE THROUGH THE DAWN OF TIME...

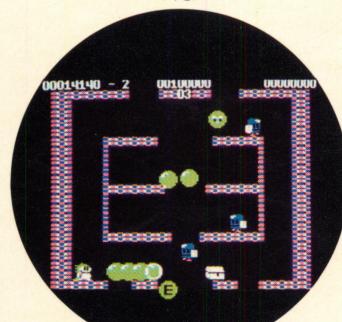
These are two hungry dino-mites and they've got bubble fight'n fun down tight... You and your brontosaurus buddies, Bub and Bob, are up to your brows in bubble trouble. You've got to battle battalions of bullies by blowing and bursting billions of bubbles. It's a fast-paced bubble banquet through 100 screens of slap-happy suds. Got an appetite for fun... then get blowin'!



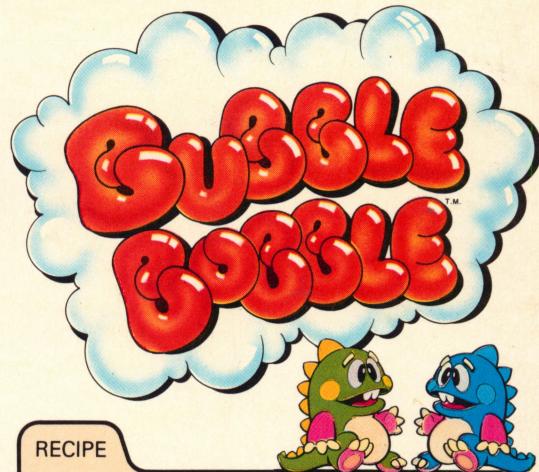
Actual Amiga Screen Shown.



Actual IBM EGA/VGA Screen Shown.



Actual Apple II Screen Shown.



## RECIPE

Mix the following Taito Software ingredients and serve up the most bizarre video game in town. Loaded with all of the elements necessary to have loads of fun. (For adults who wish they weren't...)

1 cup Good Times	2 qts Aw Shucks
2 heaping tsps Excitement	1 pt Frustration
	6 pts Giggles
1 qt Strategy	2 pinches Guffaw
1 gal Arcade Graphics	1 bunch of Great Music

Add to your disc drive, mix until done, pour into memory and bring to room temperature. Serves up to 100 levels. For 1 or 2 players. Monitor until finished.

- Stunning Arcade Quality Graphics and Sound
- One or Two Player Action
- 100 Action Screens

\*On front cover, from top to bottom, IBM EGA/VGA and Amiga Screens Shown.

Taito® and Bubble Bobble® are trademarks of Taito America Corporation. Copyright © 1989. All rights reserved. IBM, Commodore, Amiga, Atari, Apple, Apple II GS, Tandy and Compaq are registered trademarks respectively of International Business Machines, Inc., Commodore Electronics, Inc., Commodore-Amiga, Inc., Atari Corporation, Apple Computer, Inc., Tandy Corporation and Compaq Computer Corporation.

Made in U.S.A.

0207-0222

06-0004-99-NB

