

TAITO™



*LOADING
&
GAME PLAY
INSTRUCTIONS*

BUBBLE BOBBLE®

This manual is divided into two parts. The first, starting on this page, deals with installation and the hardware of your computer system; the second, starting on page 9, explains game play.

SECTION I

GETTING STARTED

Turn on the computer and boot MS-DOS or PC-DOS (Version 2.1 or higher) in the normal manner. Wait for the DOS prompt (i.e. **A:>**, or **C:>**) to appear.

BUBBLE BOBBLE may be installed and run on a Hard Disk or run from a Floppy Drive. Several **VIDEO ADAPTERS**, **SOUND DEVICES** and **GAME CONTROLS** are supported.

If you intend to use Joy-sticks for **BUBBLE BOBBLE**, be sure you have a suitable interface card installed in your system, and the Joy-sticks are correctly connected before starting the game

Hard Disk users may bypass the following section on Floppy Disk Operation and proceed to the section titled "**USING BUBBLE BOBBLE WITH A HARD DISK**".

NOTE: (**ENTER**) means press the **ENTER** key on the keyboard.

USING BUBBLE BOBBLE FROM A FLOPPY DISK

BUBBLE BOBBLE is available on either two 5 1/4" 360k Disks, or one 3.5" 720k Disk.

Insert the disk labeled "A" into any floppy disk drive.

Log onto that drive, i.e. if you placed the disk into drive A, type A: (ENTER).

To start the game, type **BUBBLE** (ENTER).

If you are using the 5 1/4" version, you will be prompted by the game when it requires disk "B". When this happens, carefully remove disk "A" from the drive, replace with disk "B", and follow the on-screen instructions.

NOTE: DO NOT WRITE PROTECT YOUR DISKETTES.

BUBBLE BOBBLE needs to write to the diskettes during game play. This means 5.25" diskettes have an UNCOVERED NOTCH on the right hand side; 3.5" diskettes have a HOLE on the right hand side that is COVERED.

After the game is loaded for the FIRST TIME, you will be presented with menus for **VIDEO ADAPTERS**, **INPUT DEVICES** and **SOUND DEVICES**.

Floppy disk users may bypass the following section on Hard Disk Installation and read the section titled **OPTIONS**.

USING BUBBLE BOBBLE WITH A HARD DISK

If you have a Hard Disk Drive, **BUBBLE BOBBLE** can be installed on the Hard Disk to significantly reduce the time taken to load the game.

BUBBLE BOBBLE is shipped on a copy protected disk. You may copy all of the files onto a hard disk using the **INSTALL** batch file included on your game disk, but you will still need the original disk for use as a key disk when beginning a new game. The **INSTALL** batch file will create a sub-directory

called **BUBBLE** on your hard disk. In the unlikely event that you already have a sub-directory with that name, you may edit the file **INSTALL.BAT** with any standard ASCII text editor and change the default name of the sub-directory to any other name.

If you have two 5 1/4" diskettes, **INSTALL.BAT** is found on disk "A", you will be asked for disk "B" when it is required by the installation program.

1. Log on to the floppy drive containing the **BUBBLE BOBBLE** disk.
2. At the DOS prompt, type **INSTALL <SOURCE DRIVE:> <TARGET DRIVE:>**, where **<SOURCE DRIVE:>** is the floppy disk drive in which you placed the **BUBBLE BOBBLE** diskette, and **<TARGET DRIVE:>** is the hard disk drive on which you wish to install **BUBBLE BOBBLE**. You must include the colon (:) after both the source and target drive name. Now press the **ENTER** key and **BUBBLE BOBBLE** will be installed on your hard drive. (**Note:** If you wish to copy **BUBBLE BOBBLE** into a particular sub-directory, simply include the path name after the colon.)

Examples:

- A) From the **A:\>** prompt, and with the **BUBBLE BOBBLE** disk in **A:**, typing **INSTALL A: C:(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\BUBBLE** sub-directory (i.e. **C:\BUBBLE**).
- B) From the **A:\>** prompt, and with the **BUBBLE BOBBLE** disk in **A:**, typing **INSTALL A: C:\GAMES(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\GAMES\BUBBLE** sub-directory (i.e. **C:\GAMES\BUBBLE**).

RUNNING BUBBLE BOBBLE from a HARD DISK

After installing **BUBBLE BOBBLE** on your Hard Disk:

1. Place your **KEY DISK** (disk "A" if 5 1/4") in a floppy drive.

2. Log on to the Hard drive containing the game program (usually C:).
3. Change to the sub-directory containing the **BUBBLE BOBBLE** files.
4. Type **BUBBLE (ENTER)**.

Examples:

- A) If you installed **BUBBLE BOBBLE** on Hard Drive C: and in a sub-directory called **\BUBBLE**, from the C:> prompt, type **CD \BUBBLE (ENTER)**, then **BUBBLE (ENTER)**.
- B) If you installed **BUBBLE BOBBLE** on Hard Drive F: and in a sub-directory called **\GAMES\BUBBLE**, from the F:> prompt, type **CD \GAMES\BUBBLE (ENTER)**, then **BUBBLE (ENTER)**.

KEY DISK USAGE

When starting **BUBBLE BOBBLE** from a Hard Disk the program will ask you to enter the letter of the drive containing the key disk.

Example:

- A) If you placed your key disk in drive "B", type **B (ENTER)**.

OPTIONS

The **FIRST TIME** you run **BUBBLE BOBBLE**, a series of menus will appear to allow configuration of your system, and allow you to select your preferred method of playing **BUBBLE BOBBLE**. The next time you run the game the menus **WILL NOT AUTOMATICALLY APPEAR**, and the game will run as previously configured.

To change the previous selections (i.e. you want to use another hardware configuration) place an **R** on the command line after **BUBBLE** when starting the game.

Example:

- A) Type **BUBBLE R (ENTER)**. The menu system will now appear.

Either by running **BUBBLE BOBBLE** for the first time, or as a result of requesting the menus to appear as in the previous example several menus will appear sequentially. Select only one option from each menu. The most favorable choice has already been selected by the computer, and in most cases you will simply press the **ENTER** key to accept the option.

If you proceed to another menu, and want to go back to a prior selection, pressing the **ESC** key will allow you to modify a previous entry.

Options are chosen by pressing the letter to the left of the description, or by stepping up and down the menu with the up and down arrows keys, and then pressing **ENTER**.

Generally, if you choose an option not supported by your computer, a warning message will appear on the screen. If you decide to ignore this warning, and select the option anyhow, you may have to reboot your computer to regain control.

The **VIDEO ADAPTER** menu will appear as follows:

BUBBLE BOBBLE	
Graphics Type:	
Choose item and press ←	
C. CGA graphics E. EGA/VGA graphics T. Tandy graphics	
ESC: Return to DOS	
Copyright 1989 Taito America Corp. All Rights Reserved	

After a valid selection is made from the **VIDEO ADAPTER** menu, a menu for the appropriate **MUSIC DRIVER** will appear as shown below:

BUBBLE BOBBLE	
Music Type:	
Choose item and press ←	
A. Adlib music B. CMS music Y. Tandy music I. IBM music N. No music	
ESC: Return to Graphics Type menu	
Copyright 1989 Taito America Corp. All Rights Reserved	

NOTE: Selecting “N” also turns off the Sound Effects, and causes the IBM sound and music driver to be loaded. Pressing the appropriate function key during the game will allow you to toggle the music or sound effects on and off.

After a valid selection is made from the **MUSIC DRIVER** menu, the menu for the selecting a 1 or 2-Player game will appear as shown below:

BUBBLE BOBBLE	
No. of Players	
Choose item and press ←	
1. One Player 2. Two Player	
ESC: Return to Music Type menu	
Copyright 1989 Taito America Corp. All Rights Reserved	

After choosing the number of players, you will be asked to select the desired **Input Device** for each player as shown below:

BUBBLE BOBBLE	
Input Device:	
Choose item and press ←	
K.	Keyboard
M.	Mouse
J.	Joystick #1
G.	Joystick #2
S.	Switched Joystick
ESC: Return to No. of Players menu.	
Copyright 1989 Taito America Corp. All Rights Reserved	

If the Joy-stick is selected, you will be asked to perform several movements of the Joy-stick and to press the “fire” button to ensure greatest accuracy of game play. Please follow the on-screen instructions carefully.

If the Keyboard is selected, you will be asked if you wish to redefine the default keys. Please follow the on-screen instructions carefully.

To use the Switched Joy-stick option, you must have a TAITO Switched Joy-stick Adapter (or equivalent third party adapter) plugged into a parallel printer port. The standard switched Atari/Commodore style Joy-stick can now be used with this game. Contact Taito Software Customer Service for more information on this excellent option.

OPTIONS FOR ADVANCED USERS

BUBBLE BOBBLE can take several different command line parameters to force the program to recognize your particular hardware configuration, and to bypass the configuration file generated from the menu selections. There is little need to use this facility as the system automatically uses the previous settings generated from the menu selections, however, if you are moving the game from machine to machine, you may want to use this facility rather than the **BUBBLE R** method.

To see the available options, type **BUBBLE ? (ENTER)** at the DOS prompt, and the available options will be listed.

If you select an invalid option, menus will appear for those options that could not be located or were invalid.

SECTION II

GAME PLAY

To play **BUBBLE BOBBLE** press:

A Joy-Stick button if Joy-Stick was selected.
The defined "fire" key if keyboard was selected.

Valid keys during game play:

F1 pauses the game; press **F1** again to continue.
F2 toggles the music ON/OFF.
F3 toggles the sound effects ON/OFF.
F10 exits the game and returns you to MS-DOS.

GAME CONTROLS

This game can be played with one or two Joy-Sticks or with the Keyboard. Using a Joy-Stick gives the best result.

JOY-STICK

The Joy-Stick must be plugged into a suitable interface card. If you have two Joy-Sticks, you may use both for the two player game.

The Joy-Sticks require CALIBRATION when the game starts to ensure the greatest accuracy of game play. Please follow the on-screen instructions carefully when this option is selected.

After the game has loaded:

Press the fire button on your Joy-Stick to start the game.

During game play:

Move BUB and BOB left/right/up with the Joy-Stick.

Blow bubbles by pressing the fire button.

Keeping the Joy-Stick pushed up allows you to ride bubbles.

KEYBOARD

This game can be played on a keyboard. However, we strongly recommend you use a Joy-Stick for best results.

After the game has loaded:

Press any key to start the game.

During game play:

Press the defined direction keys to move BUB and BOB. Press the defined "fire" key to blow bubbles.

HOW TO PLAY

HOW TO BURST BEASTIES:

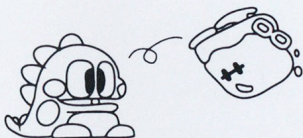
1) Blow bubbles.



2) Box up beasties, then...








3) Burst them!










STATUS AND SCORING

A **Burst the bubbles (with your spine or tail!)**

By bursting bubbles containing Fire, Thunder, and Water, you can quickly burst the beasties. Fire drops straight down, then spreads in both directions, Thunder will travel in the opposite direction to the direction you are moving, and Water will travel in the same direction you are moving.

				
10	100	100	100	1000

B Bonus Items for Bursting Beasties

						
500	1000	2000	4000	8000	16000	40000







C Timing Targets

Be on the lookout for these valuable targets!

		
5000	6000	7000

D Magic Targets

Magic targets mysteriously appear. Catch them and power up!

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

*It's best to destroy several enemies 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.

E X T E N D

CONTINUE OPTION

Press the appropriate fire button or key to continue the current game after you have lost your last life. If you are playing a two player game, you can use a credit at any time after you have died, as long as the other player is still active. If you are playing a one player game, you must press this button or key before the timer runs down when the "Press fire to continue from current level" message is displayed. You have up to a total of **nine (9)** credits available.

HIGH SCORE SCREEN

Use the keyboard to enter your initials. Press **ENTER** when you are finished.

MEET THE STARS OF BUBBLE BOBBLE

Take the time to know the personalities of each character. Your game will improve as you do. There may be other beasts in the game as well. See how many you can find.



Bub



Baron von Blubba



Bob



Stoner



Incendo



Super Socket



Willy Whistle



Beluga



Grumple Grommit



Colley



Hullaballoon



Bubble Buster

HINTS AND TIPS

- Grab every magic bonus that appears; they'll help you to beat the beasts.
- Bursting a water bubble knocks out many beasts. It's also a great way to escape!
- Beasts 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.

*If you take too much time,
you're no match for
Baron Von Blubba!*

Printed in the U.S.A.

Taito® and Bubble Bobble® are registered trademarks of Taito America Corp. Copyright ©1989. All Rights Reserved. IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corporation.