BUBBLE BOBBLE

OLD & NEW

GAME BOY ADVANCE

GAME BOY ADVANCE

INSTRUCTION BOOKLET

TAITO

EMPIRE INTERACTIVE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

GBA LINK CABLE

EVERYONE

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CONTENT RATED BY
ESRB

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Nintendo®

EMPIRE
INTERACTIVE

TAITO

DESTINATION
Software, Inc

STORY

In a strange and magical forest full of danger and delight, where everything is good to eat and happy dinosaurs bounce and play in peace, lived two such creatures named Bubblen and Bobblen. One day Bubblen and Bobblen got word that two of their Brontosaurus buddies had been abducted by Baron von Blubba who lived in the evil forest just beyond the horizon. So Bubblen and Bobblen set off to find their friends and bring them to safety, but the Baron had sent many ill-tempered and hungry beasties to the forest to stop Bubblen and Bobblen from finding their friends. Only Bubblen and Bobblen's magical bubble blowing powers could save them.

CONTENTS

GETTING STARTED

1. Turn OFF the power switch on the Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Language Select screen will appear (if this does not happen, begin again at step1).

CONTROLS

Character controls are the same whether you play the OLD or NEW versions.

L Button — — R Button

● POWER

Control Pad — GAME BOY — A Button
— B Button

Nintendo®

START — START
SELECT — SELECT

GAME BOY ADVANCE

In Main Screen

|	
Control Pad	Moves the Character/Cursor
A Button	Jump/Make a Selection
B Button	Blow Bubbles/Cancel
R Button	Turns On/Off the score Display
L Button	Switches Display Modes
START	Pause Menu/Make a Selection
SELECT	Button Not used

* Default settings. You can change them in BUTTON SETTINGS screen.

In Selection Screen

Control Pad	Move cursor
A Button	Select
B Button	Cancel
R Button	Next page
L Button	Previous page

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LIST OF CHARACTERS

ZENCHAN

A robot who gets in the way of Bubblen & Bobblen.
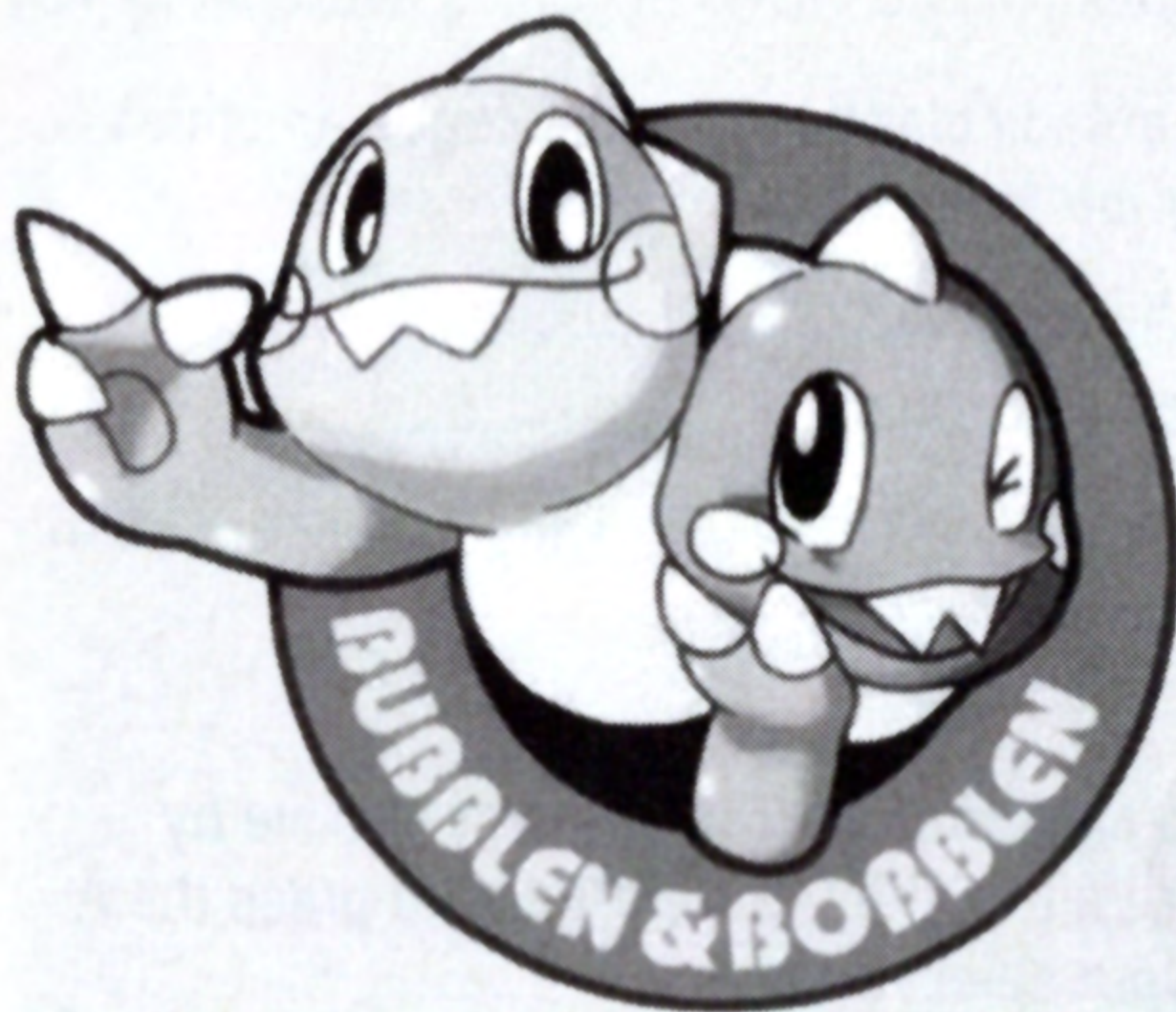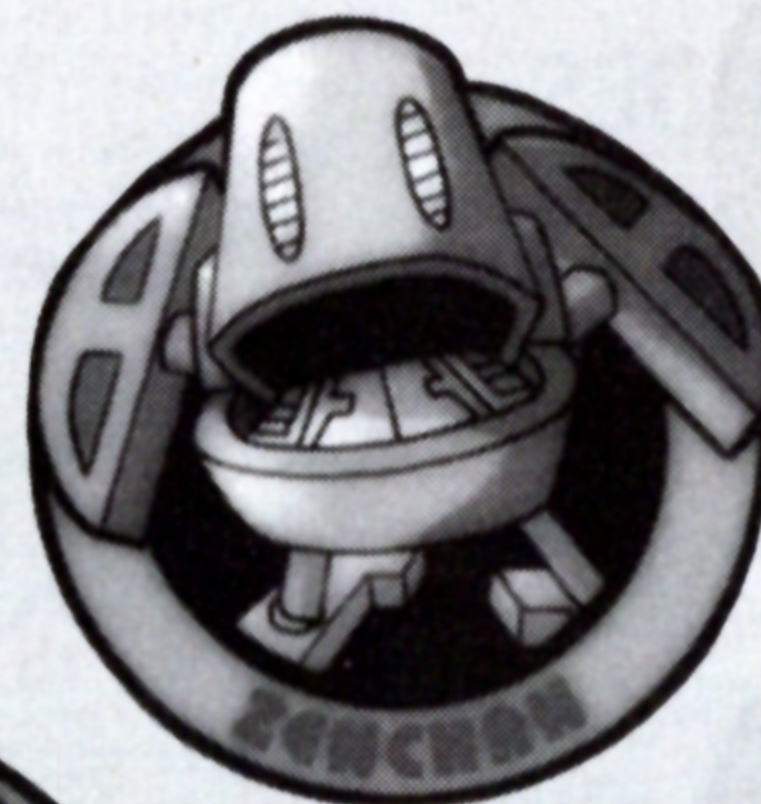
BUBBLEN & BOBBLEN

BUBBLEN

Main character of the game. He can defeat enemies by trapping them in bubbles and popping them.

BOBBLEN

Bubblen's brother. You will be able to let him join the game once certain conditions are met.

MONSTA

This annoying monster moves by bouncing on walls.

SKULL MONSTA

When you take too long to complete a round, an invincible Skull Monsta appears to attack you. Try to finish the round before he shows up.

THERE ARE MANY MORE ENEMIES IN YOUR WAY!

GAME MODES

Below is a description of game modes available.

SINGLE PLAY

A single player mode. You play as BUBBLEN. Once you complete a stage, you can come back to it any time. Best scores are saved in the score ranking.
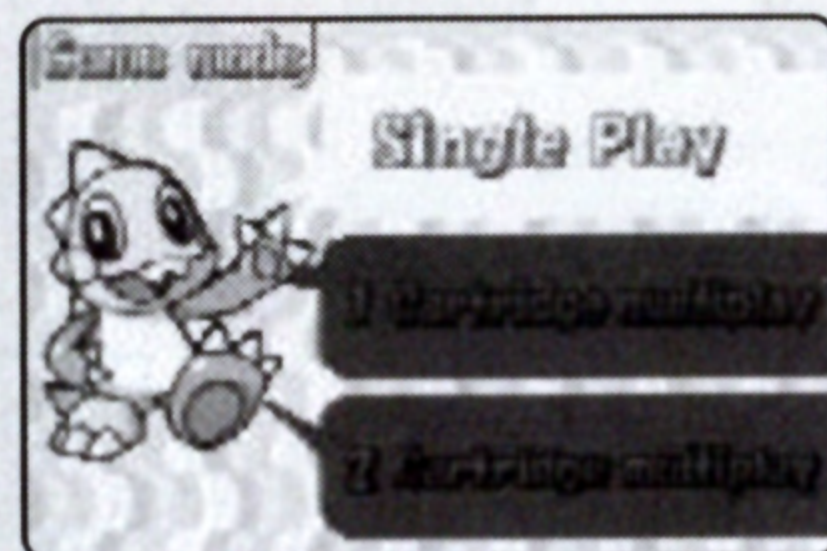
1 GAME PAK MULTIPLAY

Using 1 BUBBLE BOBBLE OLD & NEW Game Pak, you can play a multiplayer game with your friend.

You can only play the OLD version.
Best scores are not saved.
Player 1 plays as BUBBLEN, and Player 2 plays as BOBBLEN.

GAME VERSIONS

There are 2 versions (OLD & NEW) of games available to play.

OLD – The 1986 arcade classic version. Stages, enemies & items are exactly the same as the original.

NEW – A Game Boy® Advance original version with vastly improved graphics and sound.

An ITEM LIBRARY (See P.18) is also added to record all the items you discover during the game.

There are 2 save files on the screen. Select one file by pressing Right or Left on the Control Pad, and press the A Button to make your selection.

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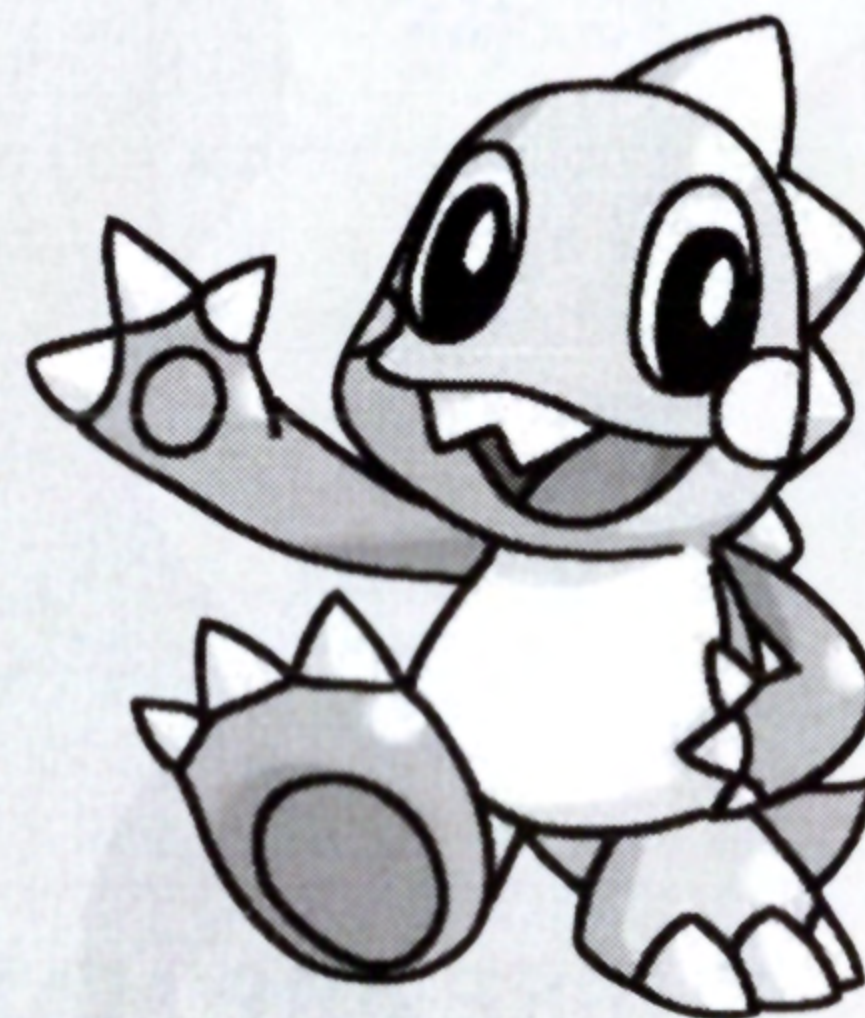
STARTING THE GAME

Below is a description of how to start a game.

TITLE SCREEN – After turning ON the power switch on the Game Boy® Advance, an opening movie is played, followed by a title screen. Press the START to go to the SELECT SAVE FILE screen.

SELECT SAVE FILE SCREEN – There are 2 save files on the screen. Select one file by pressing Right or Left on the Control Pad, and press the A Button to make your selection.
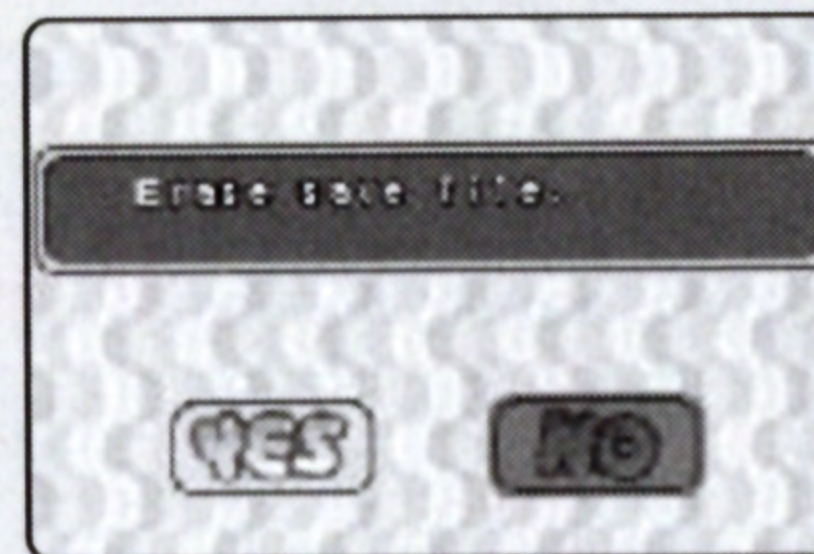
ABOUT THE AUTO SAVE FUNCTION – The game is saved automatically at game over.

CONTINUE THE GAME – On each save file, the player's progress is shown. Select a save file, and you can resume the game at the point where you left off.

DELETE THE GAME – If you want to delete the data within a save file, first select a save file you want to delete. Then select DELETE. A confirmation message is displayed. Select YES to delete the data.

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GAME MODES SELECT

Once you select a save file, a GAME MODES SELECT screen is displayed. Select a mode you want to play by pressing Up or Down on the Control Pad, and press the A Button to make your selection.

Single Mode

OLD and NEW versions are available to play.

Select a version you want to play by pressing Right and Left on the Control Pad, and press the A Button to make your selection.
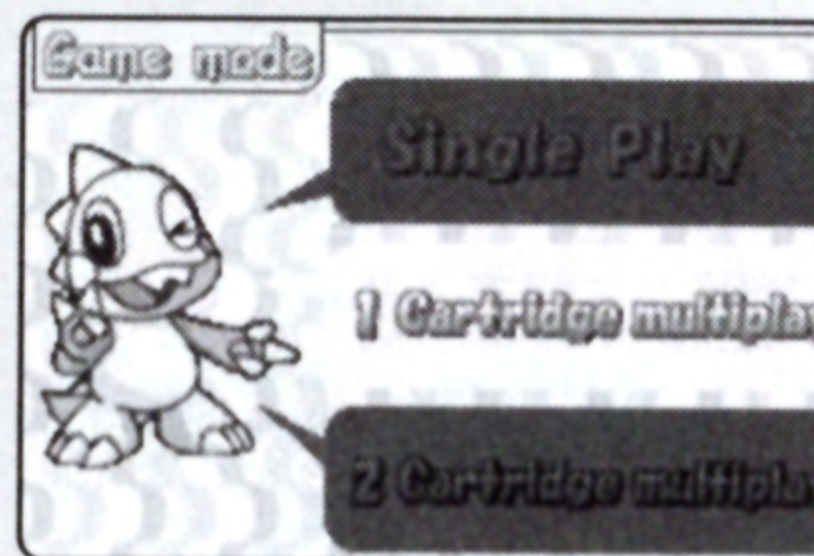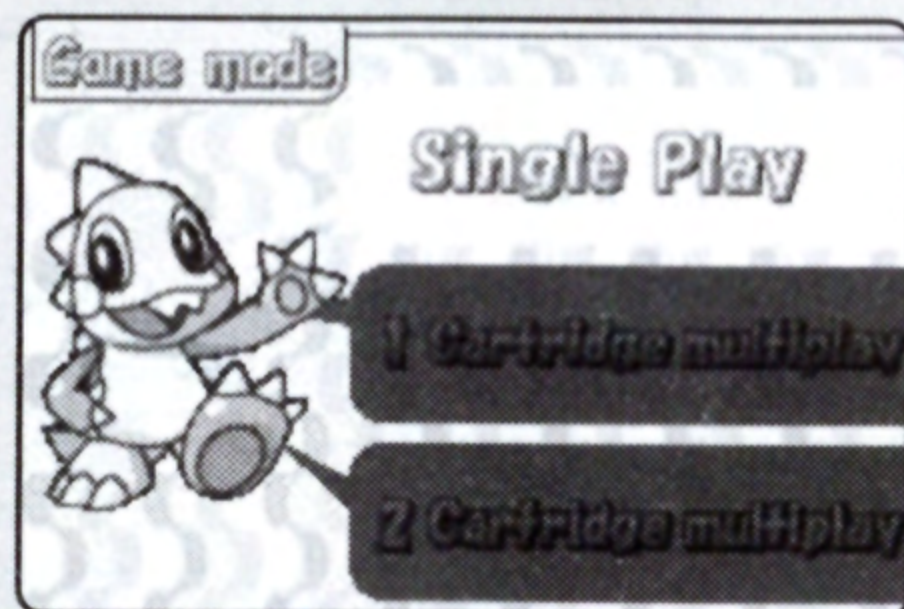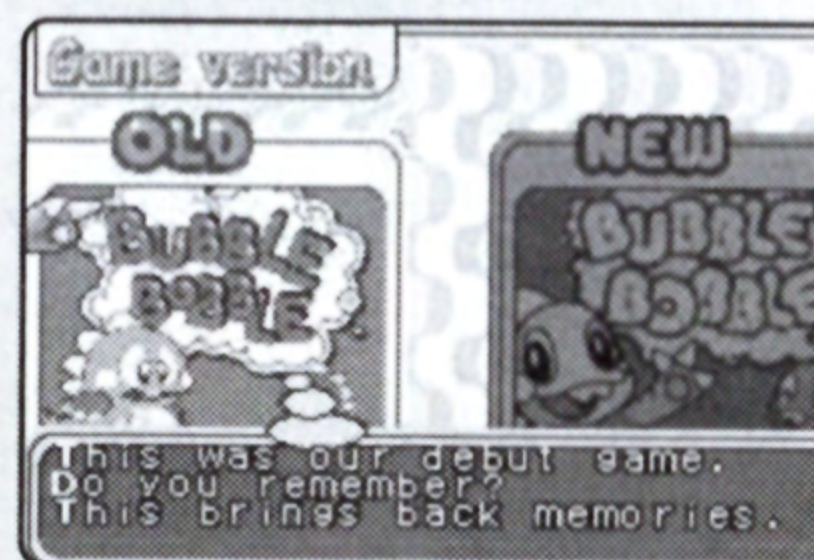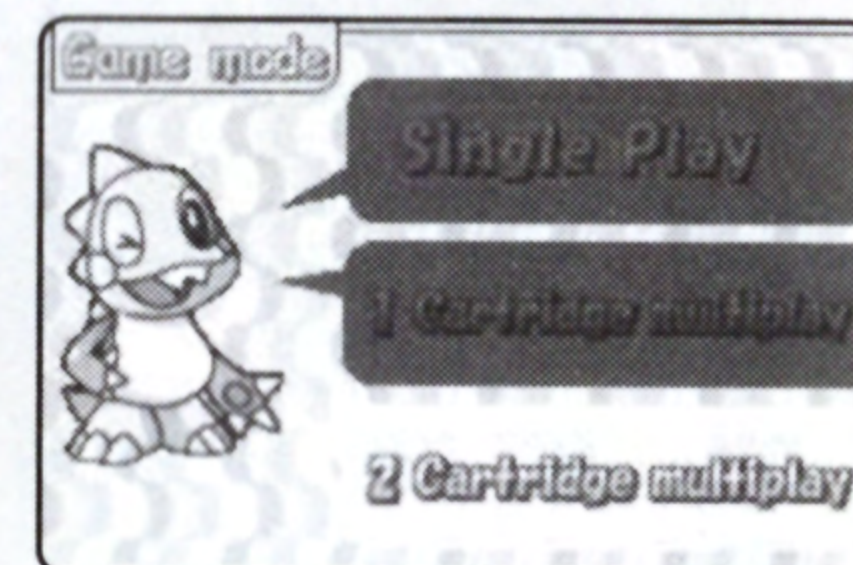
1 GAME PAK MULTIPLAY

Only the OLD version is available in this mode.

2 GAME PAK MULTIPLAY

Both the OLD and NEW versions are available to play.

GAME VERSION SELECT

In this screen, select either the OLD or NEW version by pressing the Right or Left on the Control Pad, and press the A Button to make your selection.

GAME TITLE SCREEN

After selecting a game version, a corresponding game title screen is displayed.

OLD – Old version title screen is displayed. Press START to begin the game.

NEW – Select either GAME START or ITEM LIBRARY by pressing Up and Down on the Control Pad, and press A Button to make uour selection.

ROUND SELECT SCREEN

In this screen, you can start a game from any round you have already completed. Select a round by pressing Up and Down on the Control Pad, and press the A Button to make your selection.
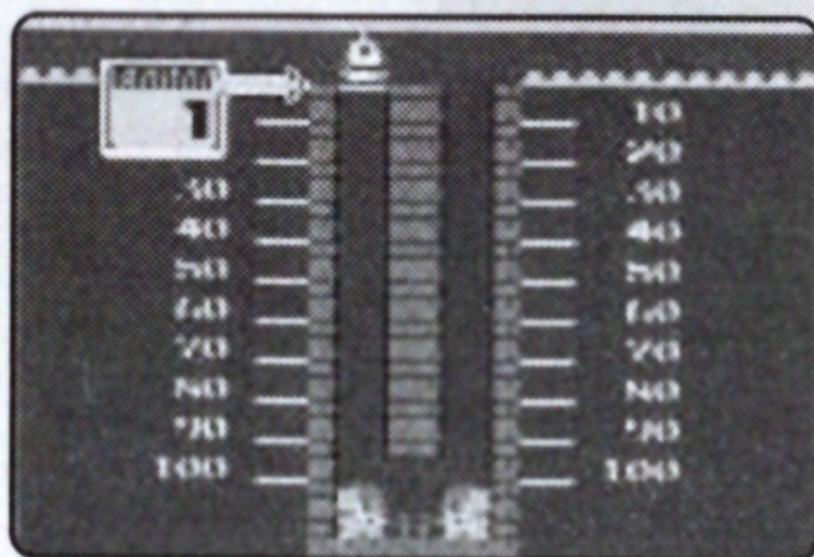
NOTE: When you start a game for the first time, you can only select to play from round 1.

SWITCHING DISPLAY MODES

While playing a game, press the L Button to switch between Full Screen Mode and Scroll Mode.

PAUSE MENU While playing a game, press START to display the PAUSE MENU.

RETURN Exit the pause menu and return to the game

GIVE UP Quit the game and return to the title screen.

BOBBLEN Once certain conditions are met, you can play with CPU controlled BOBBLEN. Select this option to make BOBBLEN appear in the game.
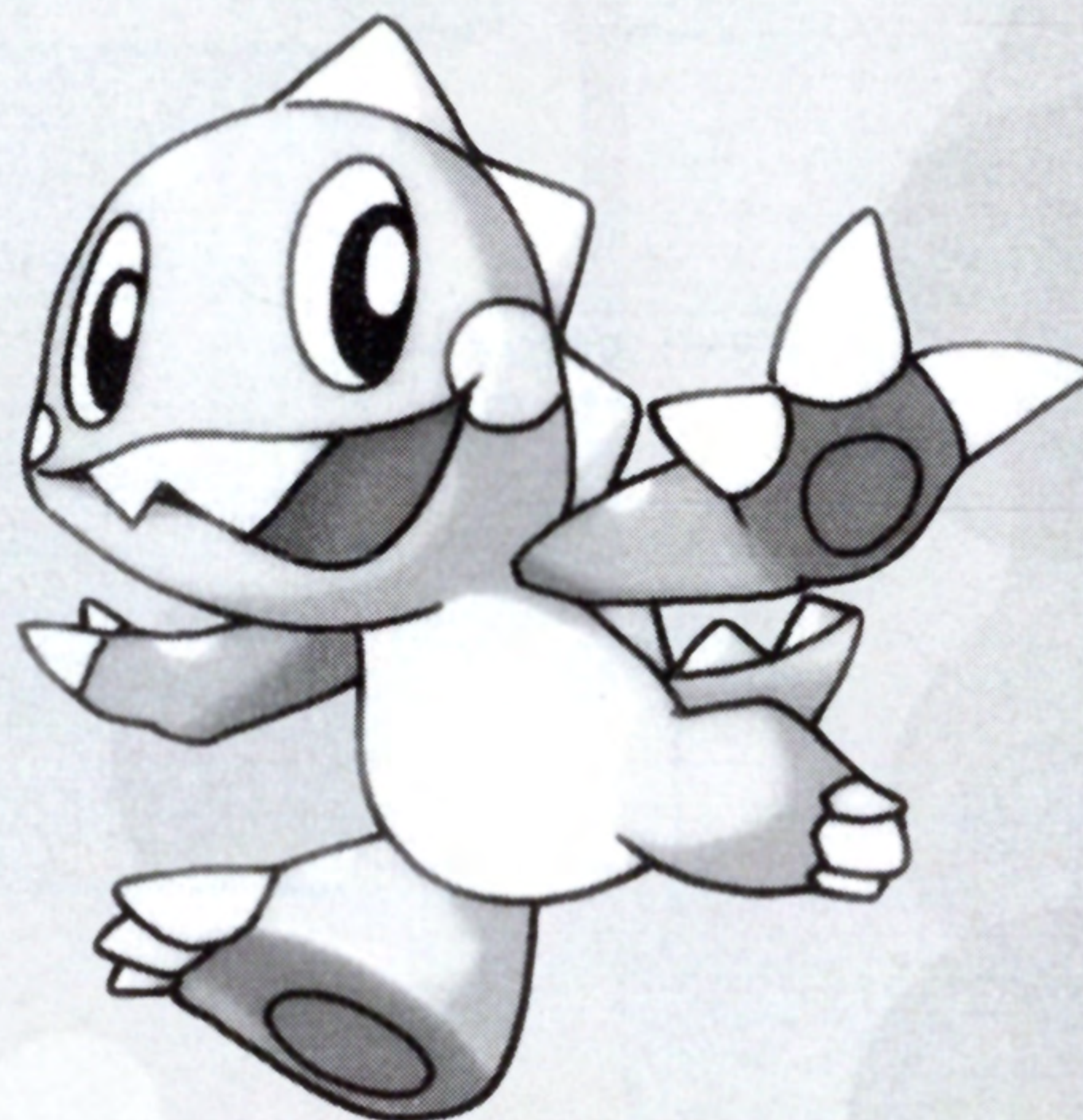
GAME RULES

In BUBBLE BOBBLE OLD & NEW, the player controls the dinosaurs and clears each stage by defeating all the enemies in the stage. The number of lives decreases each time a dinosaur is hit by enemies or the things that the enemies throw. If the player uses up all the lives, the game ends.

GAME SCREEN – The layout of the game screens are the same for both the OLD and NEW version.

Best Score

Displays the highest score earned by either Player 1 or Player 2 so far.

Player 1's Score

Player 2's Score

Round Number

Number of the current round

Enemy Character

EXTEND Bubbles

Player 1's Lives

Player 2's Lives

Player 1

Player 2 or CPU Player
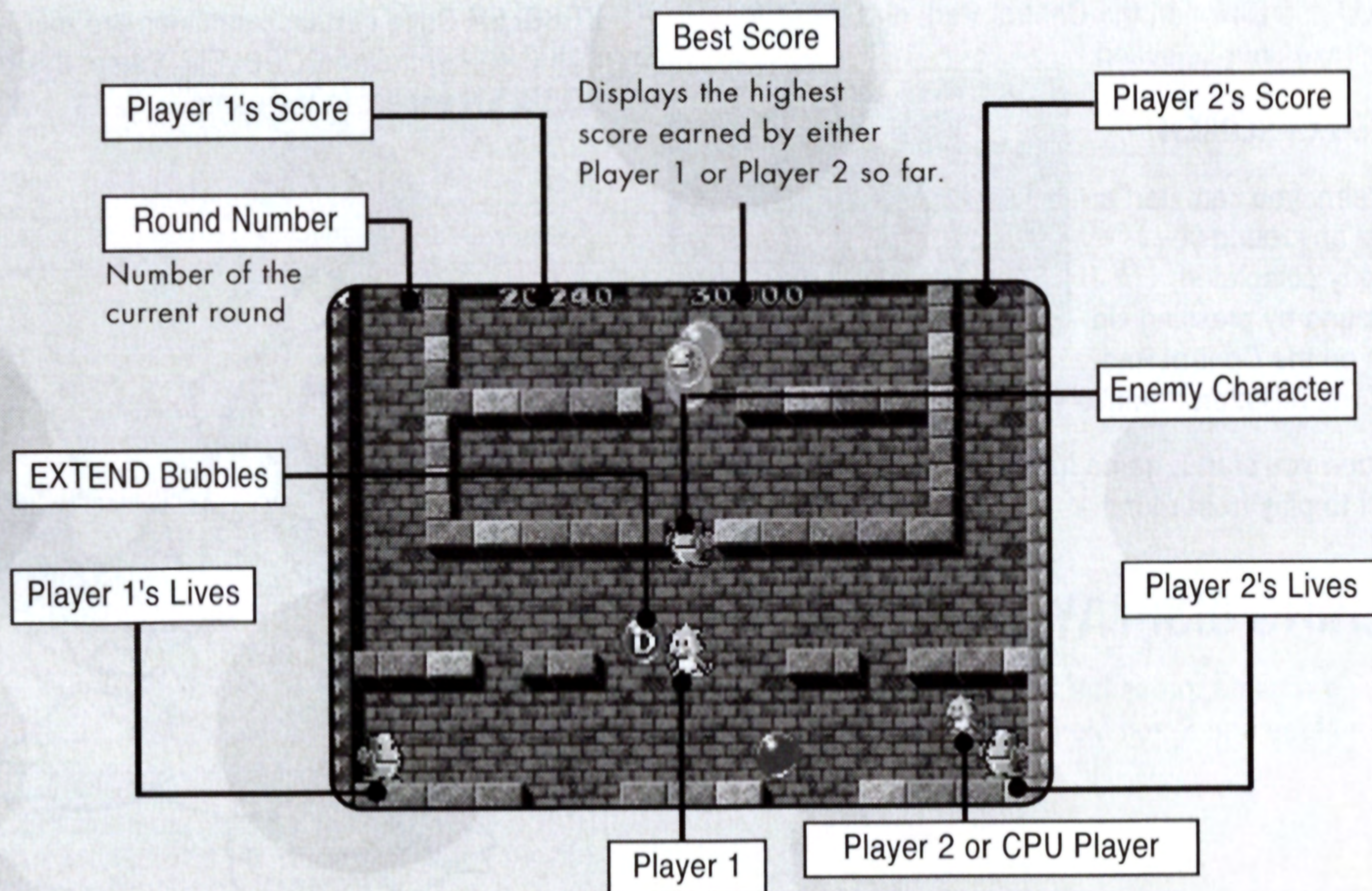
SCORE RANKING

After the game ends, the Score Ranking screen is displayed. The Top 5 scores are shown in the screen. If your score is higher than the 5th highest score, your score along with your name (upto 3 characters) is saved.

Select a character by pressing Up and Down on the Control Pad, and press the A Button to enter the character.

CONTINUE – In the Single Play Mode, you can start playing a game from the round that you last got to. If you wish to continue playing the game, select YES. If you want to quit the game, select NO.
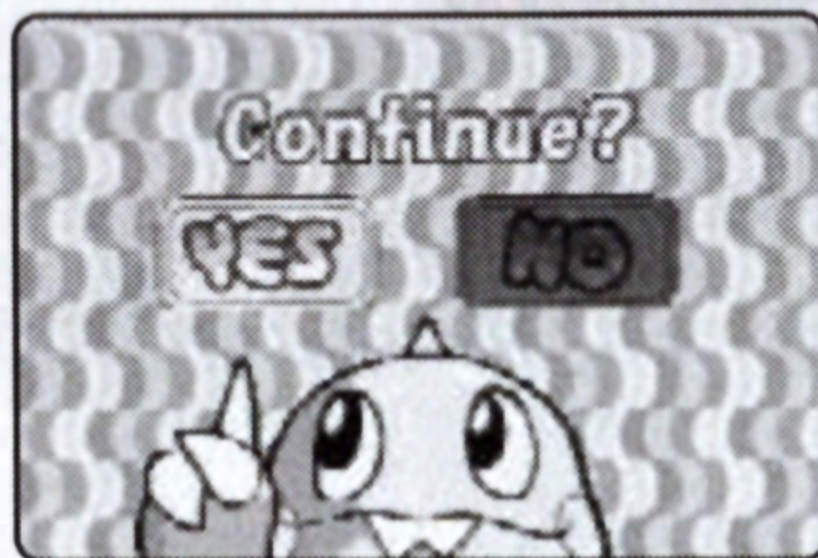
MULTIPLAYER GAMES

1 GAME PAK MULTIPLAY – To start a 1 GAME PAK MULTIPLAY, Player 1 selects 1 GAME PAK MULTIPLAY on the GAME MODES SELECT screen. The data is transferred to Player 2's Game Boy® Advance, and the Title Screen of the OLD version is displayed. Player 1 presses the Number of Rounds and Items.

Only 12 rounds are available for 1 Cartridge Mutiplay.

Once you clear round 12, the game restarts from round 1.

Also, variations of Food and Items that appear are limited – they are shown as ✎.

* To play a game in this mode, you need 1 BUBBLE BOBBLE OLD & NEW cartridge, 2 Game Boy® Advance and 1 Game Boy® Advance Game Link® Cable.

2 GAME PAK MULTIPLAY – To start a 2 GAME PAK MULTIPLAY, both Player 1 and Player 2 select 2 GAME PAK MULTIPLAY on the GAME MODES SELECT screen. Then Player 1 selects a game version on the GAME VERSION SELECT screen to begin a game.

ROUND SELECT – In 2 GAME PAK MULTIPLAY, Player 1 always selects the round to begin a game from. For instance, even if Player 2 has only cleared upto round 10, he/she can begin a game from round 20 if Player 1 has already cleared upto round 20.

* To play a game in this mode, you need 2 BUBBLE BOBBLE OLD & NEW cartridges, 2 Game Boy® Advance and 1 Game Boy® Advance Game Link® Cable.

In multiplayer games, you can continue the game as in the single player mode. If you lose all your lives and your friend is still playing in the round, press START to continue.

NOTE: In the multiplayer games, you cannot pause the game by pressing START.

Item Library

Select ITEM LIBRARY on the Title screen of the NEW version to enter the Library. All the Items you have discovered in the NEW version game are saved and displayed.

Item Screen

All the Items discovered so far are displayed.

Go to the next page by pressing the Up and Down Control Pad Buttons.

Try to collect all the items!

Special Items

In the ITEM LIBRARY screen, Press the R Button to display the SPECIAL ITEM screen.

Items are added as certain conditions are met.

Press the L Button to return to the ITEM screen.

ACTIONS

TRAPPING – Blow bubbles to trap enemies.

POPPING – Pop the trapped enemies by jumping on them or into them.

JUMP ON TOP OF A BUBBLE – Hold the Jump button (A Button) right before you land on a bubble, and you can jump on top of the bubble.

ITEMS

Below is a few examples of Items that appear in the game.

CANDY (PINK) – Blow bubbles further with this.

CANDY (BLUE) – Blow rapid bubbles with this.

CANDY (YELLOW) – Blow many bubbles at a time with this.

SHOES – Move faster with these shoes. There are many more Items. Discover them for yourself!
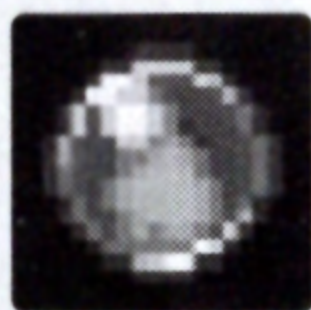
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SPECIAL BUBBLES

These special bubbles come out from the lower side of the screen. Pop them to use their special power!

THUNDER BUBBLE – The lightning bolt flows in the opposite direction you are facing.

FIRE BUBBLE – Dozens of tiny fireballs fall to the floor.

WATER BUBBLE – The water is released, and keeps flowing in the opposite direction you are facing.

**EXTEND BUBBLE** – Collect all 6 bubbles ("E", "X", "T", "E", "N", "D") and...?
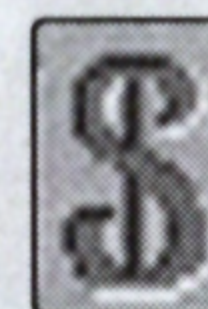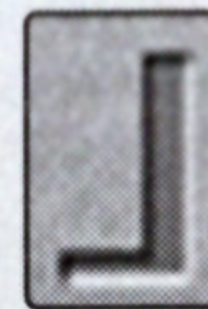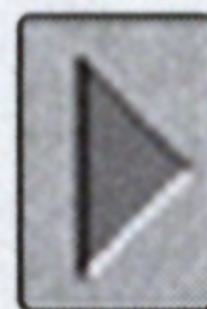
In the Single Mode, you will get to play with a CPU controlled BOBBLEN. 'His name will appear in the Pause Menu when he has been unlocked.

BOBBLEN is non-playable and controlled by the CPU in the Single Mode.

Please help BOBBLEN, as he is not as strong as BUBBLEN.

SECRET CODE

Somewhere during the game, you will find these codes. No one knows what they are. Try to solve it.
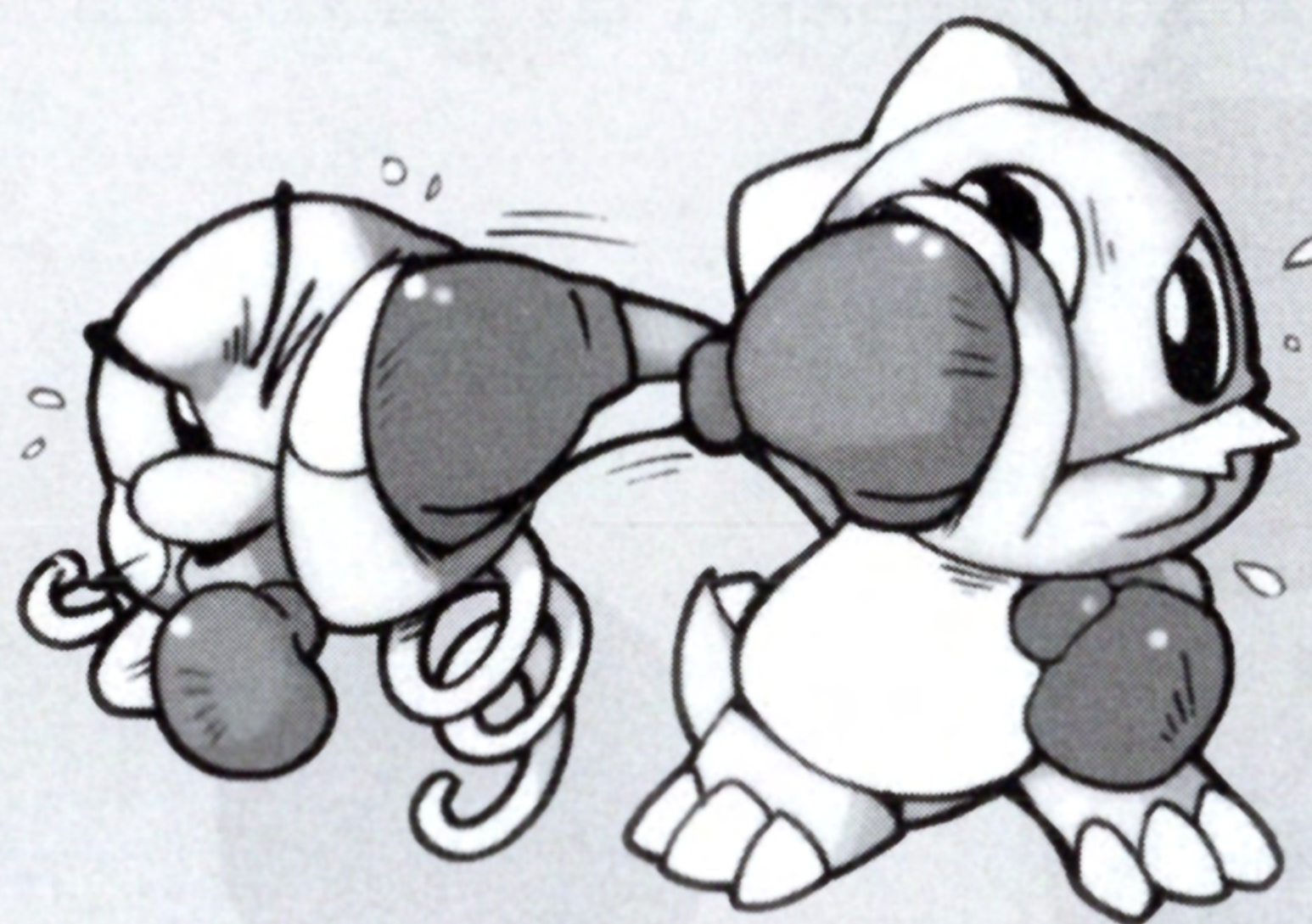
CREDITS

Empire Interactive

PRODUCER

Nick Clarke

QA

QA Manager – Dave Cleaveley

Lead Tester – Chris Matlub

Testers – Richard Naughten
　　　　　Mark Klocek

PRODUCTION

Tony Bond

DESIGN

Phil Goldfinch
Vitali Golev
Jayshree Mistry
Erin Newell
Jamie Young
Linda Fraikin

MARKETING

Chris East
Adrian Arnese

PR

1-up Media

SPECIAL THANKS

Jimmy Lamorticelli
Tricia Gray
Tad Hasegawa
Yuko Hayashi

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