PUZZLE BOBBLE ™

GAME**BANK** T**A**iTO

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GAME**BANK** T**A**iTO®

PC CD-ROM
WINDOWS® 95

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WARNING ABOUT USE

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of conciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

- Please take care to follow the instructions in this manual and any warnings which may come in the information supplied with your computer, and be sure to use all equipment and software in accordance with those instructions.
- When inserting the CD-ROM disk in the CD-ROM drive, please ensure that the disk is inserted with the labeled side (the side with the title, etc., printed on it) facing upwards.
- Please be sure to handle disks carefully to protect both faces of the disks from dirt and scratches. In addition, please do not write on the disks or stick labels or stickers on them.
- Please be sure to store disks out of direct sunlight, away from areas of high humidity and dust, and be sure to not to leave them near any heating appliances.
- Please be sure not to use CD-ROM disks if they are cracked, if they become warped or distorted in any way, or if they have been "mended" using glue, as this may cause your CD-ROM drive to malfunction.

1 BASIC SYSTEM REQUIREMENTS:

A fully Windows 95 and Microsoft DirectX compatible PC (IBM, AT compatible, NEC, etc.,)

Pentium processor (120 MHz recommended)

At least 8 Mb RAM (16 Mb recommended)

A 640 x 480 monitor with 256 colour capability or greater

8Mb or more of available hard-disk space

A 2X-speed CD-ROM or greater

Microsoft Windows 95

A video card and a sound card which support DirectX

Joysticks and game pads supported by Windows 95 can be used.

2 INSTALLATION

The installation process starts automatically when the PUZZLE BOBBLE CD-ROM disk is placed in the CD-ROM drive. You should then follow the on-screen instructions.

Because the game uses DirectX, it will be necessary to restart your computer after the installation process. This is also indicated in the screen instructions, so following these instructions will restart your computer automatically.

Insert the PUZZLE BOBBLE CD-ROM disk into the CD-ROM disk drive. The AUTORUN screen will be displayed. If you click PLAY, the game title screen will then appear.

UNINSTALL

There are two ways in which the game can be uninstalled:

Go to ADD/REMOVE in the CONTROL PANEL, select PUZZLE BOBBLE, and click the ADD/REMOVE button.

First click TECHNICAL INFORMATION on the AUTORUN screen, then click UNINSTALL.

UNINSTALL will finish automatically if the on-screen instructions are followed, and the selected program will be deleted.

DirectX

Microsoft DirectX acts as a power-up for Windows 95 games and other applications. As a result of this, the performance of networks, graphics, sound, data inputting, etc., are greatly enhanced on Windows 95 systems (in comparison to other operating systems).

This product uses DirectX. Once installed, even if the game is subsequently removed (UNINSTALLED), DirectX will remain on the computer.

3 STORY

One day, the precious BOOK OF BUBBLE, the treasure of the village which had been handed down from generation to generation, was stolen.

The BOOK OF BUBBLE contains all the BUBBLE MAGIC and is therefore a very important book indeed. Naturally the whole village searched high and low in an effort to locate the missing book, but sadly it could not be found.

Then enemy forces began to descend on the village in strange bubbles. This was obviously the dastardly work of whoever had stolen the BUBBLE MAGIC.
"THIS CAN'T GO ON!!" said the brave young boys Babbie and Bobbie as they turned into BUBBLE DRAGONS and set out on an adventure to recover the BUBBLE MAGIC.

4 OPERATION

JOYSTICK

UP DIRECTION KEY:	points the direction wheel straight up
LEFT DIRECTION KEY:	turns the direction wheel to the left
RIGHT DIRECTION KEY:	turns the direction wheel to the right
SHOT BUTTON:	shoots bubbles
START BUTTON:	game start / join game

KEYBOARD

PLAYER 1

[↑]	moves the cursor up / points the direction wheel straight up
[←]	turns the direction wheel to the left
[→]	turns the direction wheel to the right
[↓]	moves the cursor down
[CTRL]	shoots bubbles (SHOT BUTTON)

PLAYER 2

[S]	moves the cursor up / points the direction wheel straight up
[Z]	turns the direction wheel to the left
[C]	turns the direction wheel to the right
[X]	moves the cursor down
[SPACE]	shoots bubbles (SHOT BUTTON)
[P]	pause
[F2]	start 1-player game
[F3]	start game against an opponent
[F4]	switch the screen display

● the keyboard arrangement can be altered in PROPERTIES

5 STARTING THE GAME

When the CD-ROM disk is placed in the CD-ROM drive, the AUTORUN screen is displayed. Clicking on the GAME START button takes you to the TITLE screen.

TITLE SCREEN

To play a one-player game, press F2. To play against an opponent, press F3.

LEVEL SELECT

You can choose the level of difficulty in the 1-PLAYER MODE. Choose the level using the cursor and select it by pressing the SHOT BUTTON.

LEVEL OF DIFFICULTY

EASY	● for beginners
NORMAL	● ● for average players
HARD	● ● ● for the real experts

PROPERTIES

If you choose PROPERTIES from GAME on the Windows 95 menu bar, the PROPERTY menu will be displayed. In this menu you can alter the keyboard and joystick settings, along with other settings such as the music and sound effects.

USE JOYSTICK

When using a joystick/joy pad, be sure to check the USE JOYSTICK check box. In addition, when using two analog joysticks/joypads, be sure to switch the 4-BUTTON MODE to OFF. (See your joystick manual for more detailed information.)

KEYBOARD SETTINGS

You can alter the keyboard key settings. First click on the box of the key you wish to change using the mouse, then press the keyboard key you would like to use in its place.

RESET DEFAULT SETTINGS

Resets the keyboard settings to the original default settings.

MUSIC ON

Click to check the box. When the box is checked, the music is switched on.

SOUND EFFECTS ON

Click to check the box. When the box is checked, the sound effects are switched on.

OK

When you have completed the settings, click here. You will then be returned to the game.

CANCEL

To cancel the setting changes and return to the game.

6 PLAYING THE GAME

THE GAME RULES

Shoot the BUBBLE BALLS, and when three or more join up together, they pop. Other bubbles joined to those that have popped will fall and burst.

If you manage to pop all the bubbles, you have cleared the round. If the bubbles build up and go over the limit line, it's GAME OVER!

When a certain number of balls have been fired, the ceiling will drop by one level. Just before this happens, the ceiling will shake to warn you. In the 2-player mode, the number of bubbles increases.

HURRY UP!

If you do not shoot a ball after a certain amount of time, a countdown will start. When the counter reaches zero, a bubble / bubbles will be fired automatically.

7 ONE-PLAYER GAME

This mode is a SCREEN CLEAR type game mode. You clear the round when all the bubbles on the screen have gone.

THE SCREEN

SCORE

This displays the player's current score. You get higher scores the more bubbles you can make fall.

NEXT

Displays the colour of the next bubble to be fired.

THE LIMIT LINE

When bubbles go over this line, it's GAME OVER!

GUIDELINES

Guidelines (showing the direction of ball movement) are displayed in the ball area in ROUND 1 and straight after continuing a game.

TIME BONUS

When you clear a round, you get bonus points according to the time it took you to clear the round.

SPECIAL BUBBLES

These bubbles are special in that they burst whatever colour of bubbles they are joined to. Not only do they burst the bubbles, but they each have their own special effects too:

FIRE BUBBLES

When these bubbles burst they release fire and burst the bubbles around them.

SOUND BUBBLES

Release thunder when they burst and burst the bubbles on each side of them. The thunder then flies in the direction indicated by the tail of the direction wheel.

WATER BUBBLES

When it bursts, the WATER BUBBLE changes the colour of the bubble / bubbles directly below it to that of the colour held by the least number of bubbles in the field above it.

8 CONTINUE AND SAVE

CONTINUE

Following GAME OVER, if you select CONTINUE from the CONTINUE screen, you can continue your game from the next round. However, your score will start from zero again.

SAVE

You can save games and continue playing from where you left off at a later date. If you choose not to continue following GAME OVER, the SAVE screen is displayed. If you move the lever to YES and press the A BUTTON you will save up to the last round you managed to clear. However, only one game can be saved, and you should therefore take care, as any previously saved games will be erased when a new game is saved.

LOAD

When a previously saved game exists, before starting the game, the SELECT screen will be displayed. If you move the lever to YES and press the A BUTTON, you can continue playing from where you left off.

MATCH

Pressing the F3 BUTTON on the TITLE screen will take you to the MATCH mode. You can choose between playing against the computer or playing a 2-player game. (You should also check out the MODEM LINK GAME page.)

9 THE SCREEN

NEXT

Displays the colour of the next bubble to be fired.

ROUNDS WON

Displays the number of rounds won (as diamonds) in the current game.

ROUND COUNTER

Displays the number of rounds so far.

LIMIT LINE

If any bubbles go over this line, it's GAME OVER!

AWKWARD BUBBLES

Displays the number of AWKWARD bubbles.

10 PLAYING AGAINST THE COMPUTER

In this mode, one player plays a match against the computer. There are 10 enemy characters for you to beat. The game ends when all ten have been defeated. When you have burst and dropped a large number of balls, you can send the balls displayed on the centre gauge over to your opponent's screen. If you clear all the balls or if your opponent's balls go over the limit line, you win. The level of skill with which the computer plays can be altered in OPTIONS.

Matches against the computer are played the best out of three (i.e., the first to two wins).

INTRODUCTION TO THE ENEMY CHARACTERS

ZEN-CHAN

This "spring monster" made his debut in BUBBLE BOBBLE. Not to put too fine a point on it, he's a weakling.

MAITA

This monster first appeared in the old favourite CHAKKUN POP. He seems to love throwing stones, but that is not relevant in this game.

MONSTER

This monster also made his first appearance in CHAKKUN POP. He comes from an egg.

PURU-PURU

This monster, who first appeared in BUBBLE BOBBLE, flies through the air with the aid of his propeller.

THE SPRING

This "spring monster" first appeared in BUBBLE BOBBLE.

HIDE-GONSU

This monster, who made his debut in BUBBLE BOBBLE, was born in Toyama in Japan. He breathes fire. If you get this far you will find that HIDE-GONSU is quite a formidable opponent.

INVADER

Can this really be the old TAITO character reborn? In this game, INVADER appears as he did in BUBBLE BOBBLE

THE WIZARD

This is the drunken wizard from BUBBLE BOBBLE. He attacks by throwing empty bottles - don't try this at home kids!

RASCAL

This character is a phantom from the old ghost game BEN-BERO-BE. He is a weird chap who lives in the Hiyoshi Mountains, but word has it that he is stronger than the SKULL MONSTER, so you should be sure you do not under-estimate him.

ZEN-CHAN

This character, who made his debut in BUBBLE BOBBLE, appeared as the final boss in the sequel, RAINBOW ISLAND, and is "the character who prevents the never-ending pattern". In this game he rules the roost as the strongest of all the characters, and if you manage to defeat him, you will have reached the end of the game.

11 2-PLAYER MATCH

In this mode 2 players can play against each other. When you have burst and dropped a large number of balls, you can send the balls displayed on the centre gauge over to your opponent's screen. The rules are the same as when you play a 1-player game against the computer, so you win if you clear all the balls or if your opponent's balls go over the limit line.

The default setting for 2-player matches is the best of five (i.e., the first to three wins), but this setting can be altered in OPTIONS.

12 MODEM-LINK GAME

The Windows 95 version of PUZZLE BOBBLE uses DirectPlay, and you can play games with other players via a modem-link. First you should check the type of network you are using, then follow the instructions below to connect with your opponent.

First select NETWORK GAME from GAME on the Windows 95 menu bar.

1) CHOOSE THE PROTOCOLS

When you begin a session the CHOOSE PROTOCOL dialog box will be displayed which allows you to choose the protocols. The various protocols displayed represent different formulas, so if you do not select the same protocol as your opponent, you will be unable to begin your session.

The protocols available for use with PUZZLE BOBBLE are as below:

TCP

You should use this setting if your network connection is made with TCP/IP. You will need to know your opponent's IP address (the Internet is also a TCP/IP connection but it can be extremely slow, so it is not advisable to use this method).

IPX

Use this setting when your network connection is made using IPX.

MODEM CONNECTION

Use this method when your connection is modem to modem.

NULL MODEM CABLE CONNECTION

This method should be used when connecting two computers to each other using a null modem cable (also known as a CROSS CABLE or a REVERSE CABLE). An RC-232C connector will also be required.

2) GAME SESSION

When the protocols have been selected and established, the NETWORK GAME SETUP dialog box will be displayed. At the bottom of the protocol tree in which you are taking part, the current established game session will be displayed. If you click on the game session, the names of the players taking part will be displayed. This information is not updated in real time, so to update the information you should click on the UPDATE button.

To cancel a network game part way through, click on the CANCEL button.

TAKING PART IN AN ALREADY ESTABLISHED SESSION

Select the session in which you would like to take part by clicking on it and then click on the JOIN button. You will then be asked to enter your name. When your name has been entered you will be able to take part in the session.

ESTABLISHING A NEW GAME SESSION

Click on the NEW GAME button, then enter your name and a session name. You can also establish a password. Where a password has been established, only those players who know the password will be able to take part.

USING A PASSWORD

In order to see information or take part in a session in which a password has been set up, you will need to input the password. You should first click the PADLOCK button (it has a picture of a padlock on it) and then enter the password. Entering the correct password will allow you to see the game session information. If you want to correct a mistake when entering a password, click the PADLOCK button twice.

3) GAME PREPARATIONS / STARTING THE GAME

When you establish or join a session, the grey areas in the dialog boxes which you were not able to select before will now appear in bold type. Using these areas you will now be able to use things like the OPTION settings and the CHAT FUNCTION which allows you to have a conversation with other players.

When you establish or join a session, the players' names and the session name are displayed in the dialog box contents. When you want to leave the session, click on the EXIT GAME button.

GAME OPTIONS

This area will be displayed when there are options to select in the game.

CHAT FUNCTION

Messages which have been sent to you will be displayed in the message box. Using the scroll bar you will also be able to read through previous messages.

To send a message, input your message in the MESSAGE CONTENTS box and click the SEND MESSAGE button. Usually you will send the same message to all the players, but you can also be selective about those players you send messages to by using the CONTACT LIST box.

GAME START

The GAME START button will be displayed on the screen of the player who established the new game session, while the READY button will be displayed on the screens of the other players. When the preparations for playing the game have been completed, click on the READY button. When all the players taking part have clicked their READY buttons, the player who established the game session will be able to use their GAME START button, and when that button is clicked, the game begins.

You can use HELP in the dialog window on network games, so try pressing the HELP button to display detailed explanations.

INCREASING THE NUMBER OF PLAYERS IN THE MODEM LINK GAME (FOR THREE OR MORE PLAYERS)

4) MODEM LINK GAME RULES

- The modem link games rules are different for 2-player and 3-player (or more) games.
- When playing a 2-player game, the screen is split into left and right halves as in the MATCH GAME mode.
- When playing a game with 3-5 players you enter the MULTI-PLAYER mode. You have to burst all the bubbles on your screen faster than all the other players.

THE SCREEN

- other players' names
- other players' screens
- your play screen
- rounds played

RULES

- It's best of five, so the first player to win 3 rounds wins
- You win a round if you burst all the bubbles on your screen or if you are the last surviving player
- Attack bubbles (AWKWARD BUBBLES) are sent to all players

DIFFERENCES COMPARED WITH THE NORMAL GAME MODE

In the normal game mode, you cannot send AWKWARD BUBBLES to your opponent if you burst just three bubbles, but in this mode you can.

The number of bubbles do not increase after a certain number of bubbles have been burst, unlike the normal game.

13 TECHNIQUES

Using the walls on both the left and right to bounce bubbles from, you will be able to fire bubbles into places that would be impossible to reach using direct shots.

When the colours you are waiting for don't come as you would like, try to make sure that you don't put the bubbles you shoot in places which will cause you problems later: try to keep them all together in a place where you will find it easy to drop them.

14 TECHNICAL SUPPORT

Assistance Via World Wide Web:

Get up-to-the-minute technical information at the GT Interactive Sofware web site at http://www.gtinteractive.com. 24 hours a day, 7 days a week.

Technical Assistance

Technical Support in the case of faulty disks, you should return the disks ONLY, not the packaging. Return the disks with a covering letter containing details of the fault, your name and address to: GT Interactive Software (Europe) Ltd., Willow Grange, Church Road, Watford, Herts WD1 3OA, United Kingdom.

We will attempt to replace the disks within 28 days of receipt. If you encounter technical problems with the disks, you should write to the above address or call the Technical Helpline which operates between the hours of 9am and 6pm (Central European Time), Monday - Friday.

Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering with you when you call.

English speaking customers call: 01923 209145

In Australia: call the Games Hotline 1900 957 665