THANK YOU for buying BUBBLE BOBBLE PART 2™ for your NES. We suggest that you read this manual completely before playing the game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

PRECAUTIONS

1. Always make sure the control deck has been switched off before inserting or removing your Game Pak.
2. Do not abuse the Game Pak by dropping, hitting, or opening.
3. Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
4. Never touch the terminal pins or any of the electric circuitry and avoid getting the Game Pak wet.
5. Cleaning Game Pak with thinner, solvent, benzene, alcohol or other cleaning agents may be damaging.

CONTENTS

A NEW AGE OF HEROES ........................................ 4
BEGINNING THE GAME ........................................ 4
CONTROLS ...................................................... 5
GAME SCREEN ............................................... 6
BUBBLE ATTACKS ........................................... 7
ITEMS .......................................................... 8
BUBBLES ....................................................... 10
TRAVELER BEWARE! .......................................... 11
GAME OVER/CONTINUE ...................................... 11
ENEMIES ....................................................... 12
BONUS STAGE ............................................... 14
WARRANTY .................................................... 15
A NEW AGE OF HEROES

Bubby and Bobby, two bubble-blowing dinosaurs, must save their world from an army of enemies. They also have to find Judy, their friend, who was kidnapped by the Skull Brothers.

BEGINNING THE GAME

Place the Game Pak in the Control Deck and turn on the power. When the title screen appears, choose either the 1-Player or 2-Player option with the Select Button. To begin playing your game, push the Start Button.

CONTROLS

As a dinosaur, you can run and jump, blow bubbles at enemies, surround yourself in a bubble, and fly through the air on bubbles.

A BUTTON

Press A to jump and continue holding it to jump on a bubble without breaking it.

CONTROL PAD

You can move to the right and left, but not up or down.

START/SELECT

Use Select only on the title screen. Push Start to pause the game.

B BUTTON

Push B to blow bubbles. Press B a few seconds, then release to blow a Super Bubble. Push and hold B down to fly.
If you lose a Life when you have no Hearts, the game is over. You must defeat all enemies on a stage before you can move to a new one.

**HEARTS**
You lose a Heart every time you’re hurt, so collect all that you find. You can hold five Hearts at once.

**SCORE**
You will earn points when you defeat enemies and also when you gather up Fruit and other special items.

**ENEMY**
Each area of the game has its own special kinds of enemies.

**HERO**
In 2-Player mode, each of the dinosaurs is a different color.

**ITEM**
You will find many items in the stages. Take them before they disappear.

**SUPER BUBBLE**
Press and hold B a few seconds, then let go to trap several enemies at once.

**SPECIAL MOVES**
Press and keep holding B to fly. When you are on a bubble, push and hold A to jump high.

Bubbles are your only weapon. They can wrap up your enemies and carry them off, or may just damage them. Face in the direction you want to blow your bubbles and push the B Button.

Blow bubbles at foes to trap them inside.
ITEMS

All of these items are important in your search for Judy. In each stage, you will find one special item--don't miss it! The things you do determine which item appears.

SHOES
With the Shoes, you can move faster until you lose a Life.

CANDY
The Candy helps you blow bubbles farther until you lose a Life.

HEART
If you don't have five Hearts, collect them whenever you can.

CRYSTAL
Once you gather a number of Crystals, the Door will appear.

DOOR
The Door takes you to a bonus stage, then to the next stage.

CLOCK
It freezes enemies, but you can still be hurt if you touch them.

PENCIL
Don't miss the Pencil! It lets you Continue your game.

CHALICE
You can defeat all enemies on your stage with the Chalice.

BOTTLE OF THUNDER
This potion turns ordinary bubbles into Thunder Bubbles.

BOTTLE OF WIND
This potion turns ordinary bubbles into Wind Bubbles.

BELL
The Bell's ring means a powerful item will appear on that stage.

UMBRELLA
You will zoom by a few stages, but cannot pass a Boss stage.

1-UP STATUE
Pick up this rare item to earn yourself one extra Life.

DIAMOND
If you finish a stage with the Diamond, five Fruits appear.

ADDITIONAL ITEMS
You can do things like jump on a bubble to get the shoes, or do other special actions to get other items.
When you find and pop one of the special bubbles, it releases a powerful force of nature. These forces will defeat all nearby enemies, but they will also harm you if you get too close.

**WATER BUBBLE**
Pop this to release a flood that will wash away and drown your enemies.

**FIRE BUBBLE**
Flame bursts out of this bubble and briefly forms a pool on the floor.

**WIND BUBBLE**
A mighty tornado roars upward, bouncing off the walls as it whips and spins.

**STAR BUBBLE**
Out of this bubble a cloud of stars rises, circling around the screen.

Always study the areas you are moving through. A great many tricks and traps lay along your path. Some you must carefully avoid, while others you can use to help yourself. These dangers will increase as you near the end of the game.

**GAME OVER/CONTINUE**
At the end of a game, the screen shown here appears. To Continue, push the Start Button. You can do this five times. Or find and use the Pencil to get a free Continue and save the ones you have left.
ENEMIES

Every enemy has a weakness. Watch how each one moves to learn when to attack. Some enemies are heavily armed with weapons.

**HOPPIT**
This jumper will chase after you, but he can't do much harm if you can just outrun him.

**SLIDER**
He moves and jumps diagonally and will bounce off the ceiling, floor and walls.

**NEEDLER**
Don't jump over this guy; he fires his needle-sharp hat if you try to go over his head.

**NIMBUS**
This floater cannot go through walls or ceilings, but flies around most other obstacles.

**APOGO**
He keeps jumping left and right. Get this bouncer just before he lands.

**CHUCKER**
He leaps and bounces, and he will spit rocks at you when you are side by side. Watch out!

**FLARION**
Though he doesn't move, he spits sizzling fireballs down in a diagonal line. You can defeat him by blowing a few bubbles.

**SNAGGER**
He looks harmless, but he can strike very quickly when you approach by shooting out his neck, like a cobra.

**RUCKUS**
He is the first area boss, and a tough opponent. You will have to use the Thunder Bubble to beat him.

**TWIZZER**
He is invincible only while he is twirling his powerful arm around himself. Bubbles will stop him when he stops.

**SPRINGIT**
This enemy is a difficult target. You can knock the bounce out of him by attacking the spring on his head.

**SAWBONES**
You cannot defeat this enemy. He only leaves if you wipe out all of the other enemies or when you lose a Life.
BONUS STAGE

Find this stage through a Door or by beating a Boss. This game has three types of bonus stages.

VOLLEYBALL
After returning serve, you can hit the ball 3 times. Push B to strike the ball. You can also jump to hit.

GET ITEMS!
Grab as many items as you can. When your competitor gets in the way, push the B Button to shove him aside.

BASKETBALL
The goal in this bonus stage is to sink more baskets than your opponent. Press B to slam-dunk the basketball.

WARRANTY

Taito America Corp. warrants to the original purchaser of this Taito product that this Game Pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

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