

# BUBBLE BOBBLE EXTENDED



INSTRUCTION BOOKLET

# Super James Nelson



This "official" seal is your assurance that neither Nintendo, nor Taito, has had any involvement with this project. Everything has been modified and changed by one individual, with support from many others.

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**Popular**

**ENTERTAINMENT 80'S  
GAME CONSOLE®**

BUBBLE BOBBLE™

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## CARE OF YOUR GAME

**THANK YOU** for downloading BUBBLE BOBBLE EXTENDED for your NES! Please take a moment to read through this manual in its entirety before beginning your adventure!

## PRECAUTIONS

- **Make sure the NES console has been switched off before inserting or removing your Game Pak.**
- **Do not damage the Game Pak by dropping, hitting, or opening.**
- **Game Pak should not be subjected to extreme temperatures. Store at room temperature.**
- **Refrain from dismantling the Game Pak, and touching the terminal pins or any of the electric circuitry. Make sure they do not get wet.**
- **Thinner, solvent, benzene, alcohol, or other cleaning agents may be damaging to the Game Pak.**

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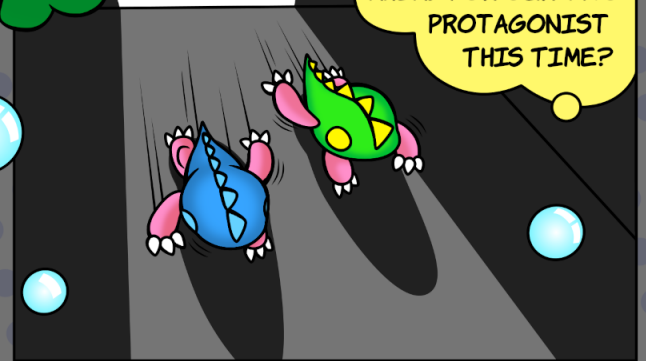




ONE QUIET DAY IN RAINBOW VILLAGE, BUBBLIN AND BOBBLIN AWOKE TO FIND BETTY AND PATTY NO WHERE TO BE SEEN. UPON DISCOVERING THE RETURN OF SUPER DRUNK, ALONGSIDE THE INFAMOUS BARON VON BLUBBA, THE TWO RETURN BACK TO THE CAVE OF MONSTERS TO SAVE THEIR FRIENDS, AND BURST THE PLANS OF THE EVIL DUO ONCE AGAIN!



WITH THEIR BUBBLE-BLOWING ABILITIES, OUR HEROES VENTURE DEEP INSIDE, AND ARE GRACED WITH A BRAND NEW QUEST. WHAT TROUBLE LIES AHEAD FOR OUR TWO PROTAGONIST THIS TIME?



THESE CAVES HAVE GOTTEN MUCH LARGER, WOULDN'T YA' SAY, BOB? LOOKS LIKE THE BARON HAS FILLED THE ROOMS WITH MORE BLOODTHIRSTY BEASTIES!



YOU SAID IT, BUB! LET'S BLAST THESE BADDIES ALL OVER THE WALLS ONCE MORE!





# CONTROLS

## START

Use to begin, and pause game.

## SELECT

Use on menu.

## CONTROL PAD

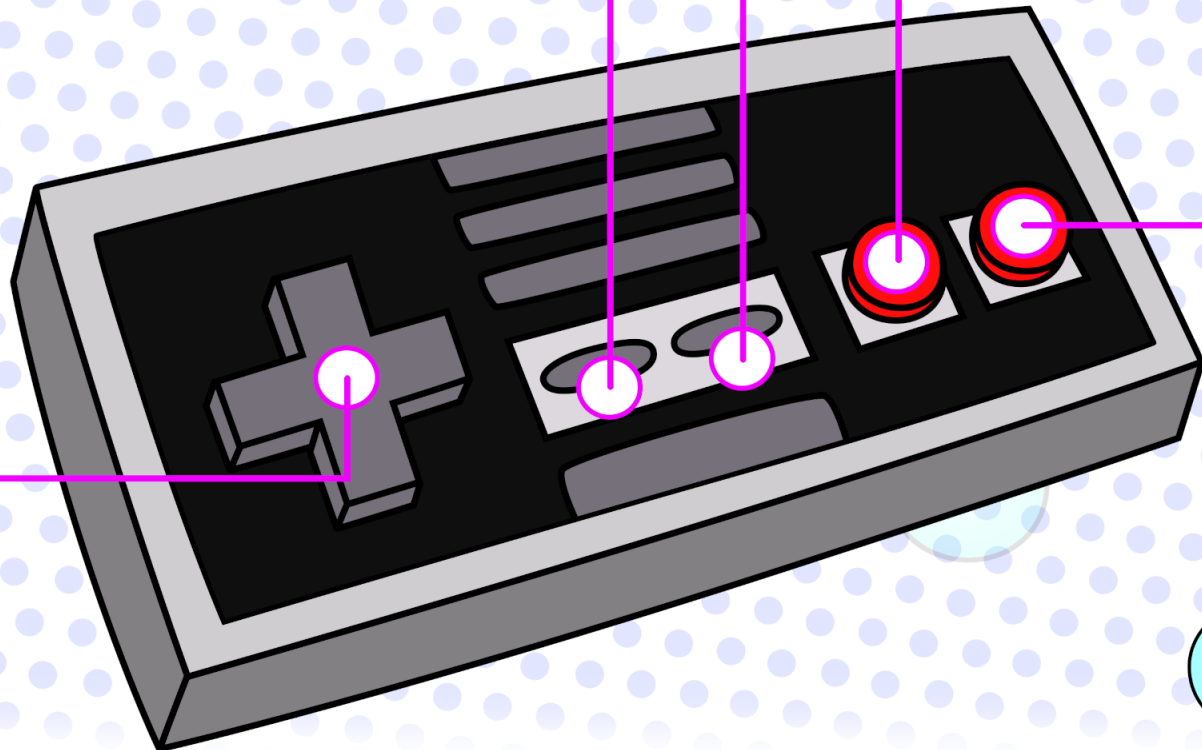
Use to move left, right, and navigate menu.

## B BUTTON

Use to shoot bubbles.

## A BUTTON

Use to jump (hold down to bounce).



# MEET THE CAST



## BUB & BOB

The twin brothers, Bub & Bob are both cheerful bubble dragons, with a very close relationship to each other. The two are no stranger to adventure!

## ZEN-CHAN

These wind-up toys love to scurry around the gamefield in an attempt to catch the player. In addition to jumping at them from below!



## MONSTA

Bounce, bounce, off the walls they go! Monstas enjoy flying across the stage, and will turn direction upon hitting every wall they can.



# MEET THE CAST

## MAITA

Rolling out next, Maitas have the ability to chuck rocks at players from the front. Additionally, they can also jump from below to attack.



## PULPUL

Similarly to Monsta, these creatures will fly across the screen, however, they hang around corners longer, and are generally slower.



## BANEBOU

Watch out! Banebou springs all across the map, and can get right on top of you if you aren't careful. Stay focused on their movement!



5





# MEET THE CAST

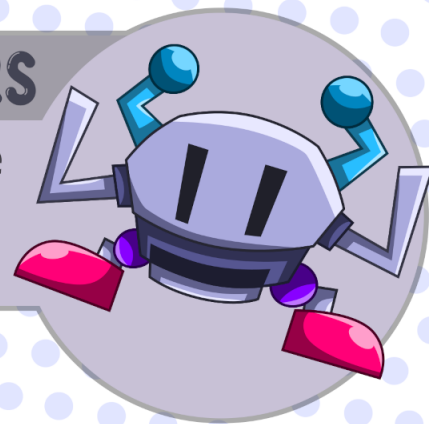


## HIDEGONS

These fur creatures navigate the maze, similarly to many others, except they can shoot fire out from their mouths without any warning!

## INVADERS

Unlike most other enemies, Invaders are unable to jump upwards. However, they will travel back and forth, firing lasers from below.



## DRUNK

Take cover! Drunk will wander the floors and chuck bottles towards the players. However, they'll bounce right back upon hitting a wall.

# GETTING STARTED

Beginning your game is as easy as can be. Simply press the START button on your controller to get past the title screen, then a second time in the menu once you've selected your preferred mode.

BB EXTENDED

☒ 1P START

2P START

1P CONTINUE    ROUND

2P CONTINUE

PASSWORD

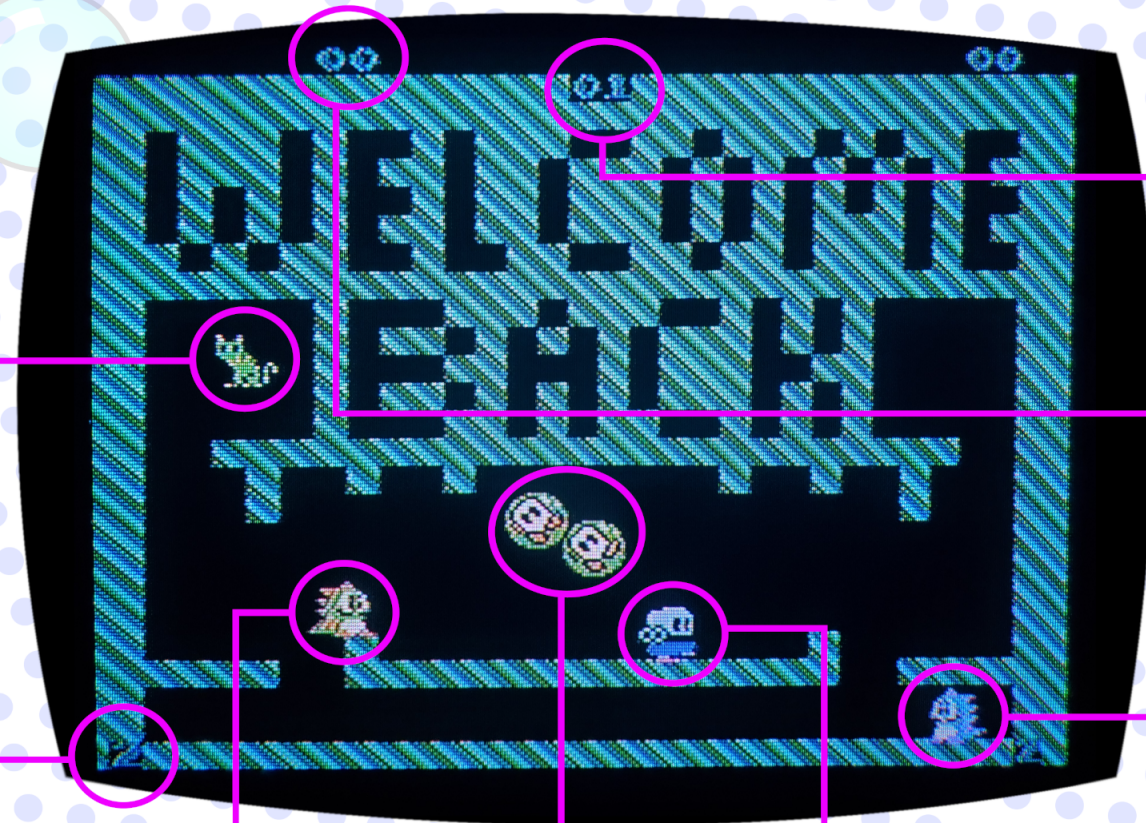
WELCOME BACK TO THE CAVE  
OF MONSTERS! LOOKS LIKE  
SUPER DRUNK HAS  
STRUCK ONCE AGAIN!

GOOD LUCK!





# GETTING STARTED



Bonus  
item

Stage  
counter

Score

Remaining  
lives

Bub (Player 1)

Bob (Player 2)

Trapped Monsters

Monsters

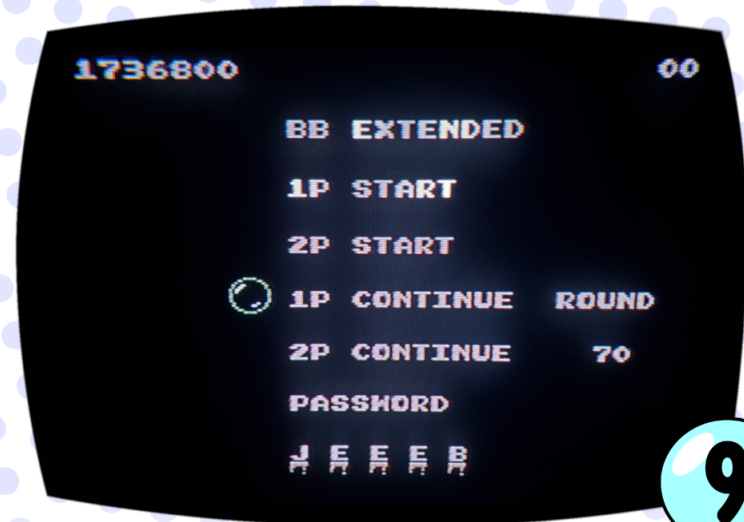




# PASSWORD SYSTEM

Ran out of lives and struck a game over? No problem! Every level has a special 5 letter password displayed on the game over screen, which can be accessed on the menu using SELECT. With this, you'll be able to continue your game from the last level, instead of having to start from the beginning. This feature can also be used when you power off the NES and return later.

Do keep in mind, however, that your score and letters will be reset upon using this method.



# SPECIAL ITEMS

Throughout the game, different special items will appear that will help Bub and Bob through their adventure!

## CANDY



Upgrades your bubble-shooting abilities. **Green** fires faster, **blue** fires further, and **red** is a mix of both.

## DYNAMITE



Collecting this will result in a massive explosion taking over the stage, wiping out all enemies in the process.

## SHOE



Increases the speed of whoever picks it up. With these on, you'll be zipping past every stage!

## PARASOL



These will teleport you through the stages, allowing you to skip them, and continue your adventure much further in.



# SPECIAL ITEMS

## MAGIC POTION



Bonus round! The levels are filled with a variety of items you must collect. Play with a friend to see who can get more. Collect them all for a special bonus!

## CHACK'N HEART



Freezes all baddies in place, and turns Bub and Bob invincible for a short period of time. During this, they'll be able to take out enemies by touching them.

## CROSSES



Summons different types of powers to help the player progress. **Green** summons lightning, **blue** floods the stage, and **red** allows Bub and Bob to shoot fire from their mouths.

## BOOK OF DEATH



Magical books that will cause all sorts of damage to enemies. **Green** will let Bub and Bob shoot lightning bubbles, and **blue** will create an earthquake, eliminating all baddies.

## MAGIC NECKLACE



Has a variety of effects, depending on the color. **Green** will drop an extra life once all enemies are defeated and bubbles are remaining, **blue** will spawn letter bubbles, and **red** will create a ball of energy that takes out enemies.

## MAGIC CANE



Collecting this will result in a giant bonus falling from the sky, and any remaining bubbles turning into items once all enemies are taken out.





# SPECIAL ITEMS

## TREASURE CHEST



Same effect as the Magic Cane, but are less common to come by.

## CRYSTAL BALL



Seen only on stage 99, grabbing this will open up a secret door allowing Bub and Bob access to the hidden "Throwback Lane" levels.

## MAGIC WAND



Wielding this weapon will cause an eruption of stars to fall out of the sky, taking out all enemies in the process.

## BOTTLE OF THUNDER



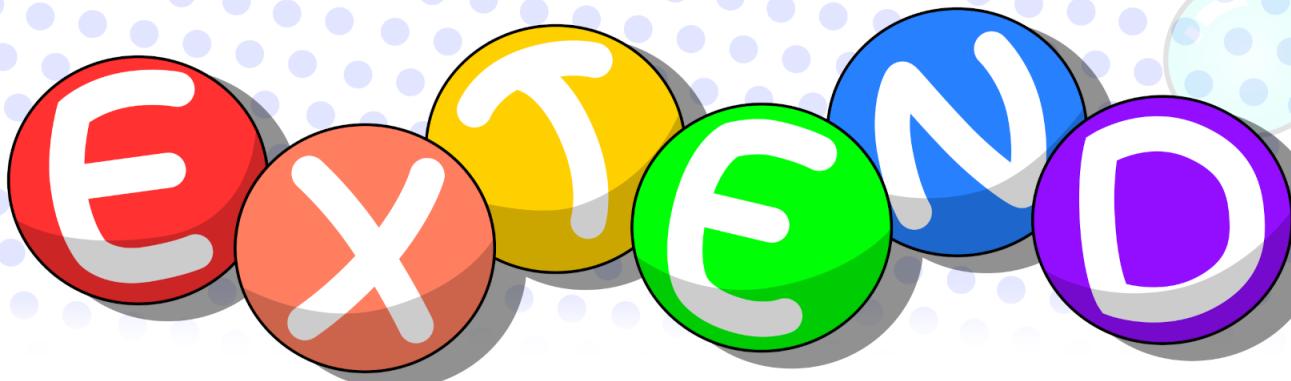
Gives the ability to fire lightning bubbles. Used only on the final boss, and is required in order to beat him.



# EXTEND LETTERS

As the game goes on, it's important you keep your lives high, as to avoid a game over. One method of doing so is to collect letter bubbles. These appear when you burst a group of bubbled enemies simultaneously. Collecting all 6 will earn you an extra life! Keep track of the collected letters by watching the side of the screen. Bub's will be displayed on the left, and Bob's on the right.

Remember: The more enemies popped simultaneously, the more letter bubbles will appear!





# THE BARON

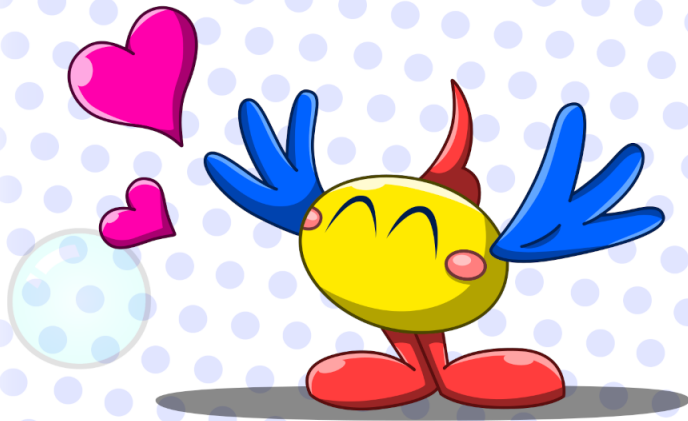
## WARNING

**LISTEN CLOSLEY. WHATEVER YOU DO, DO NOT STAY ON A SINGLE LEVEL FOR TOO LONG, OR ELSE HE'LL APPEAR. THE BARON! THE BARON CANNOT BE KILLED, AND WILL HUNT BUB AND BOB DOWN UNTIL ALL ENEMIES ARE DEFEATED, OR A LIFE IS LOST. STAY ON YOUR FEET, AND KEEP MOVING AS FAST AS YOU CAN! AVOID THE BARON. AVOID THE BARON!**



# THANK YOU

To everyone who took time to play through this hack, and look through this manual. Thank you. Rom hacking is something I've had an interest in doing for a while, but never took the time to properly learn and get into. This project was much bigger than I originally anticipated, and although there were many ups and downs throughout the creation, I'm very happy for what I was able to pull off!



Most importantly, thank you to the Taito community for helping me through this project, providing feedback, suggestions, and testing.

I truly couldn't have done this without you guys!



# NOTES



# NOTES





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Rom hack & artwork created by Super James Nelson