



PlayStation

NTSC U/C

PlayStation



CONTENT RATED BY ESRB

SLUS-01528

SUPER BUBBLER POP



Puzzle Fun
With Wild Music
And Crazy
Bubble Action



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

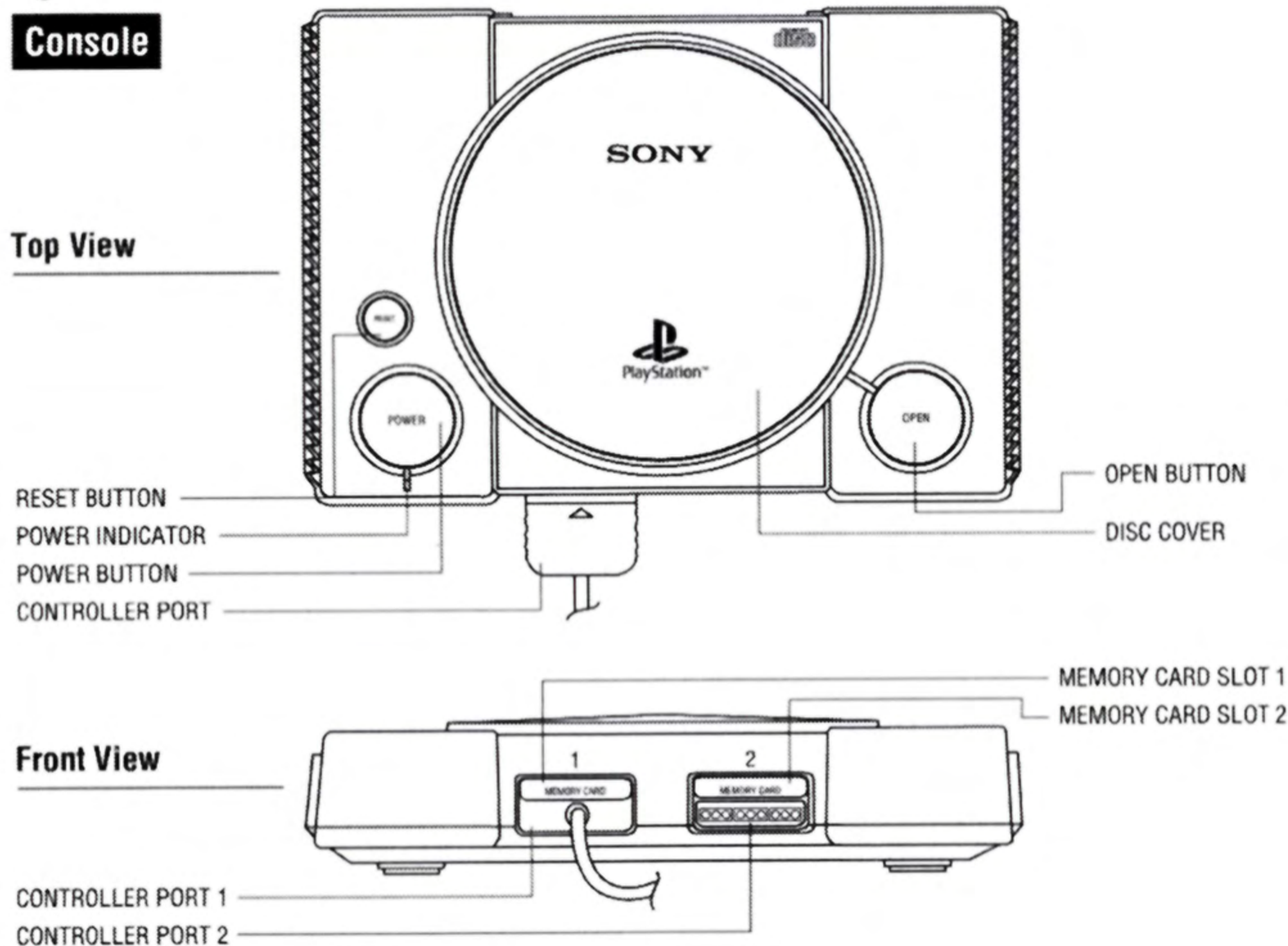
SUPER BUBBLER POP

CONTENTS

Getting Started.....	2
Using the Controller.....	3
Game Controls.....	4
Game Overview.....	5
Main Menu.....	6
DJ Poppers.....	7
Play Screen.....	8
Difficulty Settings.....	10
Bubble Types.....	11
Credits.....	13

GETTING STARTED

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Super Bubble Pop disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

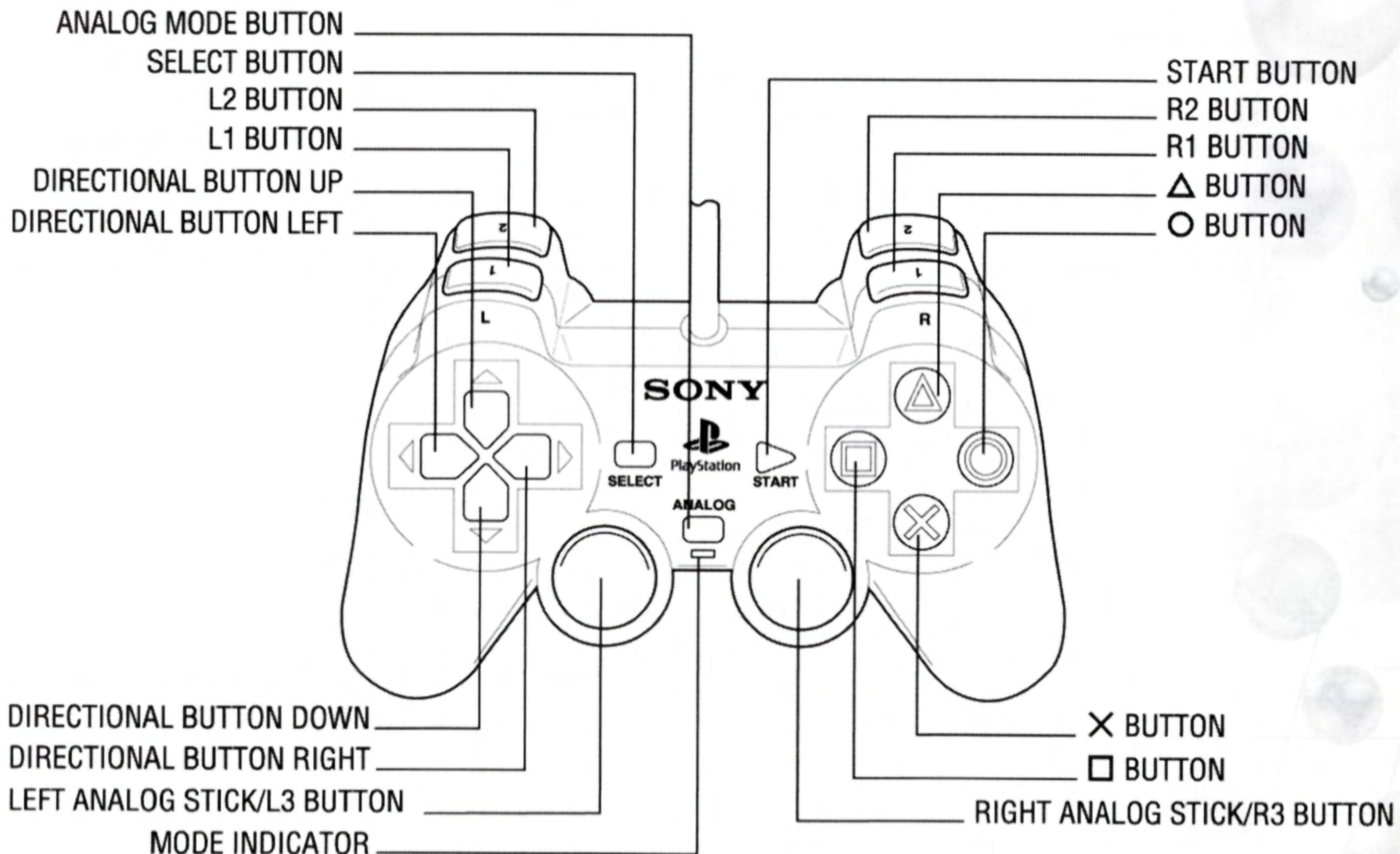


MEMORY CARD

Super Bubble Pop lets you save your game data onto a memory card. In addition, an auto-save feature is supported to save the game data without the need for user action. Before starting play, insert a memory card with at least 1 free block into MEMORY CARD slot 1.

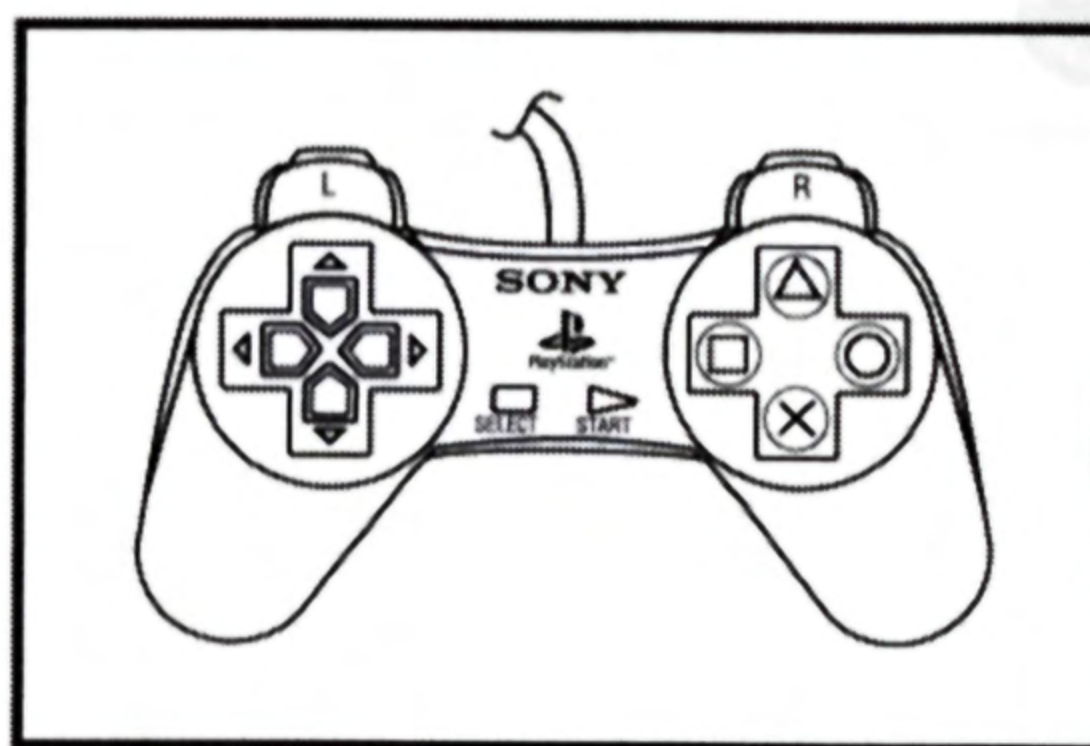
NOTE: It is recommended that you do not insert or remove peripherals or memory cards once the power is turned on. Make sure you have enough free memory card blocks on your memory card before commencing play. This game can save only to a memory card inserted in MEMORY CARD slot 1.

USING THE CONTROLLER



Compatible only in Digital and Vibration mode.

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



GAME CONTROLS

MENU CONTROLS

Confirm Choice X button

Go Back to Previous Menu ▲ button

GAME CONTROLS

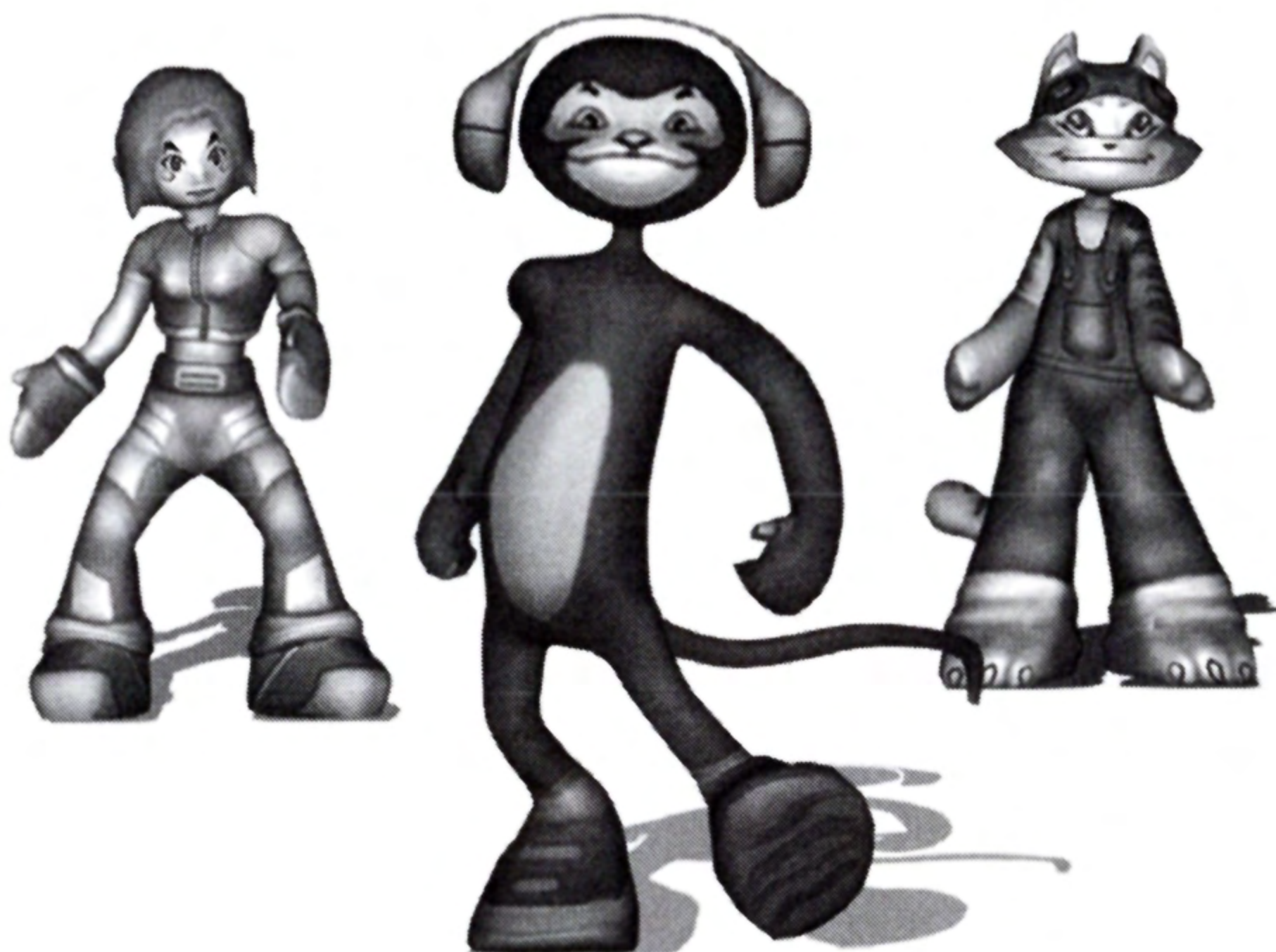
Move Popper directional buttons/left stick

Fire Bubble X button

Fire Special ○ button

Fire Super Attack □ button

Pause/Resume START button



GAME OVERVIEW

Super Bubble Pop is a bubble based action puzzler game where the idea is to quickly and efficiently clear the grid of bubbles to advance to the next stage while gaining as many points as possible.

You are given a sequence of bubbles, which can be fired down the grid to make lines of three or more bubbles of the same color that will then pop. Matching lines of colored bubbles is an all-important factor of Super Bubble Pop.

How to Pop Bubbles

Bubbles can be burst along the horizontal or vertical by creating any lines of three or more adjacent bubbles of the same color.

As the bubbles are popped, the height of the bubble columns is lowered, and with it any Special Bubbles. When Special bubbles hit the grid they roll towards the popper to be collected.

The more bubbles popped at once, the greater the points gained. Setting off a chain-reaction of bubbles popping will earn you additional bonus points.

Special Bubbles

Special bubbles can be collected when they drop from the top of bubble stacks. They are clear colored plasma balls that in times of trouble can be fired to create devastating blows to the bubbles advancing on the grid.

Game Over

The game ends when the Bubble Wall reaches your chosen popper. If you have managed to achieve a High Score, you are taken to the High Score Table where you can record and save your best results.

MAIN MENU


Start Game

To start a game of Super Bubble Pop select the “Start Game” option in the Main menu screen.

Next select which DJ Popper you want to use on the bubble grid, then finally which difficulty setting to start playing at.

Happy Popping...

Jukebox

Use the directional buttons to navigate the play-list, and press the  button to toggle whether a track will be played in the game. The music tracks will be selected at random from those that are enabled.

Options

This allows you to adjust your game settings, music and sound effect levels. You may also manually load and save your game data from here.

High Scores

This is your chance to view the names and scores of the top Bubble Poppers for the Chilled, Groovin’ and HardCore difficulty settings!

DJ POPPERS

A crazy collection of characters are waiting inside for their chance to become the ultimate popper. You are given the chance to pick from one of four characters each with their own unique super special attack. On starting the game, only the Mighty C-29 Robot and the Lovely Vix are available; the other two characters are unlocked by playing the harder levels.



The Mighty C-29 Robot has been Super Bubble Pop champion for as long as people can remember. Armed with his devastating Pulse Wave he rules the grid.



The Lovely Vix. Known as the queen of popping she is as fast as she is beautiful. Her hidden Tack Attack is sure to come up trumps.

PLAY SCREEN

CURRENT SCORE

CURRENT LEVEL

SPECIAL JAR

0129900

LEVEL 10

LEVEL TOKENS
COLLECTED

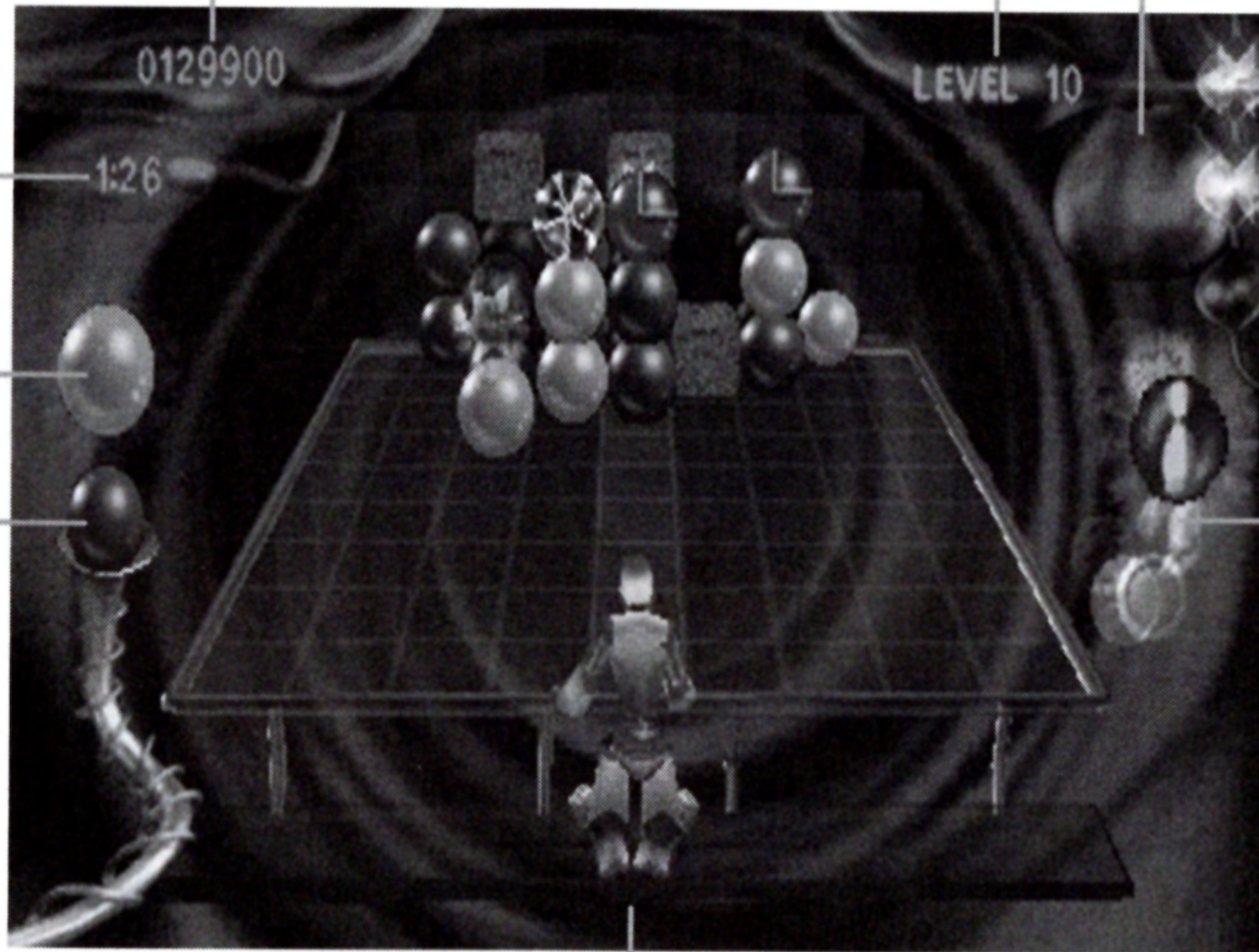
BONUS TIMER

1:26

CURRENT BUBBLE

NEXT BUBBLE

TORUS



PLAYER

Torus



The Torus displays the current Special Attack level that you have gained so far.

Each time a Special Bubble is collected, the icon within the Torus rotates and the new Special Attack is highlighted.

Each Special Bubble collected raises the highlighted Special Attack by one step.

Timer Bonus

If you manage to complete a level quickly you will get a timer bonus for any remaining seconds on the clock. If the timer runs out you will receive no bonus, and worse still, on certain levels under the Hardcore setting, the game will be over!

Graphic Equalizer

A graphic equalizer plays at the back of the grid. When a new attack wave is required, the columns selected by the pattern will be filled with bubbles based on the height the equalizer bar for that column.

Every few seconds, a new wall is generated with a new bubble pattern.

Special Jar

Each character has their own favorite bubble color. When your character pops their favorite bubble, color energy is transferred into the special jar. When the jar is full it will glow letting you know that you can launch a powerful Super Special Attack.

DIFFICULTY SETTINGS

Training

This mode is aimed at beginners. It allows you to pick up the basics of Super Bubble Pop. Using simple bubble attack patterns, with only two bubble colors and slower bubble wall advancement this should be a breeze.

A help aid is included called “easy aiming”, which highlights the bubbles that will form a three or more bubble sequence with the current bubble color.

Chilled

This mode uses more complex bubble patterns and includes another color so there are three colors to pop.

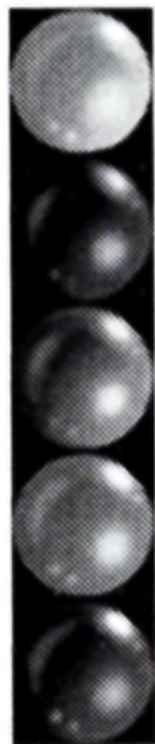
Groovin’

This mode adds another color making four different colors to match and pop. Bubbles move forward from the equalizer quicker and play becomes more frantic. The easy aiming help aid is now turned off.

HardCore

Another color is added making a total of five. Bubble wall movement and spawning will be quicker than anything seen in the previous levels! Other features such as concrete blocks will appear much sooner, making play more difficult. As the title implies – this is for hardcore gamers only!

BUBBLE TYPES



Play Bubbles

These are the normal play bubbles, which will be popped when three or more are lined up together. At easy levels you are presented with only three different colors to mix and pop. At higher levels you can expect the full spectrum of five colors to deal with.



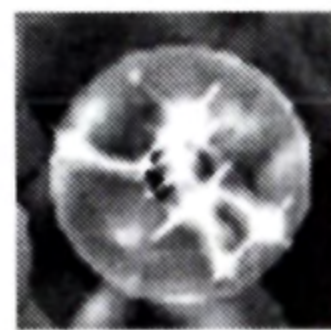
Extra Time Bubble

The extra time bubble adds more time to your level timer increasing the amount of bonus points available to collect when the level is completed.



Level Star

Level Stars are a quick way of completing the level. Collect three of these to complete easy levels. More may be needed to complete harder levels.



Special Bubble

Each special bubble collected rotates the Torus bar one level, which allows more powerful attacks to help you devastate the bubbles on the grid.



Blocker

The concrete block is an obstacle that can work in your favor or against you. It will stop any bubbles you fire down the lane it occupies but also blocks advancing bubbles. It remains in place for a period of time and then disappears allowing you to collect any specials behind it. Concrete blocks can be destroyed with 5 shots. Other blocks may require more shots to destroy them.

Pickups

Special Bubbles – on Training and Chilled levels, these bubbles home in on your popper and are automatically collected. You must collect them yourself on Groovin' and Hardcore levels, otherwise they will fall off the grid.

Level Stars – these are automatically collected no matter which level you're playing.

Extra Time Bubbles – these must always be collected; otherwise they will fall off the grid.

CREDITS

Published By Jaleco

President – Dick Wnuk

Studio Director – Paul Meegan

Producer – Quincy Roach

Developed By Runecraft

Programming – Steve Deacon;
Dave Sowerby

Lead Artist – Daryl Marples

Music & Sound Effects –

Jeremy Taylor

Animation –

Ian Deary; John Saull; James
Roberts; Paul Humphreys;
Anthony Martin

Design – Bob Hands

Producer – Mick Waites

Lead Tester – Tom Armstrong

Testers –

Jonathan Bell; Wez Foster;
Michael Barlow; Steve Garnham
Greg Ellis; Tim Wilson; Richard
Hanheran; John Feather;
Paul Tracey

QA Manager – Mark Hooley

Animation Dept Manager –

Jon Harrison

Art Manager – Derek Ham

Head Of R&D – Steve Caslin

Design Dept Manager – Dave Lago

Creative Dept Manager –

Andy Sutcliffe

Sound Dept Manager – Kevin Saville

VP Development – Dave Lee

VP Marketing – Adele Callan

VP of Business Development –

Darren Melbourne

C.O.O. – Andrew Wall

C.E.O. – Kevin Devine

Thanks To

Tom Kuhn; Andy Sutcliffe; Dave
Tolley; Bill Newsham; Adrian Gray;
Wez Foster



Jaleco Entertainment, 119 W. Tupper Street, Buffalo, New York 14202
© 2002 Jaleco Entertainment. All rights reserved. Jaleco Entertainment and the Jaleco Entertainment logo are trademarks or registered trademarks of Jaleco Entertainment in the United States and other countries.
Runecraft Limited™

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



www.jaleco.com